學校檔號：TQ\2324CYCS_002\中學部資訊科技組\承投Code-to-Care 編程課程及設備\20231004\梁俊傑

敬啟者：

<div align="center">

**邀請投標**
**承投Code-to-Care 編程課程及設備**

</div>

現誠邀 貴公司承投提供隨附的投標附表上所列的服務。

1. 投標書必須填妥**一式兩份**，並放置信封內密封（ 貴公司**不可在信封面上顯示貴公司名稱或資料**）。 信封面應清楚註明：

<div align="center">

承投 **"Code-to-Care 編程課程及設備"** 投標書

</div>

煩請 貴公司提供商業登記證副本，並同時將 承辦投標書表格 及 投標書附表 須一式兩份寄往**九龍深水埗歌和老街47號，香港扶幼會則仁中心學校，郭智穎校長 收**，並須於**2023年10月27日中午12時或之前送達上述地址**。逾期之投標書概不受理。 貴公司的投標書及附表有效期為90天，由上述截止報價日期起計。如在該90天內仍未接獲訂單，則是次投標書可視作落選論。另外亦請注意， 貴公司必須填妥投標書表格第II部分，否則報價概不受理。

2. 倘 貴公司未能或不擬報價，亦請儘快把投標書表格寄回上述地址，並列明不擬報價的原因。

3. 學校邀請投標書承投所需服務時，會以「整批」形式考慮接受供應商的投標書。

4. 如對本報價邀請有任何問題可致電梁俊傑老師聯絡。

校長

郭智穎 謹啟

2023年10月4日

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＊ 如不擬報價，煩請在下面 ☐ 內填上 ✓ 號並透過回郵信封寄回本校，謝謝！

☐ **本公司不擬報價**，不擬報價原因：_____。

公司名稱：_____

# 香港扶幼會則仁中心學校

承辦 <u>"Code-to-Care 編程課程及設備"</u> 的投標書表格

學校名稱及地址： 香港扶幼會則仁中心學校

九龍深水埗歌和老街47號

學校檔號： TQ\2324CYCS_002\中學部資訊科技組\承投Code-to-Care 編程課程及設備\20231004\梁俊傑

截止投標日期和時間： **2023年10月27日中午12時或之前**

第Ⅰ部分

1. 下方簽署人願意按照正式訂單上訂明的日期及所列的價格，包括所有相關費用，以及校方所提出的細則，提供投標書附表上所列項目的服務。下方簽署人知悉，所有未經特別註明的項目，均須按照該細則的規定提供服務；投標書表格及附表由上述截止日期起計90天內仍屬有效；校方不一定採納索價最低的投標書，並有權在投標書的有效期內，採納某份投標書全部或部分內容。下方簽署人亦保證其公司的商業登記、僱員補償保險及第三者公眾責任保險均屬有效，而其公司所提供的服務不會損壞學校的校舍。

2. 請投標者注意防止賄賂條例：競投人、其僱員、代理人及任何此投標相關人士不得向學校僱員、校董會成員，或負責甄選營辦商的有關委員會的任何家長或學生代表提供利益（香港法例第201章〈防止賄賂條例〉所界定的「利益」）。競投人、其僱員、代理人或任何相關人士如向有關人士提供任何與他們職責有關的利益均屬違法行為，可導致合約無效；學校亦可因此取消批出合約，而競投人須為學校所蒙受的任何損失或損害負上法律責任。

2

第 II 部分

再行確定投標書的有效期

　　有關本投標書的第 I 部分，現再確定本公司的投標書表格及附表有效期由 2023年10月27日起計為90天。

　　下方簽署人亦同意，投標書的有效期一經再行確定，其公司就該事項註明於投標書表格內的預印條文，即不再適用。

　　煩請　貴公司同時**提供商業登記證副本**。

日期　：＿＿＿＿＿　年　＿＿＿＿＿　月　＿＿＿＿＿　日

姓名(請以正楷填寫)：＿＿＿＿＿＿＿＿＿＿

簽署人　：＿＿＿＿＿＿＿＿＿＿

職銜　：＿＿＿＿＿＿＿＿＿＿　(請註明職位，例如董事、經理、秘書等)


上方簽署人已獲授權，代表：

＿＿＿＿＿＿＿＿＿＿＿＿＿＿公司簽署書面報價單/投標書，該公司在

香港註冊的辦事處地址為：＿＿＿＿＿＿＿＿＿＿＿＿＿＿＿

＿＿＿＿＿＿＿＿＿＿＿＿＿＿＿

＿＿＿＿＿＿＿＿＿＿＿＿＿＿＿

＿＿＿＿＿＿＿＿＿＿＿＿＿＿＿

電話號碼：＿＿＿＿＿＿＿＿＿＿

傳真號碼：＿＿＿＿＿＿＿＿＿＿

| (1) 項目編號 | (2) 物品說明/規格 | (3) 所需數量 | (4) 單價（港幣$） | (5) 總價（港幣$） |
|---|---|---|---|---|
| Part A – Courses (total 32 session (each session is 1.5 hours) / 48 hours) | | | | |
| 1 | Course 1: Introduction to Computational Thinking - Coding for Art and Music 8 sessions (each session is 1.5 hours) / Total 12 hours This course comprises a series of lessons that reinforce the basis of Computational Thinking, and the curriculum integrates lifestyle events with coding. There are 8 sessions including at least one mentor-led field trip into the community. *Art and gaming*     A. An app to ensure the interaction of multiple players. This app allows multiple (two) players to engage in a shooting game *Artificial Intelligence (AI)*     A. A series of lessons to introduce Artificial Intelligence (AI) and the application of AI (See lessons in the section "Technologies Extension and its applications" below)     B. Introduction to Python (and its usefulness to AI) *Sports*     A. An app to tap into the interests of students, as well as help them to develop their health. | 1 | | |

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| | *Chinese Culture* | | | |
| | A. An app to draw on the benefits of physical exercises, such as Chinese Kung Fu. | | | |
| | B. An app to allow students to bring out their talents in writing/penmanship skills. This app allows users to write 揮春 (利用電子數碼水墨畫畫程式) | | | |
| | C. An app to relate to students' everyday life, such as a meal at a local 茶餐廳. | | | |
| | *Care for Community* | | | |
| | A. An app to warn the elderly about certain dangerous situations. | | | |
| | B. An app to help book appointments for the elderly. | | | |
| | C. An app to remind the elderly about their current locations. | | | |
| | *Bonus Topics* | | | |
| | a. *Various apps integrate with IOT, such as mBot.* | | | |
| 2 | <u>Course 2: Concept of Design Thinking and Problem Solving Course:</u><br>8 sessions (each session is 1.5 hours) / Total 12 hours<br>1. First part: Understand the concept and elements of Design Thinking<br>2. Second part: Equip the students with the correct skills to do their design job<br>Skills of techniques are developed through these courses: | 1 | | |

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| | | A. A session that focuses on 3D Modelling and its potential of linking with a coding platform<br><br>B. A session that focuses on Graphic Design (Tiny modelling software and its potential of linking with a coding platform)<br><br>C. A session that focuses on Interior Design<br><br>i. This is to use software to design the details, and to build a small-scale model (with tools such as:- Use of Pliers, drills, ruler, rotary tools, jigsaw, soldering iron, hammer, utility knives, screwdriver set, Chisels Makey<br><br>D. A session that focuses on Prototyping<br><br>i. Use of Pliers, drills, ruler, rotary tools, jigsaw, soldering iron, hammer, utility knives, screwdriver set, Chisels Makey<br><br>E. A session that teaches sketching | | | |
| 3 | | <u>Course 3: Creativity stimulation and UI / UX of a mobile application</u><br><br>8 sessions (each session is 1.5 hours) / Total 12 hours<br><br>This course uses a series of themes topic sessions to illustrate how Design Thinking can be applied to coding. This is part of the extension/continuation of the Design & Problem Solving course that is also highlighted in this document.<br><br>A. An app to illustrate the concept of Water Cycle<br><br>B. An app to illustrate the concept of Water States<br><br>C. An app to address Animal Classification<br><br>D. An app to discuss Plant Science<br><br>E. An app to illustrate Ocean Pollution<br><br>F. An app to illustrate the unit conversion<br><br>G. An app as a Gas Mileage Calculator | 1 | | |

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| | H. An app to illustrate Solar Panel<br><br>I. An app to illustrate Plastic Waste<br><br>J. An app to illustrate Friction Calculator | | | |
| 4 | Course 4: Technology Extension and its Applications<br>8 sessions (each session is 1.5 hours) / Total 12 hours<br><br>This course is an introduction to media - video/image recognition and Artificial Intelligence (AI) for mobile application. This course is designed to introduce new technologies and their applications to users. In addition, the course will teach the students to be a more sophisticated producer of media for online platforms, such as YouTube.<br><br>Introduction to Artificial Intelligence (AI):<br><br>A practical application of AI in image processing.<br><br>A.   An app to develop an Image Classifier.<br><br>a.   How do we use a user-friendly BLOCKY coding platform.<br><br>b.   How do you build an image engine?<br><br>c.   How do you turn an image capture device to recognize an object<br><br>d.   How do you train an AI engine?<br><br>From Image to other media formats<br><br>We see the application of AI to image processing. How can we potentially extend AI to other media platforms, such as YouTube? Can we make managing a YouTube channel even more exciting with the help of AI? | 1 | | |

| (1)<br>項目<br>編號 | (2)<br>物品說明/規格 | (3)<br>所需<br>數量 | (4)<br>單價<br>（港幣<br>$） | (5)<br>總價<br>（港幣<br>$） |
|---|---|---|---|---|
| Part B - Equipments | | | | |
| 1 | <u>Makeblock mBot Ultimate 2.0 10-in-1 Robot Kit</u><br>Microcontroller:ATmegaA2560-16U<br>Mechanical:　　Aluminum Extrusion Parts, Plastic Timing Pulleys 90T, Plastic Gears, Tracks and Wheels, Cables<br>Electronics:　　MegaPi, MegaPi Shield for RJ25, Bluetooth Module, Motor Driver, Ultrasonic Sensor, Line Follower Sensor, 3-Axis Accelerometer and Gyro Sensor, RJ25 Adapter, Shutter, Makeblock Gripper, Encoder Motor<br>Communication:　　USB and Bluetooth<br>Software Versions:　・ mBlock (Windows, macOS, Linux)<br>・ Makeblock (iOS, Android)<br>・ Arduino (Windows, macOS, Linux)<br>Battery Requirement:　　6 x AA Batteries (Not Included)<br>Dimensions:　　14.57 x 7.80 x 10.51" / 370 x 198 x 267 mm<br>Weight:　8 lb / 3.6 kg | 10 | | |
| 2 | <u>Arduino MKR IoT Bundle</u><br>1 Arduino MKR1000 board, with header soldered.;1 micro USB cable,;1 400-point breadboard,;70 solid-core jumper wires,;1 9V battery snap,;1 stranded jumper wire;1 stranded jumper wire,;6 phototransistors,;3 | 10 | | |

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| | potentiometers (10 kilohm),;10 pushbuttons,;1 temperature sensor (TMP36),;1 tilt sensor,;1 alphanumeric LCD (16 x 2 characters),;1 bright white,;34 LEDs (6 ldr bright white, 1 RGB, 8 red, 8 green, 8 yellow, 3 blue),;1 small DC motor (6/9V),;1 small servo motor,;1 piezo capsule (PKM17EPP-4001-B0),;1 H-bridge motor driver (L293D),;1 octocouplers (4NE5),;2 MOSFET transistors (IRF520),;5 capacitors (100uF),;5 diodes (1N4007),;3 transparent gels (R,G,B);1 male pin strip (40 x 1),;20 resistors (220 ohm),;5 resistors (560 ohm),;5 resistors (1 kilohm),;5 resistors (4.7 kilohm),;20 resistors (10 kilohm),;5 resistors (1 megohm),;5 resistors (10 megohm) | | | |
| 3 | Maker tool set<br><br>Pliers;Drill;Ruler;Rotary Tool;Jigsaw;Soldering iron;Hammer;Utility knife;Wire stripper;Screwdriver set;Chisels;Rotary tool; | 2 | | |
| 4 | Android 5G smartphone<br><br>Size: 6.4 inches<br>Resolution:   2400 x 1080 pixels, 20:9 ratio, 411 PPI<br>Technology:   Super AMOLED<br>Refresh rate:   120Hz<br>Screen-to-body:   81.47 %<br>Features:  HDR support, Ambient light sensor, Proximity sensor<br>System chip:   Exynos 1380 (5 nm)<br>Processor: Octa-core<br>GPU:   Mali-G68 MP5<br>RAM:   6GB<br>Internal storage:   128GB<br>Storage expansion:   microSDXC up to 1024 GB | 12 | | |

| | Device type: Smartphone<br><br>OS: Android (13)<br><br>*Or higher than above spec requirements* | | | |
|---|---|---|---|---|

本公司/本人明白，如收到學校訂單後未能供應書面報價書
上所列物料或服務，本公司/本人須負責賠償學校從另處採
購上述物料或服務的差價。
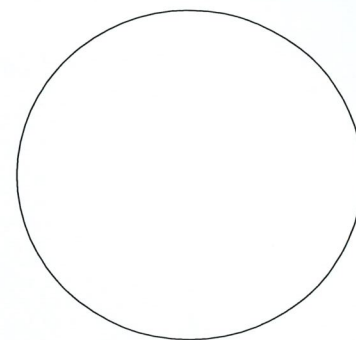
公司印鑑

供應商名稱：
_____

獲授權簽署報價單的代表的姓名及署名

姓名(請以正楷填寫)： _____ 簽署： _____

日期： _____