

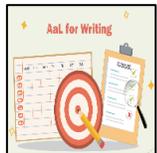
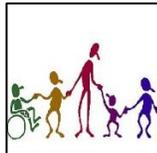
# PDNETwork:

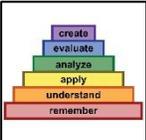
## List of Workshops

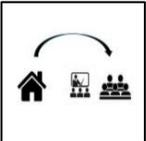
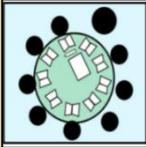
**PDNETwork** is the platform which hosts the NET Section's online workshops for English language teachers in the Education Bureau Hong Kong. You can find it at: <https://nets-pd.edb.edcity.hk/>

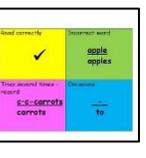
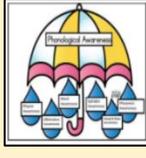
This information sheet shows all the current workshops with descriptions. All workshops highlighted in yellow are recommended for NETs new to the NET Scheme (see Information Sheet 3 for more information).

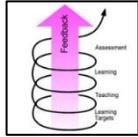
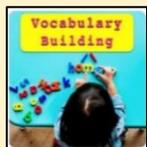
The site hosts workshops covering multiple topic areas, with more coming each year.

Workshop	Description	Workshop	Description
 <p><b>Assessment as Learning (AaL) for Writing</b> (3 hours)</p>	<p>The workshop offers an introduction of assessment as learning (AaL) for writing in both Key Stages 1 and 2.</p>	 <p><b>CCA Programme Design</b> (2.5 hours)</p>	<p>This workshop is an introduction to designing co-curricular activities (CCA) onsite (face-to-face mode) and/or online (distance learning).</p>
 <p><b>Catering for Students with SEN</b> (2.5 hours)</p>	<p>The workshop offers an overview of the theory of inclusive education within the Hong Kong setting in Key Stages 1 and 2.</p>	 <p><b>Classroom Management</b> (2 hours)</p>	<p>This workshop offers an overview for implementing effective strategies across many classroom situations to assist teachers with innovative teaching programmes.</p>
 <p><b>Catering for SEN Part 2</b> (complete after the Catering for Students with SEN) (3 hours)</p>	<p>This workshop focuses on catering to the diverse needs of students with SEN in the mainstream classroom. It offers tools and innovative support practices for a range of students with SEN.</p>	 <p><b>* Creating a Website for English Learning</b> (2 hours)</p>	<p>The workshop offers a step-by-step tutorial on how to plan and create your own Google Sites for your teaching purposes in Key Stages 1 and 2.</p>

Workshop		Description
	<b>Creating an English-rich Environment</b> (1.5 hours)	The workshop offers an overview for creating an English-rich environment, both oral and visual, beyond what seems obvious for KS1 and KS2.
	<b>DI: Developing HOTS through Questioning</b> (2.5 hours)	This workshop introduces some of the basic theories behind differentiated instruction and questioning.
	<b>Drama in the Classroom</b> (3 hours)	This workshop offers teachers practical information on how to bring drama into the mainstream English language classroom.
	<b>Effective Feedback</b> (2 hours)	This online workshop provides practical strategies for designing and implementing effective feedback strategies in the classroom.
	<b>Filmmaking in the English Classroom</b> (3 hours)	The workshop offers an overview for creating films. It provides KS1 and KS2 teachers with a rationale and practical strategies for using filmmaking to support innovation and maximise student learning.

Workshop		Description
	<b>Flipped Classroom</b> (2 hours)	This workshop offers a pedagogical framework, where students are introduced to the three stages of a flipped classroom: flipped content, check-up and in-class follow-up.
	<b>Guided Reading – Let's Go!</b> (3 hours)	See guided reading in action to assist your teaching. Explore the roles of teacher and student when practising decoding and comprehension strategies with levelled books.
	<b>* Interactive Formative e-assessment Tool</b> (1.5 hours)	The workshop offers a step-by-step tutorial on how to use different functions on the online platform, Mentimeter, incorporating formative assessment.
	<b>* Interactive Online Learning</b> (3 hours)	The workshop offers tutorials on how to plan and create a Pear Deck presentation using Google Slides for teaching KS1 and KS2 English, facilitating assessment as learning (AaL).
	<b>Introduction to KIP</b> (3 hours)	The training session offers an overview of the Key Stage 2 Integration Programme (KIP).

Workshop		Description	Workshop		Description
	<b>Introduction to PLP-R/W</b> (1.5 hours)	The workshop offers an overview of the Primary Literacy Programme – Reading/Writing Key Stage 1 (PLP-R/W) and how to get started.		<b>* Making Digital Games for SDL</b> (1.5 hours)	The workshop offers a step-by-step tutorial on how to create and use Bitsboard content to enhance English Language learning and teaching in KS1 and KS2.
	<b>Language Arts Inc.</b> (2.5 hours)	The workshop outlines the benefits of incorporating language arts activities into Key Stages 1 and 2 lessons and practical ways to do so.		<b>* Making Real-time Interactive Lessons</b> (2.5 hours)	This workshop introduces teachers to the functions and features of Nearpod, and considers the use of the Nearpod platform to develop interactive English lessons.
	<b>Learning Progression Framework</b> (2.5 hours)	The workshop offers an introduction to the English Learning Progression Framework, detailing its components and uses, for KS1 and KS2 / ELE planning.		<b>Matching Students to Book Levels</b> (1.5 hours)	The workshop explains the rationale and process of matching students to book levels, including demonstrations and practice videos.
	<b>Learning through Play</b> (1.5 hours)	The workshop offers an introduction to the concept of Learning through Play, shows what it could look like in your classroom, and how to assess students during the implementation of such a unit.		<b>* Navigating the World of Digital Books</b> (1.5 hours)	This workshop offers a step-by-step tutorial on how to plan and use Epic School for the teaching of reading in both Key Stages 1 and 2.
	<b>Listening and Speaking Skills</b> (2 hours)	This workshop offers a pedagogical framework on effective strategies for developing students' listening and speaking skills that support the English local primary school classrooms.		<b>Phonological Awareness</b> (3 hours)	The workshop offers an introduction to phonological awareness as oral and aural activities, to prepare students for the development of reading and writing skills.

Workshop		Description	Workshop		Description
	<b>Project-based Learning</b> (2.5 hours)	This workshop offers an overview and a framework for project-based learning and how it can be implemented in Key Stage (KS) 1 or 2		<b>Teaching Strategies for Reading</b> (2 hours)	This workshop explores a range of teaching strategies for reading (shared reading, reading aloud, guided reading and more) to develop an effective reading programme.
	<b>Reciprocal Teaching of Reading</b> (2 hours)	The workshop offers an introduction to the reciprocal teaching strategy. It also suggests effective ways to implement the strategy in Hong Kong primary schools.		<b>Teaching Writing Online</b> (3.5 hours)	This workshop offers a series of core practical ideas to prepare for teaching writing online with a range of curated resources.
	<b>Strategies for Teaching Phonics</b> (2 hours)	This workshop provides KS1 and KS2 teachers with a rationale and practical strategies for teaching phonics from explicit teaching to decoding and encoding.		<b>Teaching Writing Overview</b> (1.5 hours)	This workshop offers an overview of the rationale involved in the learning and teaching of “process writing” in KS1 and KS2.
	<b>Summative Assessment</b> (2 hours)	The workshop offers an overview of summative assessment in HK primary schools.		<b>* Using a Digital Portfolio for Students</b> (2 hours)	This workshop considers the use of digital portfolios as a tool for self-regulated learning. It introduces teachers to the digital portfolio platforms, Seesaw.
	<b>Teaching Reading Overview</b> (2 hours)	This workshop explains the basic theories and models required to understand “learning to read”, and how they can inform effective teaching of reading.		<b>Vocabulary Building</b> (3.5 hours)	This workshop focuses on the building of vocabulary as a teaching strategy. It covers the benefits, effective ways to plan and teach vocab building, and multiple teaching ideas and resources.

Workshop		Description
 <p><b>Analysing Running Records</b> (1.5 hours)</p>	<p>This workshop demonstrates how levelled students' reading records (running records) are analysed to inform students' reading progress.</p>	

Workshop		Description
 <p><b>Teaching Coding &amp; Computational Thinking</b> (2.5 hours)</p>	<p>This workshop offers an overview of computer science, coding, and computational thinking, and how to integrate coding and computational thinking into English instruction to develop coding literacy.</p>	

## Some workshops have been re-titled

\* A number of workshops explore the use of **e-tools and apps** to guide curriculum development, teaching and learning. Seven have been retitled as shown here:

Former workshop title	New workshop title
Google Sites	Creating a website for English learning
Making use of Nearpod	Making real-time interactive lessons
Mentimeter	Interactive formative e-assessment tool
Peardeck: Active learning	Interactive online learning
Seesaw for English learning and teaching	Using a digital portfolio for students
Self-directed learning using Bitsboard	Making digital games for SDL
Using Epic School	Navigating the world of digital books

## Find PDNET

PDNETwork online workshops platform  
PDNETwork information



## Getting help

**Feedback** — use the Google evaluation form in each workshop,

**Workshop content and online processes** — your school's Advisory Teacher (mentor) by email or using the **“Comments”** box in the **“Enrol”** tab in a PDNETwork workshop.

**Professional development programme coordinator** —  
Fanny Cheung [lkcheung@edb.gov.hk](mailto:lkcheung@edb.gov.hk)

**Advisory teacher** (PDNETwork mentor) for your school



**Good luck on your professional learning journey**