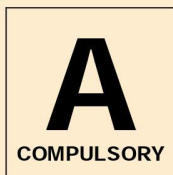


2015/16-ME
ENG LANG

PAPER 3
PART A



HOK YAU CLUB
HONG KONG MOCK EXAMINATION 2015/16

ENGLISH LANGUAGE PAPER 3

PART A

Question-Answer Book

Please stick the barcode label here.

Candidate Number

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GENERAL INSTRUCTIONS

- (1) There are two parts (A and B) in this paper. All candidates should attempt **ALL** tasks in Part A. In Part B, you should attempt either Part B1 (easier section) OR Part B2 (more difficult section). Candidates attempting Parts A and B2 will be able to attain the full range of levels, while Level 4 will be the highest level attainable for candidates attempting Parts A and B1.
- (2) Write your Candidate Number and stick barcode labels in the spaces provided on the appropriate pages of Part A Question-Answer Book and both Part B Question-Answer Books.
- (3) Write your answers clearly and neatly in the spaces provided in the Question-Answer Books. Answers written in the margins will not be marked. You are advised to use a pencil for Part A.
- (4) All listening materials will be played **ONCE** only.
- (5) Supplementary answer sheets will be supplied on request. Write your Candidate Number, mark the question number box and stick a barcode label on each sheet and fasten them with string **INSIDE** the Question-Answer Book.
- (6) The rough-work sheets provided are for you to take notes. They will be collected separately and will not be marked.
- (7) No extra time will be given to candidates for sticking on the barcode labels or filling in the question number boxes after the 'Time is up' announcement.
- (8) The two Question-Answer Books attempted by candidates (one for Part A and one for Part B) will be collected together at the end of the examination. Fasten the two Question-Answer Books together with the green tag provided.
- (9) The other unused Question-Answer Book for Part B will not be collected separately at the end of the examination. This will not be marked. Do not write any answers in it.

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Hok Yau Club

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Part A**Situation**

You are Sophie, a Form 6 student and the president of your school's Career Club. You have been asked by Miss Leung, your school's career counselor, to prepare a morning assembly talk just before the Christmas break. Miss Leung has assigned Frankie, a Form 3 student, to help you with the research.

In Part A, you will have a total of four tasks to do. Follow the instructions in the Question-Answer Book and in the recording to complete the tasks. You will find all the information you need in this Question-Answer Book and the recording. You now have two minutes to familiarize yourself with Tasks 1-4.

Please stick the barcode label here.

Task 1 (14 marks)

You are discussing the different options students can choose after graduation with Miss Leung. Listen to the conversation and fill in the note sheet below. In the following task, you are Sophie.

You now have 20 seconds to study the task. At the end of the task you will have one and a half minutes to tidy up your answers.


<u>Meeting Notes</u>	
Date: (1) _____	
Venue: (2) _____	Topic: (3) _____
<i>Option 1</i> (4) _____	<i>Whom is this option for?</i> (5) _____ who enjoy studying and are good at it. <i>What are the choices for post-secondary education?</i> Universities, (6) _____ and (7) _____.
<i>Option 2</i> (8) _____	<i>Whom is this option for?</i> (9) _____
<i>Option 3</i> (10) _____	<i>Whom is this option for?</i> (11) _____ _____
<i>Option 4</i> (12) _____	<i>Whom is this option for?</i> (13) _____ _____ <i>Where can they get the support from?</i> (14) _____

Answers written in the margins will not be marked.

Answers written in the margins will not be marked.

Answers written in the margins will not be marked.

END OF TASK 1

Go on to the next page 

Task 2 (13 marks)

Miss Leung recommends you watch a talk show about the types of career for young graduates. You are now attending the talk. Listen to the talk and fill in the note sheet below.

You now have 20 seconds to study the task. At the end of the task, you will have one and a half minutes to tidy up your answers.

Summary of the Talk	
Guest: Professor Richard Sundin, Southern University of Hong Kong	
Reasons for youth to join different industries:	
Industry	Reasons
<i>Disciplined Forces</i>	(15) _____
	(16) _____
(17) _____	(18) _____
(19) _____	<i>Commissions and bonuses</i>
(20) _____	(21) _____
(22) _____	(23) _____
<i>Recommended duration per job?</i> (24) _____ <i>What is the advice that Professor Sundin gives to young people?</i> The youth should beware of (25) _____, (26) _____ and (27) _____.	

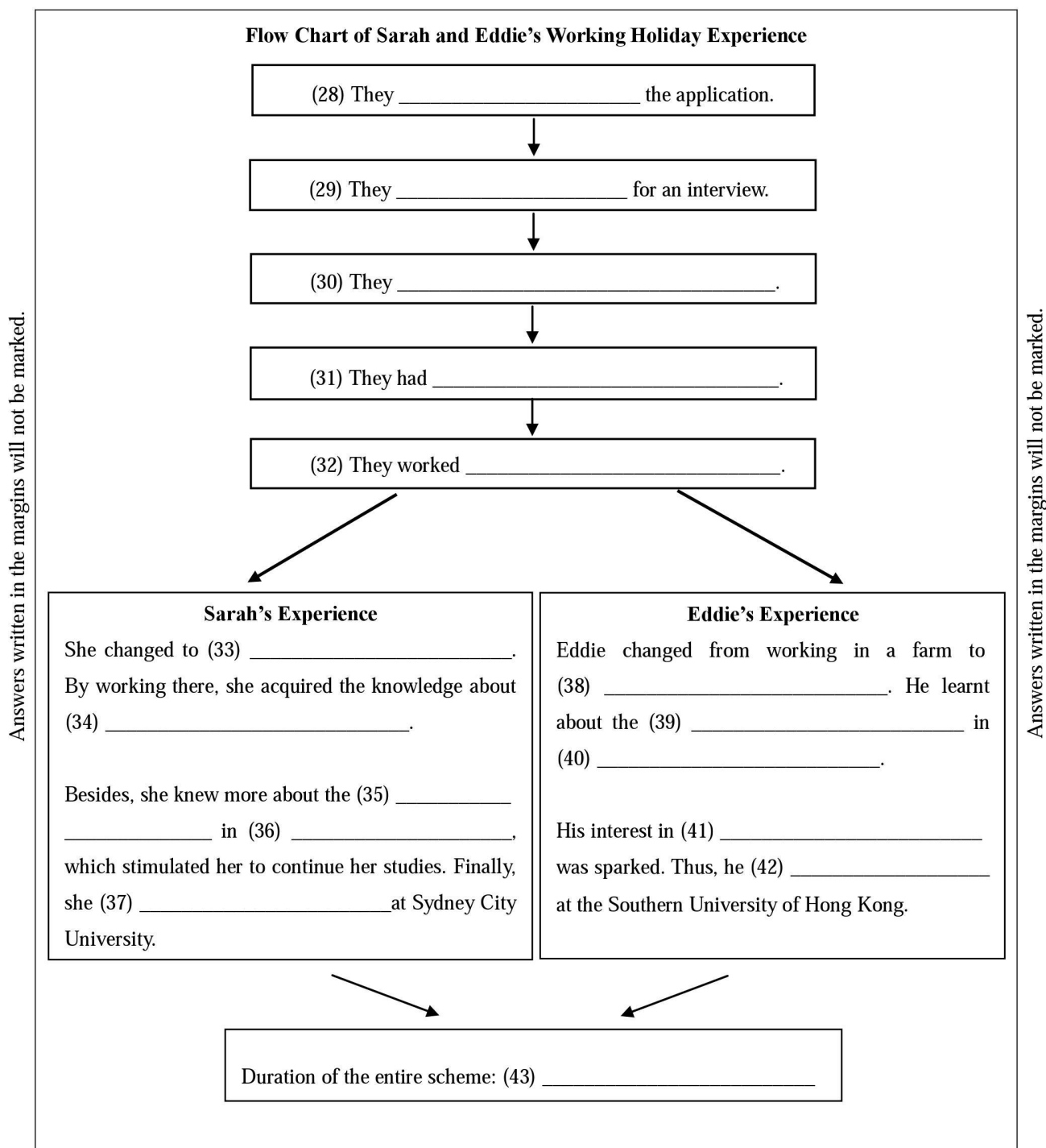
Answers written in the margins will not be marked.

END OF TASK 2

Task 3 (16 marks)


Over the weekend, Frankie went to a gathering at his community center, where two graduates, Sarah and Eddie, shared their experience of participating in the government's working holiday scheme. Frankie recorded the talk and would like you to listen to it. Listen to the talk and fill in the missing notes below.

You now have 20 seconds to study the task. At the end of the task, you will have one and a half minutes to tidy up your answers.



Answers written in the margins will not be marked.

END OF TASK 3

Go on to the next page 

Task 4 (16 marks)

As your final piece of research, you are listening to a promotional talk given by Mr. Wong Ming Kei, an administrative officer for the government. He is promoting the government's "Youth Entrepreneur Scheme", which encourages young people to start their own business with the government providing the initial start-up funds. Listen to the talk and fill in the note sheet below.

You now have 20 seconds to study the task. At the end of the task, you will have one and a half minutes to tidy up your answers.

Youth Entrepreneur Scheme

What is the objective of the scheme?

It aims (44) _____.

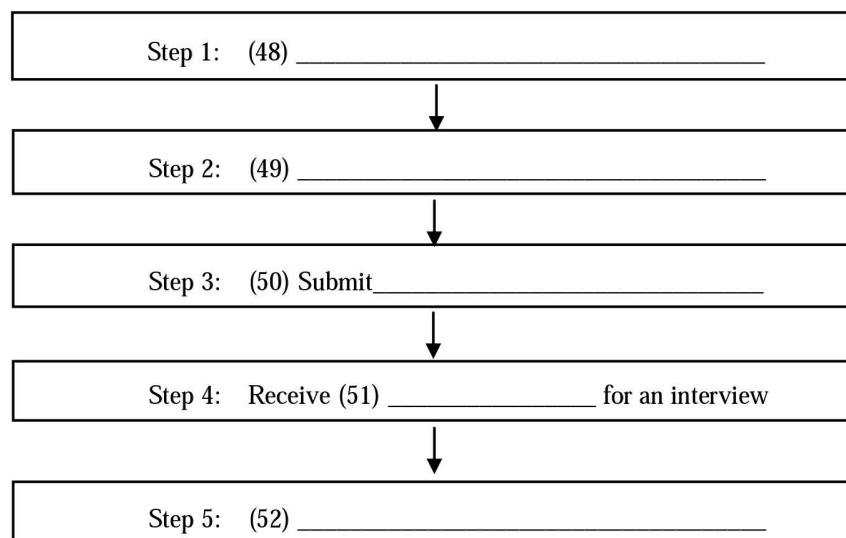
Who are qualified to apply?

(45) _____.

According to Mr. Wong, what are the requirements for applying for the fund?

(46) _____ or above in all HKDSE subjects and (47) _____.

Flow Chart of the Application Procedures



Answers written in the margins will not be marked.

Answers written in the margins will not be marked.

How to write a good proposal?

A good business proposal should be (53) _____ and look professional. Rather than (54) _____, you should (55) _____. Also, a plan of (56) _____ with (57) _____.

What is the maximum amount for the government funding?

The maximum amount is (58) _____.

How much did the government invest last year?

The government (59) _____.

Answers written in the margins will not be marked.

Answers written in the margins will not be marked.

END OF TASK 4

End of Part A

Now go on to Part B

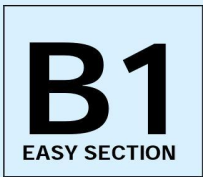
Sources of materials used in this paper will be acknowledged in the *Question Papers and Examination Report* published by Hok Yau Club at a later stage.



Candidate Number									
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**HKME 2015/16
ENGLISH LANGUAGE
PAPER 3 PART B1
Question-Answer Book**



Task 5: Table (18 marks)

Complete the table using information from the B1 Data File and your notes.

Answers written in the margins will not be marked.

Productivity Apps	Gaming Apps
a. _____	a. _____
b. _____	_____
c. _____	b. _____
d. _____	_____
Entertainment Apps	c. _____
a. _____	_____
_____	d. _____
b. _____	_____

Answers written in the margins will not be marked.

Answers written in the margins will not be marked.

END OF TASK 5

Task 6: Email (18 marks)

Write an email to Mr. Jeff Sanderson, CEO of FunonLine using information from the B1 Data File. Write around 150 words.

Date: 24 Jul. 2015, 17:14:56
From: Sammy Cheng <sammy.cheng@funonline.com>
To: Jeff Sanderson <jeff.sanderson@funonline.com>
Subject: Explanation of game features

Dear Mr. Sanderson,

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Answers written in the margins will not be marked.

Answers written in the margins will not be marked.

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Answers written in the margins will not be marked.

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Answers written in the margins will not be marked.

Answers written in the margins will not be marked.

END OF TASK 6

Task 7: Promotional Article Draft (18 marks)

Draft a promotion article using information from the B1 Data File. Write around 150 words.

Answers written in the margins will not be marked.

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Answers written in the margins will not be marked.

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Answers written in the margins will not be marked.

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END OF TASK 7
END OF PART B1

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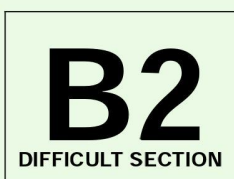
Do not write on this page.
Answers written on this page will not be marked.



Candidate Number									
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**HKME 2015/16
ENGLISH LANGUAGE
PAPER 3 PART B2
Question-Answer Book**



Task 8: Memo (18 marks)

Complete the memo using information from the B2 Data File and your notes. Write around 150 words.

Memo

Date: 25 Jul. 2015

From: Sammy Cheng

To: Charlie Lin

Subject: Currently Popular Apps

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Answers written in the margins will not be marked.

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Sammy

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Answers written in the margins will not be marked.

Answers written in the margins will not be marked.

END OF TASK 8

Please stick the barcode label here.

Task 9: Email (18 marks)

Complete the email to the CEO of FunonLine using information from the B2 Data File and your notes. Write around 150 words.

Date: 29 Jul. 2015
From: Sammy Cheng <sammy.cheng@funonline.com>
To: Jeff Sanderson <jeff.sanderson@funonline.com>
Subject: Re: Emerging Markets

Dear Mr. Sanderson,

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Answers written in the margins will not be marked.

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Answers written in the margins will not be marked.

Answers written in the margins will not be marked.

END OF TASK 9

Task 10: Letter to the editor (18 marks)

Write a letter to the editor using information from B2 Data File and your notes. You do not need to include addresses. Write around 150 words.

Answers written in the margins will not be marked.

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Answers written in the margins will not be marked.

Answers written in the margins will not be marked.

Answers written in the margins will not be marked.

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Answers written in the margins will not be marked.

Answers written in the margins will not be marked.

END OF TASK 10

END OF PART B2

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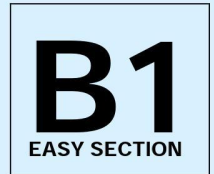


2015/16-ME
ENG LANG

PAPER 3
PART B1

HOK YAU CLUB

HONG KONG MOCK EXAMINATION 2015/16



ENGLISH LANGUAGE PAPER 3

PART B1

DATA FILE

GENERAL INSTRUCTIONS

- (1) Refer to the General Instructions on Page 1 of the Question-Answer Book for Part A.

INSTRUCTIONS FOR PART B1

- (1) The Question-Answer Book for Part B1 is inserted into this Data File.
- (2) For Part B, attempt **EITHER** those tasks in Part B1 (Tasks 5 – 7) **OR** those in Part B2 (Tasks 8 – 10).
- (3) You are advised to use a pen for Part B.
- (4) The Data Files will **NOT** be collected at the end of the examination. Do **NOT** write your answers in the Data Files.
- (5) Hand in only ONE Question-Answer Book for Part B, either B1 or B2, and tie it with the Question-Answer Book for Part A.

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Not to be taken away before the
end of the examination session

Part B

Situation

You are Sammy Cheng. You currently work as a summer intern at FunonLine, an app design company located in Hong Kong. You are helping your supervisor Charlie Lin, Chief Designer, to research on the next project.

You will listen to a discussion between you and two other colleagues on the popularity of different types of apps in Hong Kong.

Before the recording is played, you will have five minutes to study the Question-Answer Book and the Data File for Part B1 and the Question-Answer Book and the Data File for Part B2. Remember you must choose to do the tasks in either Part B1 or Part B2. Do **NOT** attempt both Parts B1 and B2.

Complete the tasks by following the instructions in the Question-Answer Book that you choose and on the recording. You will find all the information you need in the Question-Answer Book and the Data File that you choose and on the recording. As you listen you can make notes on Page 3 of the Data File.

You now have five minutes to familiarize yourself with the Part B Question-Answer Book and the Data File.

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	Page
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2. Note from Charlie Lin to Sammy Cheng	4
3. Mind map for the promotional article	5
4. Email excerpts from Manson Lau, the Project Manager, to Charlie Lin	6
5. Game preview by Loretta Sin	7
6. Draft of the <i>WorkonLine</i> Poster	8
7. FAQ about <i>WorkonLine</i>	9

Listening note-taking sheet for the discussion between Sammy Cheng and colleagues

What apps are popular this year?


Examples of popular apps mentioned by Jackson Cheung

Examples of popular apps mentioned by Sandy Lo

Reasons for the popularity of productivity apps

Adults :

Students :

Go on to the next page 

Note from Charlie Lin to Sammy Cheng

Dear Sammy,

Welcome to the team! I'm glad that you can help me research on our next project. Normally I would guide you through the process, but I'm really busy in the coming two weeks, so I need you to do a bit of research on your own.

First, could you complete the table that lists the examples of different types of popular apps in Hong Kong? You can ask our colleagues Jackson Cheung and Sandy Lo about their opinions. They have been with us for more than seven years, so they understand the Hong Kong market very well. Please remember to check your notes from the discussion.

Second, I need you to write an email to Mr. Jeff Sanderson, our CEO, about CityonLine, the game we have been developing this year. In addition to the standard features of the game, he also wants to know about other features of it. In your email, please divide the features into in-game and online features. You should start by looking at the email excerpts from Manson Lau. You might also want to take a look at the game preview by Loretta Sin.

Finally, as you know we're currently working on a new productivity app call WorkonLine. The app is basically finished, but I would like you to draft a promotional article for the app. Please come up with an eye-catching title in the draft. You'll also see the mind map for the article below. Besides, you might want to look at the draft of the WorkonLine Poster and the FAQ about WorkonLine to help you draft the promotional article.

That's all. I'll check it with you in a couple of weeks!

Charlie

Mind map for the promotional article



Email excerpts from Manson Lau, the Project Manager, to Charlie Lin

Date: 12 April 2015, 20:20 From: Manson Lau To: Charlie Lin Subject: The disaster mode needs to be confirmed
We have also taken out the disaster mode. It would be the coolest online feature of this game! I figure you probably want it to be available upon purchase, rather than just something for free. The marketing guys are suggesting a few in-game purchasable features, but I'll need you to confirm with them before I go ahead with those features.
Date: 18 March 2015, 21:18 From: Manson Lau To: Charlie Lin Subject: We've got 3-D graphics now!
Finally we did it! It's not easy to have this update but it's surely worth spending so much time on it! The game looks amazing and I am sure everyone will like it! I can't wait to see the final product now!
Date: 28 February 2015, 23:45 From: Manson Lau To: Charlie Lin Subject: We are now working on the 3-D engine
Just received RobotOS's newest update. The graphics are a disaster. RobotOS's graphics – though very advanced – the requirement makes our current game impossible to run. Luckily, Terrence figured out a way to convert the codes. This will also allow the game to tap into the 3-D engine. We're working on it now and will update you as soon as possible.
Date: 22 January 2015, 23:30 From: Manson Lau To: Charlie Lin Subject: The online sharing function has been completed
Because of that, the game now has been optimized for tablets as well, up to 12 inches, to account for some of Sumsang's tablets. Also, we have worked out the codes for sharing online on different social networking platforms. The big three: Headbook, Instaphoto and Ourspace have been included. We'll share our codes so that other users can set up their own social networking sharing methods.
Date: 20 January 2015, 20:45 From: Manson Lau To: Charlie Lin Subject: The touch-optimized feature is now added
Much of the coding process is now completed. The game for the most part is now touch-optimized. It will be different from our desktop versions. The menus have been redesigned to allow the best touch experience. The screen size of the user's device should be taken into account.

12 Jun., 2015

Citybuilding Comes Alive

CityonLine, a city-building game developed by FunonLine, is very impressive. Although it is still in its BETA mode right now, I strongly believe that once the game is released in the market in the coming January, the game will be a big hit.

Why? Well, we can start with the basics.

In-game features


The game is compatible with RobotOS and eOS and it is optimized for touch. The game design is based on real cities such as New York, Hong Kong and London. It has a number of standard features that all city-building games have. You can also find realistic buildings, schools, fire-stations, hospitals, theatres, shopping malls, stalls, community centres, stadiums...you name it and it has gotten it.

Online features

The coolest thing about CityonLine, however, is the “online” part of the game. For example, if you have built your first hospital, or if your city reaches 1 million people in its population, you can share your accomplishments to your Headbook account. However, what is most interesting is its in-game purchase options.

The most basic purchase options are related to upgrades. If you pay a small fee, you can make your lands more valuable, which increases your taxes. Or you can increase the size of your city, giving you more freedom to work. What is more interesting, however, is the “Alliance” option. Once purchased, your city can ally with another user, which allows you to have more traffic, trades and, therefore, taxes. You can have one “Sister City” for every purchase, and you can have as many as you wish.

CityonLine is available right now as a BETA app in RobotOS’s Game Store. The game will be available in the coming January. Don’t miss it!

Go on to the next page 

MEMO

Sammy, here is the draft of the poster. We are still trying to add more features to arouse our potential users' interest!

WorkonLine

Your Best Content Creation



Create documents, spreadsheets and slideshows with ease.

Never fear for hacks and virus attacks with our built-in security scanner when you surf the net.



Connect to the Doodle Drive, Syncdrive, Dropdrive and other cloud storage systems.

Just \$28.00 now!

Download it at Game Store or eOS Store!

WorkonLine - FAQ

We value our customer's input. Here are some Frequently-Asked Questions about WorkonLine. If you have any further question, feel free to contact us at info@funonline.com.

1. Does WorkonLine work with Macrohard Office?

Yes, definitely.

2. Which operating system can WorkonLine be used for?

Currently, WorkonLine is available on the RobotOS and eOS platform. In the coming February, it will be available on the Mirror OS as well.

3. When is WorkonLine available?

You can download WorkonLine now!

4. Can I edit documents directly on WorkonLine?

Don't worry! And changes will be reflected in your document immediately even if you have no access to the Internet.

5. How is WorkonLine different from other apps?

WorkonLine features the SmartCorrect system, which allows users to type faster on touch-screens without worrying about the typos. It is also an AutoLink system, where it detects multimedia and inserts links into the document automatically.

6. How do I use the "Collaboration mode" on WorkonLine?

You don't need to do anything. As long as you are connected to the Internet, you are already on Collaboration mode, which you can work with colleagues, see changes updated instantly and comment on each other's work.

7. Can I download WorkonLine at Arcade Store?

We are working on it now. Details will be announced soon.

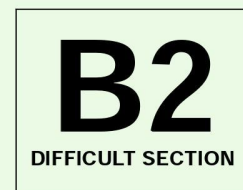
THIS IS THE LAST PAGE OF THE PART B1 DATA FILE

Sources of materials used in this paper will be acknowledged in the *Question Papers and Examination Reports* published by Hok Yau Club at a later stage.



2015/16-ME
ENG LANG

PAPER 3
PART B2



HOK YAU CLUB
HONG KONG MOCK EXAMINATION 2015/16

ENGLISH LANGUAGE PAPER 3

PART B2

DATA FILE

GENERAL INSTRUCTIONS

- (1) Refer to the General Instructions on Page 1 of the Question-Answer Book for Part A.

INSTRUCTIONS FOR PART B2

- (1) The Question-Answer Book for Part B2 is inserted into this Data File.
- (2) For Part B, attempt **EITHER** those tasks in Part B1 (Tasks 5 – 7) **OR** those in Part B2 (Tasks 8 – 10).
- (3) You are advised to use a pen for Part B.
- (4) The Data Files will **NOT** be collected at the end of the examination. Do **NOT** write your answers in the Data Files.
- (5) Hand in only ONE Question-Answer Book for Part B, either B1 or B2, and tie it with the Question-Answer Book for Part A.

Part B

Situation

You are Sammy Cheng. You currently work as a summer intern at FunonLine, an app design company located in Hong Kong. You are helping your supervisor Charlie Lin, Chief Designer, to research on the next project.

You will listen to a discussion between you and two colleagues on the popularity of different types of apps in Hong Kong.

Before the recording is played, you will have five minutes to study the Question-Answer Book and the Data File for Part B1 and the Question-Answer Book and the Data File for Part B2. Remember you must choose to do the tasks in either Part B1 or Part B2. Do **NOT** attempt both Parts B1 and B2.

Complete the tasks by following the instructions in the Question-Answer Book that you choose and on the recording. You will find all the information you need in the Question-Answer Book and the Data File that you choose and on the recording. As you listen you can make notes on Page 3 of the Data File.

You now have five minutes to familiarize yourself with the Part B Question-Answer Book and the Data File.

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6. Article from <i>Technology Weekly</i>	7
7. FunonLine internal discussion forum	8
8. Extract from the online dictionary	8
9. Government Coding Promotion Poster	9
10. Article from <i>The Hong Kong Morning Post</i>	10
11. Minutes for public consultation on <i>Coding for All Students</i>	11

Listening note-taking sheet for the discussion between Sammy Cheng and colleagues

What apps are popular this year?


Examples of popular apps mentioned by Jackson Cheung

Examples of popular apps mentioned by Sandy Lo

Reasons for the popularity of productivity apps

Adults :

Students :

Go on to the next page 

Email from Charlie Lin to Sammy Cheng

Dear Sammy,

I have three tasks for you to do. First, can you interview our colleagues Jackson Cheung and Sandy Lo to ask them about which apps are popular this year? I need you to write me a memo for my reference in the future. You do not need to include any opening in the memo but I would like you to summarize the discussion by categorizing the apps under different speakers. You may want to start by checking your notes from the discussion.

Also, since I am on leave, can you write an email to reply Mr. Jeff Sanderson for me? The CEO wants to know more about the possibilities of developing productivity apps. You may start by looking at the captured conversation I have just sent you in Whereapp. I also suggest that you support your view with the market survey I conducted. You may want to look at the article from Technology Weekly and the FunonLine internal discussion forum as well. Remember to check your notes from the discussion too.

Finally, I was approached by the Hong Kong Morning Post to write a Letter to the editor on the need to promote coding education in Hong Kong. I want you to write the letter based on an article I have read a couple of days ago which criticizes coding. The outline for this article is also attached. You might want to start by looking at an extract from the online dictionary. The government coding promotion poster and also the minutes about public consultation on coding may also provide you with some insights to write the letter. Don't forget to check your notes from the discussion.

Thanks for everything, Sammy. I'll see you when I come back.

Cheers!

Charlie

Outline for the Letter to the editor

MEMO

1. Make reference to the article.
2. Define coding.
3. Explain why students should learn coding.
4. Answer the referenced article by rebutting the arguments Mr. Pang has made.

MEMO (Updated!)

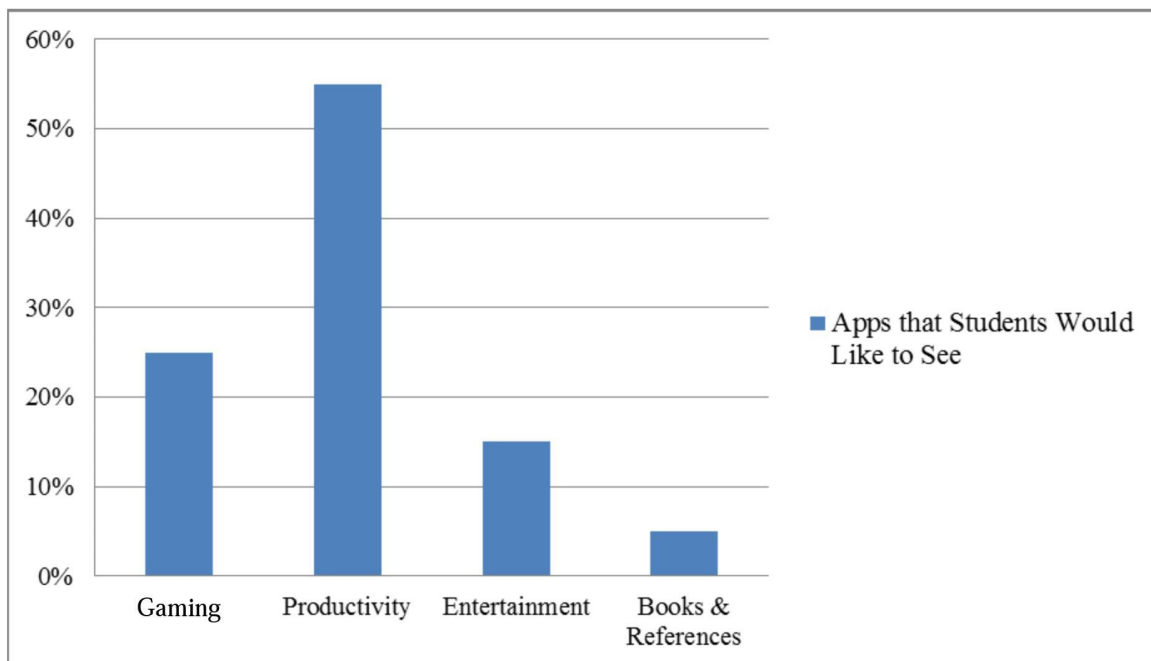
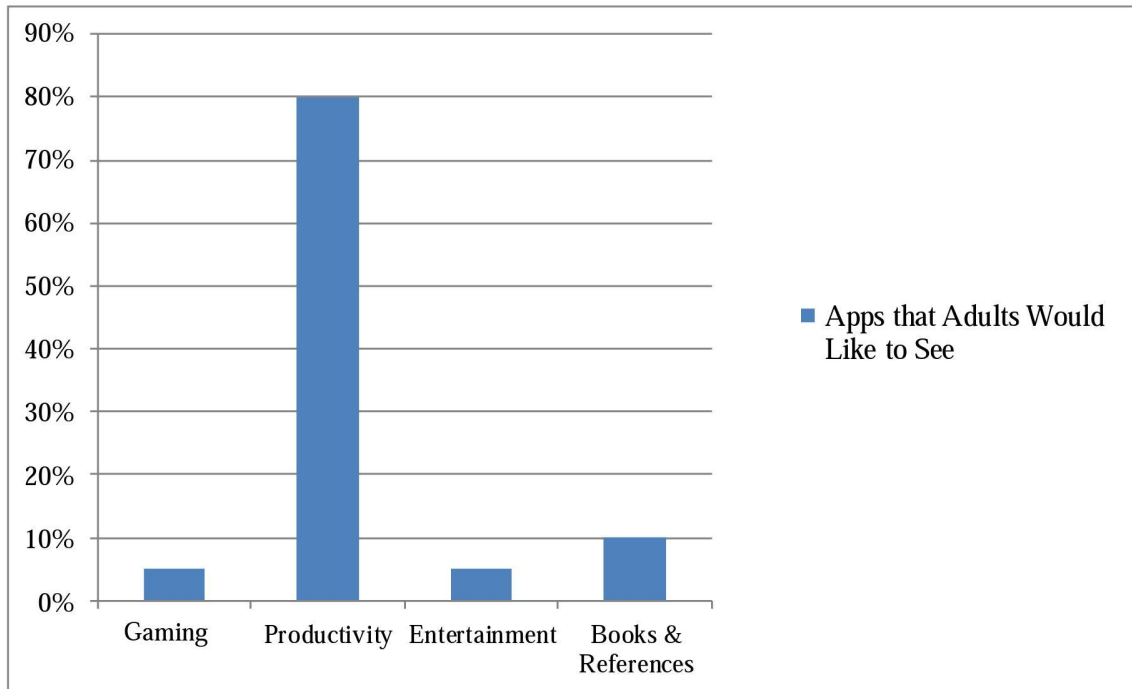
Remember to encourage schools and the government to promote coding to all students!

Captured conversation in Whereapp



Market survey conducted by Charlie Lin

A research into the demand for productivity apps:



Productivity: Who Else Needs To Be Productive?

Senior Editor: Ted Kwok

App development is all in the rage. Pretty much every single I.T. company is looking for ways to develop apps that would be popular. Everyone is looking for the next Headbook, or the next Whereapp. But are companies developing in the right direction?

Many companies are betting on gaming and entertainment apps because people generally like to use mobiles to watch movies or play games. However, the only trouble is such a market has become saturated, leaving many areas underdeveloped.

This is where productivity apps come in. This is an area that has been tremendously underdeveloped. While productivity mainly revolves around professional and student users, market research shows that there are two increasingly important and frustrated clients.

The first group is the elderly. Yes, the elderly. Why would the elderly need productivity apps? Well, for most of the elderly, for example, they can record the doctor's appointment using these kinds of apps. Furthermore, many elderly people are actually delaying retirement. As a result, they need apps that are designed to help them continue their career. I believe developing a simple content creation app would without doubt be welcome by the elderly.

The second group, oddly enough, is the government. The government is in need of proper productivity apps since the government has a lot of data that needs to be converted from paper to digital forms. Currently, there is simply no effective app that allows government employees to do this easily. Most things are done by hand and are highly inefficient.

So, if you are an app developer, you really should think about these alternative users for productivity apps. Everyone needs to be productive in some ways, and your app might just be able to help other market targets.

FunonLine internal discussion forum

Name: Venus Lai;
Time: 17:29, 17 Jun. 2015
Subject: Re: Productivity

I've just read this awesome article by Ted Kwok. We should totally develop graphics editing apps for the government to help them scan and organize documents. With the help of such apps, the government expenditure can be greatly reduced.

Name: Jack Chan;
Time: 09:23, 18 Jun. 2015
Subject: Re: Productivity

Venus has a pretty good idea. This way, we can negotiate a permanent contract with the government. Wouldn't that be great?

Name: Frederick Fung;
Time: 11:52, 21 Jun. 2015
Subject: Re: Productivity

HAHA! Indeed! I think we can be a bit more forward-looking. The future of computing, in my opinion, is in wearables like smartbands, smartwatches or smartglasses. Our customers should be more productive with their gadgets. By the way, the new RobotOS watch is just awesome! You should all try it out!

Extract from the online dictionary

coding

/ˈkəʊdɪŋ/ 🔊

noun

noun: **coding**

The process by which a computer or other machines are given coded instructions for automatic performance of a task.

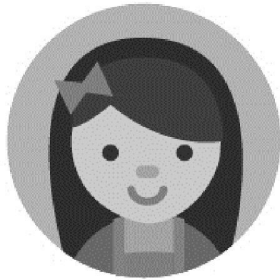
"Coding is the task that all programmers need to be able to do."

The Joy of Coding

Support for Education Reform

Why should we support coding?
Let's see what they think!

"I can learn to personalize my own working habit. I can develop apps that can enhance my productivity!"
~Peter Lai, 17



"With coding, I can learn to create powerful presentations for Liberal Studies."
~ Agnes Siu, 15

"I want a future where I can take more control over what I can do and how I can do something."
~Michael Wong, 19



"If I don't know how to code, I won't be able to work flexibly. Things will be done inefficiently."
~ Lucy Ng, 16

Come on! Let's learn coding together!

Is Coding a Waste of Time?

Vincent Pang

The Secretary for Education has recently announced that the government will be conducting public consultation on whether the subject of Information Literacy (IL) should be made mandatory for all secondary school students. Frankly, I think it's absurd if students are forced to take IL.

The lack of resources is undeniably the culprit. How many more computers are we going to buy in order to allow this to happen? Wouldn't it be better if we spend that resource on something else, like building a new basketball court?

Also, do students have adequate time to learn coding? Students already suffer from our difficult examination system. To add coding as an extra subject means to give students extra homework to do. Don't we already have enough exams for students to take? We want students to learn, yes, but making it a mandatory subject seems to do more harm than good.

I honestly hope that the government would just focus on dealing with the current problem, which is to tackle students' problems with both the Chinese and the English languages. True, coding may offer students better career prospects, but the cost is not worth it at all.

Minutes for public consultation on *Coding for All Students*

Facilitator: Dr. Wong Kin-mun

Guest Speakers: Mr. Kenneth Mok, Secretary for Education; Mr. Arthur Lang, Senior Editor, *Technology Weekly*

Venue: Lecture Theatre, Tsuen Wan City Hall

Date: 15 Jun., 2015

Time: 15:00-17:00

Speaker	Topic	Summary
Dr. Wong	Introduction	Dr. Wong explained that coding was the process of assigning a code to something for classification or identification.
Mr. Kenneth Mok	Why Coding is Relevant	Mr. Mok discussed the advantages of teaching coding to primary and secondary school students. He cited examples from other countries such as Finland and South Korea and pointed out that the rearrangement of their students' timetable had alleviated students' pressure.
Mr. Arthur Lang	Coding's Future	Mr. Lang talked about how coding could be widely applied for teenagers as well as adults. Applications included making productivity more effective and efficient.
Both	Q&A section	<p>Audience member Mr. Tong asked whether schools had the resource to teach coding. Mr. Mok answered that the government would provide additional funding to upgrade school facilities and he also added that students just had to use their own smartphone to learn coding. And no extra hardware was needed.</p> <p>Audience member Ms. Annie Tam asked whether students would be overloaded with homework if coding was to be taught in class. Mr. Mok answered that this was not necessary,</p>

		<p>as coding could be integrated into existing subjects.</p> <p>Audience member Mr. Vincent Wong asked if coding was too difficult for students in Hong Kong. Mr. Lang answered that in many countries coding was taught to students as young as 6 years old.</p>
Dr. Wong	Conclusion	<p>Dr. Wong summarized today's discussion and reassured the audience members that homework would not be a problem as assignments would be done in class to ensure students' understanding.</p>

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Sources of materials used in this paper will be acknowledged in the *Question Papers and Examination Report* published by Hok Yau Club at a later stage.