



In this newsletter, K S Lo students share highlights from their intriguing school life this academic year.

BRIDGING THE GAP: OUR UNIQUE ACTIVITY WEEK



At our school, we pride ourselves on fostering an environment that goes beyond traditional academics. One of our most cherished traditions is the Activity Week. Held immediately following the first unit tests, this week serves as a vital "reset" button for our entire school community.

Addressing the Stress of the DSE

It is no secret that Hong Kong students face immense academic pressure. Statistics often show that local students handle some of the heaviest workloads globally, yet their motivation and self-confidence can suffer as a result. We believe that to achieve long-term success, students must first learn the art of relaxation. Our Activity Week is designed specifically to improve mental well-being and restore that missing spark of motivation.

Learning Through Play

During this week, the usual classroom boundaries disappear. You might find teachers and students huddled over a high-stakes game of UNO, Jenga, or Aeroplane Chess. On the courts, the competition heats up with badminton matches and water ball activities, while our popular cooking competition fills the air with the aroma of teamwork.

Building Authentic Connections

The true magic happens when a student sees their teacher laughing during a game of badminton or strategizing over a board game. These moments show our students that teachers are not just authority figures, but mentors who are approachable and fun. This creates a safe, supportive atmosphere where students feel comfortable asking for help.

More Than Just a School—A Family

By shifting the focus away from grades and scores, we prioritize the physical and mental health of our youth. The ultimate goal of this week is Connection. When we play together, we grow together. It is these bonds that transform our school from a mere institution into a warm, happy family.

5C Cheung Pak Long, Alfred



AMAZING SCHOOL LIFE

Time flies, and before I knew it, I had already spent almost two years at HKMA K S Lo College. Over these years, I have transformed from a shy, reserved girl into an energetic and confident student, thanks to the variety of activities I joined. When thinking of school activities, what comes to mind? Basketball or badminton? While those are common, let me introduce you to some of the truly amazing and intriguing activities at our school!

Magic is one of the most enchanting activities here. For over ten years, the Magic Team has captivated audiences with incredible performances—not only on campus but also on international stages, such as the 808 International Magic Convention and the UIMC. They have earned numerous remarkable achievements, all fueled by a passion that drives them never to give up. I joined the Magic Team last year. Initially, I was nervous and felt awkward about performing on stage, fearing I wouldn't match my teammates' skill. However, when I completed my first show perfectly and heard the round of applause, I realized that performing is a joyful opportunity to showcase talent rather than something to fear. Even without winning an award, the experience was a vital milestone in building my self-confidence.

Apart from Magic, Archery has also seen great success! Our team has a glorious history, winning titles at events like the Hong Kong Youth Outdoor Archery Open. Some members have even joined the Hong Kong representative team! Recently, they began using AI technology to analyze and regulate their poses, helping athletes refine their techniques with scientific precision.

Last but not least, the English and Chinese Drama Clubs are wonderful extracurricular options with long histories. If you love classics like *The Wizard of Oz* or *Arabian Nights*, you should definitely join the English Drama Club for a chance to perform at the Yuen Long Theatre. Similarly, the Chinese Drama Club offers a creative twist—students write their own scripts, such as last year's impressive performance set in the Qing Dynasty. These activities are not just about showcasing talent; they are about bonding and laughing with friends.

Nowadays, students face many academic challenges that can lead to stress or anxiety. These activities provide a perfect outlet to relieve pressure and improve both physical and mental well-being. I hope this article gives you a deeper insight into the magnificent opportunities at our school!

2D Cheung Sum Wing, Rainie

2D Rainie Cheung



5D Leung Hiu Laam



INTERACTIVE LEARNING ACTIVITIES: CITYMARX CAR GRAFFITI WORKSHOP

We joined a diverse group of local and Taiwanese artists at a lively CITYMARX car graffiti workshop. The artists introduced us to the medium, sharing technical tips, personal backstories, and insights into the intersection of car culture and urban art.

After the talks, participants dove into a hands-on session, experimenting with both car and skateboard graffiti. For me, the skateboard session was the highlight. As a street art fan, I signed up immediately and found the process liberating. I realized graffiti is less about perfection and more about self-expression—a relaxed approach that mirrors my own life. It was a powerful reminder that the best art comes from simply letting go.

5D Leung Hiu Laam



MORE THAN JUST CREATIVE ARTS WORKSHOPS

This school term, the Visual Arts Club successfully hosted two creative workshops that brought handmade warmth to campus life.

First, the “Magical Shrink Plastic” workshop guided students through transforming ordinary plastic sheets into durable, adorable accessories like keychains and brooches. It was a delightful lesson in how art lies in the process as much as the product. Later, the “Christmas Wooden Ornament Workshop” embraced the festive spirit. Students turned plain wood into colorful, personalized decorations, weaving holiday warmth into every hand-painted stroke.

As Chairperson, I was deeply touched by the enthusiasm and laughter at both events. These workshops provided a vital break from academic pressure, reminding us that art connects hearts and builds confidence. We look forward to offering more diverse activities soon and invite everyone to join us in exploring the beauty of creation.

5C Wong Yuet Hei



5C Wong Yuet Hei





3C Lai Hiu Tung

K S LO DISCOVERY

Origin and History of Discovery Express

The K S Lo Discovery Express (桂祥探索號) was initially created as a showcase exhibit for our school's Transportation Club at the 2024-2025 Information Day. Inspired by the strong interest in game development among many club members, we came up with the idea of integrating transportation knowledge with game design, which led to the birth of this light rail simulation game. Leveraging virtual reality (VR) technology and featuring user-friendly controls, the game was met with great acclaim. This positive reception prompted us to pursue its long-term development: we founded a brand-new club—the Virtual Reality Club (VR Club)—and officially named the game Discovery Express.

The name is inspired by the Light Rail Voyager (輕鐵發現號), a special MTR Light Rail sightseeing train, with the hope that students can explore and learn more about the history of the Northwest New Territories, as well as the Light Rail system, while playing the game. Since then, our club has also participated in a host of events, including the school's Mini Maker Faire, the L&T Expo at the Hong Kong Convention and Exhibition Centre, and the Greater Bay Area Maker Faire.

Game Features and Applied Technologies

Our team developed this game using Delightex, presenting it in both PC and VR versions. In the PC version, players can simulate driving a Light Rail train, experiencing the operation and journey firsthand. In the VR version, players take on the role of a passenger, immersing themselves in the experience of riding the Light Rail. Through this project, we aim to introduce more people to the Light Rail—an iconic mode of transportation unique to Hong Kong's Northwest New Territories.

During the development process, we also incorporated AI-generated technologies, such as Rodin AI, which assisted us in creating architectural elements and enhancing the realism and immersion of the game environment.

Motivation for Participation

As members of the Transport Society, we have always been deeply interested in transportation, and the Light Rail is a system we encounter regularly on our way to school. Initially, this game was designed simply to capture the attention of primary school students during our school's Information Day. However, it unexpectedly received enthusiastic praise from both students and parents. Following this success, our teacher, Mr. Tang, proposed elevating the game into a formal project to promote the Light Rail as a distinctive feature of the Northwest New Territories.

Our aspiration is that this project will not only raise awareness among residents of Tin Shui Wai, Tuen Mun, and Yuen Long, but also extend to the wider Hong Kong community and even audiences overseas. In doing so, we hope to showcase to the world that Hong Kong possesses such a fascinating and unique form of transportation.

Future Development of the Club

The Virtual Reality Club (VR Club) will develop an all-new game—K S Lo Exploration Express—and continue to collaborate closely with the Transportation Club to create a tram simulation game with a unique style. For this project, we will adopt Blender for 3D modeling and Spatial for game development. We will also engage professional external instructors to provide technical guidance, aiming to deliver a superior final product.

In this project, we will integrate tram systems with the urban fabric of our town and design the game based on our vision of an ideal Tin Shui Wai. How can tram systems be seamlessly integrated into Tin Shui Wai? This theme invites us to unleash creativity, envision the future world, and present our ideas through virtual reality technology.

3C Lai Hiu Tung 4D Lee Pak Liu Issac

3C Lai Hiu Tung 4D Lee Pak Liu Issac

