Life-wide Learning Grant
Report on the Use of the Grant
_____2020/2021_____ School Year

Domain	Brief Description of the Activity	Objective	Date	Target Student (Level and number of participants)	Evaluation Results	Actual Expenses ($)	Nature of Expenses*	Essential Learning Experiences (Please put a ✓ in the appropriate box(es); more than one option can be selected)				
								I	M	P	S	C
								I: Intellectual Development (closely linked with curriculum) M: Moral and Civic Education P: Physical and Aesthetic Development S: Community Service C: Career-related Experiences				
Category 1	**To organise / participate in life-wide learning activities**											
1.1	**Local Activities: To organise life-wide learning activities in different KLAs / cross-KLA / curriculum areas to enhance learning effectiveness (e.g. field trips, arts appreciation, visits to enterprises, thematic learning day)**											
Physical Education	After School PE course materials	To enhance learning effectiveness	September - November, 2020	Members of School Team	1. Students' participation rate	71,259.6	Activity Materials			✓		
STEM	School License for HK Olympiad in informatics online Judge (Platform for teaching and learning programming)	To enhance learning effectiveness	October, 2020	S.2-S.4 8 Students	1. Teacher's observation 2. Students' participation rate	2,500	Admission fee	✓				
Music	Music Orchestra conductor	To enhance learning effectiveness	October, 2020 - August, 2021	Members of Music Orchestra	1. Share the learning outcome to peers 2. Students' participation rate	161,472	Coach			✓		

STEM Environment al Education Geography	Practicing Hydroponics	To enhance learning effectiveness	October, 2020 - May, 2021	S.2-S.5 70 Students	1. Share the learning outcome to peers 2. Students' participation rate	132,355	Activity materials	✓				
Gifted Education	HKUST Dual Programme 2020	To enhance learning effectiveness	November, 2020	S.1-S.2 20 Students	1. Students' participation rate	7,200	Admission fee	✓				
Technology for Life	Materials for Technology for Life activities	To enhance learning effectiveness	February, 2021	S.1-S.3 Students	1. Share the learning outcome to peers 2. Students' participation rate	5,652	Activity materials	✓				
STEM	Faraday Challenge Day 2021	To enhance learning effectiveness	June - August, 2021	S.1-S.2 40 Students	1. Teacher's observation 2. Students' questionnaire 3. Students' participation rate	2,100	Activity materials and Administrative fee	✓				
Geography	Field Trip	To enhance learning effectiveness	27/7/2021, 16/8/2021	S.2-S.5 46 Students	1. Teacher's observation 2. Students' questionnaire 3. Students' participation rate	47,528	Travelling expenses + Procuring service	✓	✓			

STEM	RoboMaster Youth Tournament (Hong Kong)	To enhance learning effectiveness	August, 2021	S.2-S.4 15 Students	1. Share the learning outcome to peers 2. Students' participation rate	16,950	Coach	✓			
					Expenses on Item 1.1	**447,016.6**					

1.2	**Local Activities: To organise diversified life-wide learning activities to cater for students' interests and abilities for stretching students' potential and nurturing in students positive values and attitudes (e.g. activities on multiple intelligences; physical, aesthetic and cultural activities; leadership training; service learning; clubs and societies; school team training; uniformed groups; military camps)**										
Discipline	Mediation Workshop	To enhance students' leadership skills	20/11/2020	12 Students (S.5)	1. Teacher's observation 2. Students' Sharing of experience to peers	1,546	Transportation fees		✓	✓	
Discipline	Perfect Training	To enhance students' sense of responsibility and leadership skills.	19-20/8/2021	80 Students (S.1-S.4)	1. Share the learning outcome to peers 2. Teacher's observation 3. Students' Sharing of experience to peers	13,800	Camp fee, Transportation fees, coach		✓	✓	
					Expenses on Item 1.2	**15,346**					

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1.3	Non-Local Activities: To organise or participate in non-local exchange activities or non-local competitions to broaden students' horizons											
				Expenses on Item 1.3	0							

1.4	Others											
				Expenses on Item 1.4	0							
				Expenses for Category 1	462,362.6							

Domain	Item	Purpose	Actual Expenses ($)
Category 2	To procure equipment, consumables or learning resources for promoting LWL		
Technology for Life	Purchasing laser engraving (Lasertee LE60R)	For promoting students' design skill	49,800
IT	Purchasing iPad Mini Wi-Fi cellular 256G Space Gray, Screen Protection, Apple TV HD 32GB and Magic Keyboard for 11-inches iPad Pro - US English UC10, Tablet Management Cart	For enhancing ITE in school	279,050
IT	Purchasing AppleCare + for iMac and 27 inch iMac Pro with Retina 5K display	For enhancing students' video production skill	49,943
IT	Purchasing Data Card, EarPods with Lightning Connector	For promoting online learning	1,146

Domain	Item	Purpose	Actual Expenses ($)
Music	Purchasing Timpani Head	For promoting music in school	3,231
		Expenses for Category 2	**383,170**
		Expenses for Categories 1 & 2	**845,532.6**

＊: Input using the following codes; more than one code can be used for each item.

Code for Expenses

E1	Activity fees (registration fees, admission fees, course fees, camp fees, venue fees, learning materials, activity materials, etc.）	E6	Fees for students attending courses, activities or training organised by external organisations recognised by the school
E2	Transportation fees	E7	Purchase of equipment, instruments, tools, devices, consumables
E3	Fees for non-local exchange activities / competitions (students)	E8	Purchase of learning resources (e.g. educational softwares, resource packs)
E4	Fees for non-local exchange activities / competitions (escorting teachers)	E9	Others (please specify)
E5	Fees for hiring expert / professionals / coaches	COVID	Fees chargeable under the one-off measure to pay the expenses incurred from the cancellation of learning activities due to the COVID-19 outbreak

Number of Student Beneficiaries

Total number of students in the school:	815
Number of student beneficiaries:	815
Percentage of students benefitting from the Grant (%):	100