

Agreed.  
 (MKEB)  
 P60(CD)2  
 2/10/2019

**Life-wide Learning Grant  
 Plan on the Use of the Grant  
 2019-2020 School Year**

**Declaration: We understand clearly the principles on the use of the Life-wide-Learning Grant and, after consulting teachers on the allocation of the resources, plan to deploy the Grant for promoting the following items.**

Domain	Brief Description of the Activity	Objective	Date	Target Student (Level)	Brief Description of the Monitoring/Evaluation Mechanism	Estimated Expenses (\$)	Essential Learning Experiences (Please put a ✓ in the appropriate box(es); more than one option can be selected)				
							I	M	P	S	C
Category 1	To organise / participate in life-wide learning activities										
1.1	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, etc.) (*Cross-out inappropriate options)										
Eng.	Yuen Long District Children & Youth Speech Competition	To encourage more students to take part in the competitions to widen their horizons.	Nov. - Dec.	30 (S1-5)	Upon the completion of the competition	\$3,000	✓				
	English Debating course	To train students debating skills	Nov - May	15 (S2-4)	Students' feedback and Ts' observation	\$500* 15 = \$7,500	✓				

L.S.	Local visits / outings (e.g. community tour)	To deepen students' learning in terms of knowledge, skills & values, which are difficult to attain through classroom learning alone.	Nov - Mar.	50 (S2-5)	Over 80% of the est. no. of students participation rate 70% positive feedback from participants	\$120* 50 =\$6,000	✓	✓			
Maths.	School Team Training for Maths competitions (e.g Maths. Olympiad competitions Pui Ching Maths competitions, etc.)	To arouse students' interest in learning Mathematics and provide training for competitions	Feb - May	30 (S1-4)	Questionnaire & feedback from the provider	Course fee : \$450* 1.5hrs = \$675  \$675* 10 periods = \$6750  \$6750* 2 sessions =\$13,500	✓				
Bio.	WWF Hoi Ha Wan Marine Edu. programme	To arouse students' interest in learning science subjects and integrate their learning to real life situation	June	30 (S4-5)	Students' feedback + participation	Fare : \$220* 30 = \$6,500 Coach fee : \$85* 30 = \$2,550  Sub-total : \$9,000	✓	✓			

Geog.	Field trip for Geog. students	Widen the students' understanding towards the volcanic landforms in HK.	Nov.- Jul	40 (S1-4)	Participation Feedback + survey	\$100* 40 =\$4,000	✓	✓			
HMSC.	Dialogue in the dark – Experiential Exhibition in the dark	Challenge Ss' perception towards visually-impaired and develop some sense of diversity and equality	Nov	46 (S4) (Ss taking HMSC elective)	Ss survey	\$195* 23 =\$4,485		✓			
	Oxfam workshop	Deepen students' understanding towards the root causes of the poverty & cultivating world vision among Ss.	Mar 20			\$172* 23 =\$3,956					
						Sub-total : \$8,441					
VA.	Artist in residence (for a month)	To facilitate the learning of contemporary art.	2nd term	123 (S2)	Animation screening & Exhibition	\$234*123 =\$28,782	✓	✓			
	A collaborative clay work project - start with co-teaching sessions that extend beyond S3 to other Ss and concluded with a artwork display	To appreciation of the beauty of art and extend it beyond classroom		120 (S3)		\$234* 120 =\$28,080					
						Sub-total : \$56,862					

1.2	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)									
Counselling Team	Leadership Training	Leadership Training for Counselling Prefects	Dec.	50 (S4)	Positive feedback from participants + survey	\$400* 50 =\$20,000		✓		✓
	Experiential Activity	Develop Positive values among students	Jan – July	50 (S2-3)		\$600* 50 =\$30,000				
						Sub-total : \$50,000				
CLP	Economics Department collaborates with CLP Committee to organize a working world simulation game (Career Live: 職業體驗遊戲) for S4 students. -After watching a short career video that introduces related job natures, entry requirements, required employability skills and career paths of the selected job, each	(1) Economics students are able to apply economic concepts in the Career Live: Career Stimulation Game. (2) Students have a deeper self-understanding on their interests and abilities. (3) Students are able to set goals by matching their interests with their abilities.	-23 Apr 2020 (Thu) (4A & 4D) (2:00 – 5:00pm)  -24 Apr 2020 (Fri) (4B & 4C) (2:00- 5:00pm)	119 (S4 students + 6 Ts)	(1) Conduct survey (2) Worksheet for economic students to consolidate economic concepts	Fare: \$170* 119 =\$20 230  Coach fee (To & Fro): \$23* 125 =\$2 875				✓

	<p>student can select 3 jobs among 'Aviation Service Experiential Area', 'Engineering &amp; Science Industries Experiential Area', 'Advertising &amp; Media Industries Experiential Area', 'Health-related Industries Experiential Area', 'Hospitality Industries Experiential Area and Other Industrial Experiential Area' to experience the working world. They gain experience of different jobs with well-designed scenarios and props.</p> <p><b>-Remark: (Quota : min. 60 students, max. 120 students)</b></p>					Sub-total : <b>\$23,105</b>					
STEAM	<p>Subsidising expenses for organising school-based STEAM-related activities/ visit</p>	to learn and apply STEAM-related knowledge and skills	July 2020	180(S3-5)	70% of the participants acquire STEAM-related knowledge	\$289* 180 = <b>\$52,080</b>	✓				

SFA	Character Building & Leadership Training	Develop students perseverance and problem-solving and collaboration skills	Oct - Apr	469(S2-5)	Participants' positive feedback + survey	\$10500* 4 sessions =\$42,000		✓			
Social Services Group	Social Service: Training workshops & providing social service to elderly home or child-care centre	To enhance the development of responsible citizenship through volunteer work	Sept - July	115 ( S4)	Participation rate + survey	\$220* 115 =\$25,300		✓		✓	
Volley-ball Club	School team volleyball training	To stretch students' potential in volleyball	Full year	100(S1-6) (1 boys' + 1 girls' team) 50 SS / team	Attendance rate + teachers' observation	\$468* 50* 2 =\$46,800			✓		
Football Club	Football School Team Training	To stretch students' potential in football	Full year	30 (S1-6)	Attendance rate, coach & teacher observation	\$660* 30 =\$19,800			✓		
Basketball Club	Basketball School Team Training	To stretch students' potential in basketball	Full year	60 (S1-6) 30 SS in 3 teams	Attendance rate, coach & teacher observation	\$680* 30 =\$20,400			✓		
Dance Club	Jazz Funk Dance	To stretch students' potential in dancing	Full year	25 (S1-6)	Attendance rate, coach & teacher observation	\$650* 25 =\$16,250			✓		
	Chinese Dance	To stretch students' potential in dancing	Full year	30 (S1-6)	Attendance rate, coach & teacher observation	\$600* 30 =\$18,000			✓		
Red Cross	Kick-off events	Cultivating positive value and social responsibility among students	Full	40 (S1-5)	Participation rate and coach observation	\$130*40 =\$5,200				✓	
Scout	Kick-off events	Cultivating positive value and social responsibility among students	Full	40(S1-5)	Participation rate and coach observation	\$130*40 =\$5,200				✓	

1.3	To organise or participate in non-local exchange activities or competitions to broaden students horizons										
SFA	Visit to Singapore (天文現象 ~ 日環蝕) + SG schools visits	Integrate the knowledge of various subjects to the natural phenomenon + cultural exchange	Dec	30 (S4-5)	Participants' positive feedback + survey	Travel Package fee : @\$7,650* 0.3 =\$2,550 (SS paid 2/3)  \$2,550* 30Ss + @\$7,650 *3Ts =\$99,450	✓				
Music Club	Visit to Korea c/o LMS	To expose students to a more professional and advanced musical performance & training	Apr.	35 (S1-5)	Participants' positive feedback + survey	Travel package fee : @\$6050* 0.3 = \$2017 (SS paid 2/3)  \$2017* 35Ss +@\$6050 * 4Ts =\$94,795	✓				

STEAM	Subsidising registration fees for students to participate in STEAM-related competitions	To instill in students a passion for inquiry and discovery, foster skills such as persistence and teamwork, integrate and supply STEAM-related knowledge and skills	Throughout school year	25 (S3-5)	70% of the participants develop STEAM-related knowledge through solving problems and creating innovative designs	\$85* 25 =\$2,125	✓						
	Subsidising an excursion to Japan for STEAM exploration	To explore the international STEAM development	July 2020	30 (S1-5)	70% of the participants explore the international development in STEAM	Travel package fee : @\$11,000*0.3 =\$3,667 (SS paid 2/3)  \$3,667* 30Ss + @11,000* 3Ts =\$143,010	✓						
1.4	Others												
Sunshine Project @ STMGSS	Sunshine Project @ STMGSS (The program consists of seminars for different levels, training ambassadors to serve the school community, a day-camp + social services)	Fostering a love and caring community within our campus	Full year	All Students	Survey + observation	\$50,000						✓	



Music Club	Chinese Orchestra	Training & performance	Full year	20 (S1-5)	Participation rate & Ts' observation	\$1350* 20 =\$27,000	✓			✓	
	Choir			60 (S1-5)		\$335* 60 =\$20,100	✓			✓	
	Marching Band	Training & performance	Full year	20 (S1-5)	Participation rate & Ts' observation	\$1500*20 =\$30,000	✓			✓	
	Live Band	Training & performance	Full year	12 (S1-5)	Participation rate & Ts' observation	\$1800*12 =\$21,600	✓			✓	
Event Management + MC training	Public speaking & event management skills	Training & performance	Full year	25 (S1-5)	Participation rate & Ts' observation	\$400* 25 =\$10,000	✓			✓	
School-based LWL Programs	Student self-Initiated programs (one by junior form Ss and one by senior form Ss)	Enhance sense of belonging among students	Full year	S1-3	Participation rate & T's observation	\$35,000	✓			✓	
				S4-5		\$25,000					
	'A Stage for You & Me'	Sharing of good experience, positive values among students	Full year	All	Participation rate & Ss' feedback	\$20,000					
						<b>Sub-total :</b>					
						<b>\$80,000</b>					
						<b>Estimated Expenses for Category 1</b>	<b>\$1,010,518</b>				

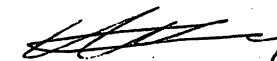
Domain	Item	Purpose	Estimated Expenses (\$)
Category 2	To procure equipment, consumables and learning resources for promoting life-wide learning		
STEAM	Ink and consumable items for laser cutting and engraving machine	To provide a safe and healthy learning & teaching environment for the students when using the laser cutting and engraving machine	\$20,000
LWL Team	4 cam-recorders with memory sticks	To record all related LWL Activities inside & outside school	\$17,000
Dance Club	Customs, clothing & pops for Chinese dance team	Training & performance	\$20,000
Drama Club	Customs, clothing & pops for - GS Learning Circle - Drama Festival	Training & performance	\$20,000
			\$20,000
Arts	Materials for Artist in residence Clay, glaze, clay tools	Training & display	\$42,000
Estimated Expenses for Category 2			<b>\$139,000</b>
Estimated Expenses for Categories 1 & 2			<b>\$1,149,518</b>

Estimated Number of Student Beneficiaries

Total number of students in the school :	715
Estimated number of student beneficiaries :	715
Percentage of students benefitting from the Grant (%)	100%

#purchase of prizes and books should not be included in this category.

Endorsed by SMC on 2 Oct 2019



Mr. CHENG Ming-keung  
STMGSS SMC Chairman