

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

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 Expense: \$0 Balance: \$3,000 (Activity cancelled)	✓				
	English Debating course	To train students debating skills	Nov - May	15 (S2-4)	Students' feedback and Ts' observation	\$500* 15 = \$7,500 Expense: \$7,110 Balance: \$390 (Activity cancelled)	✓				

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 Expense: \$0 Balance: \$6,000 (Activity cancelled)	✓	✓			
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 Expense: \$0 Balance: \$13,500 (Activity cancelled)	✓				
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 Expense: \$0 Balance: \$9,000 (Activity postponed to 2020/21 school year)	✓	✓			

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 Expense: \$3,600 Balance: \$400	✓	✓			
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 Expense: \$1,200 Balance: \$7,241					
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 Expense: \$0 Balance: \$56,862 (Activity cancelled)					

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 Expense: \$41,070 Balance: \$8,930					
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 student can select 3 jobs among 'Aviation Service Experiential Area', 'Engineering & Science Industries	(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					✓

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 Expense: \$12,900 Balance: \$33,900			✓		
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 Expense: \$0 Balance: \$19,800 (Activity cancelled)			✓		
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 Expense: \$1,200 Balance: \$19,200			✓		
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 Expense: \$15,000 Balance: \$1,250			✓		
	Chinese Dance	To stretch students' potential in dancing	Full year	30 (S1-6)	Attendance rate, coach & teacher observation	\$600* 30. =\$18,000 Expense: \$6,400 Balance: \$11,600			✓		
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 Expense: \$1,020 Balance: \$4,180				✓	
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 Expense: \$0 Balance: \$5,200 (Activity cancelled)				✓	

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 Expense: \$72,756 Balance: \$26,694	✓			
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 Expense: \$0 Balance: \$94,795 (Activity cancelled)	✓			
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 Expense: \$0 Balance: \$2,125 (Activity cancelled)	✓			

STEAM	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 Expense: \$0 Balance: \$143,010 (Activity postponed to 2020/21 school year)	✓					
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 Expense: \$0 Balance: \$50,000 (Activity postponed to 2020/21 school year)					✓	
Music Club	Chinese Orchestra	Training & performance	Full year	20 (S1-5)	Participation rate & Ts' observation	\$1350* 20 = \$27,000 Expense: \$9,000 Balance: \$18,000	✓				✓	
	Choir			60 (S1-5)		\$335* 60 = \$20,100 Expense: \$8,400 Balance: \$11,700	✓				✓	
	Marching Band	Training & performance	Full year	20 (S1-5)	Participation rate & Ts' observation	\$1500*20 = \$30,000 Expense: \$49,000 Balance: -\$19,000	✓				✓	
	Live Band	Training & performance	Full year	12 (S1-5)	Participation rate & Ts' observation	\$1800*12 = \$21,600 Expense: \$39,219 Balance: -\$17,619	✓				✓	

Event Management + MC training	Public speaking & event management skills	Training & performance	Full year	25 (S1-5)	Participation rate & Ts' observation	\$400* 25 = \$10,000 Expense: \$0 Balance: \$10,000 (Activity cancelled)	✓		✓	
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	✓		✓	
	'A Stage for You & Me'	Sharing of good experience, positive values among students	Full year	S4-5 All	Participation rate & Ss' feedback	\$25,000 \$20,000 Sub-total : \$80,000 Expense: \$2,125 Balance: \$77,875 (Activities cancelled)				
Estimated Expenses for Category 1						\$1,010,518 Expense in 2019/20: \$274,000 Estimated expense for 2020/21: \$202,010 Balance: \$534,508				

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 Expense: \$16,635 Balance: \$3,365
LWL Team	4 cam-recorders with memory sticks	To record all related LWL Activities inside & outside school	\$17,000 Expense: \$12,120 Balance: \$4,880
Dance Club	Customs, clothing & pops for Chinese dance team	Training & performance	\$20,000 Expense: \$0 \$20,000 Balance: \$20,000 \$0
Drama Club	Customs, clothing & pops for - GS Learning Circle - Drama Festival	Training & performance	\$20,000 \$20,000 Sub-total: \$40,000 Expense: \$0 \$40,000 Balance: \$40,000 \$0
Arts	Materials for Artist in residence Clay, glaze, clay tools	Training & display	\$42,000 Expense: \$0 Balance: \$42,000
		Estimated Expenses for Category 2	\$139,000 Expense in 2019/20: \$28,755 + \$60,000 Balance: \$110,245 - \$60,000 = \$50,245
		Estimated Expenses for Categories 1 & 2	\$1,149,518 Expense in 2019/20: \$302,755 + \$60,000 Estimated expense for 2020/21: \$202,010 Balance: \$644,753 - \$60,000 = \$584,753

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.

Life-wide Learning Grant – Expenditure Summary (as at 30 Aug 2020)

Expense in 2019/20:	Category 1: \$ 274,000 Category 2: \$28,755 + \$60,000 = \$88,755 <u>Category 1 & 2: 302,755</u> + \$60,000 = \$362,755
Estimated Expense for 2020/21:	\$9,000 (Category 1 – Biology Education Programme) \$143,010 (Category 1 – STEAM Excursion) \$50,000 (Category 1 – Sunshine Project) <u>Total: 202,010</u>
Balance:	Category 1: \$534,508 Category 2: \$110,245 - \$60,000 = \$50,245 <u>Category 1 & 2: 644,753</u> - \$60,000 = \$584,753
Proposed Changes:	\$70,000 (Marching Band Equipment) and \$45,000 (Newly Emerged Sports Equipment) ✓
Remaining Grant for 2020/21:	<u>\$529,753</u> - \$60,000 = \$469,753

Endorsed by SMC on 14 July 2020



Ms HO Mok-ki (Chairperson)