

Life-Wide Learning Grant 2020-21

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

Domain	Brief Description of the Activity	Objectives	Period/Date	Target Students (No. of Students & Level)	Amount \$ (each total)	Brief Description of Monitoring / Evaluation Mechanism	Estimated Expenses (\$)	Essential Learning Experiences					Person-in-charge (Initial)
								Intellectual Development (Closely related to curriculum)	Moral & Civic Education	Physical & Aesthetic Development	Community Service	Career-related Experience	
Sharing of good practices in learning	Learning Celebration	To share the learning experiences among the students and boost the self-confidence in learning	twice a year	Whole school	4,000	Participation of students in the activity	4,000	Y					WLS
Debate	Interclass debate competition	To cultivate soft skills and improve the critical thinking skills of students	1st term	111 (S3)	200	Participation of students in the activity	200		Y				CYM
English Language	AFTEC drama show	To experience English drama performed by professionals	11/3/2021	368 (S1-3) + 15 teachers	85/student; 31,875	Survey and journal response	31,875	Y		Y			MOU
	S5 field camp	To apply geographical knowledge into daily lives	May 2021	29 (S4) + 1 Teacher	250/student; 7500	Participation of students in the activity	7,500	Y					LLF
Geography	Field studies and visits	To apply geographical knowledge into daily lives	Whole term	62 (S4-6) + 3 Teachers	70/student; 4550	Participation of students in the activity	4,550	Y					CSK
	S2 Carbon footprint workshops	To arouse interest in practising green living	Oct-Nov 2020	60 (S2)	\$1100 per class	Participation of students in the activity	2,200	Y	Y				CSK
BAFS	Stock Trading Guru Board Game Competition	Academic activities open to all teachers and students to raise their awareness on factors affecting stock prices	2nd term	40 (S4-S6)	200	Participation of students in the activity	200	Y	Y				CMY
	The Savvy Planner Workshops	Introducing the concepts of personal financial planning in the context of life planning through board games designed by HKFYG to raise students' awareness in financial planning and life planning.	OLE days	111 (S3)	500	Participation of students in the activity	500	Y				Y	CMY
	Visiting "the Mill"	Understanding the history of manufacturing industry in Hong Kong and its contributions to the Hong Kong	OLE days	90 (S4)	3,000	Participation of students in the activity	3,000	Y	Y				CMY
中國歷史及文化	文化遺產工作坊/歷史工作坊/本地考察	讓學生透過不同的工作坊/考察活動，從體驗中多認識中華文化和文化遺產	Second Term	25(S1-S5)	3,500	Teacher observation and quality of students' work	3,500	Y	Y				LMY
	學校文化計劃	以輕鬆的方法，讓同學透過遊戲或活動，加強其對中國歷史的興趣，進而提升自主學習的能力	Second Term	30(S1-S3)	1,000	Teacher observation and quality of students' work	1,000	Y	Y				LMY
Subtotal							58,525						

Cross KLA (e.g. STEM)

Environmental Education	Training course on organic farming and landscape design (8 periods)	To deepen the understanding about sustainable farming and incorporate STEAM into landscape design	First term	40 (S2-S5)	25,600	Students' work	25,600	Y					CSK
	Green X'mas	To raise students' awareness of green living	Dec 2020	Whole school	250/class; 6000	Teacher observation	6,000		Y				CSK
STEM Education	動態攝控系统應用及程式設計課程	聘請導師及購買器材，讓同學學習動態攝控系统，及配合VR，製作不同類型的多媒體並於不同場合應用	Whole year	10 (S3)	30,000	Students' work	30,000	Y		Y			LoKO
	S1 STEM lessons (wooden plane and LED board making)	To provide STEM education for students and raise students' interest in STEM related areas	Whole year	120 (S1)	15,000	Students' work	15,000	Y					CKF
	S2 STEM lessons (Arduino)	To provide STEM education for students and raise students' interest in STEM related areas	Whole year	120 (S2)	30,000	Students' work	30,000	Y					CKF
	HKOI Platform	To apply coding and programme into authentic situation.	Whole year	10 (S1-S6)	1,000	Students' work	1,000	Y					LCF
	英才益 - STEM 教育挑戰賽	To apply coding and programme into authentic situation.	40 (S3)	40 (S3)	2,000	Students' work	2,000	Y					LCF
	InnoTech Expo	To arouse the interest of students in STEM application.	Oct. 2020	40 participants	1,800	Student' level of participation	1,800	Y					LCF
Aesthetic Education (OLE)	Maker Lab	To provide STEM education for students and raise students' interest in STEM related areas	Whole year	24 (S1-S3)	6,000	Students' work	6,000	Y					YSN
	木創創作	讓學生掌握木創工具的運用及創作木創製成品	Whole year	20 (S4)	15,600	Students' work	15,600	Y		Y			MWY
Subtotal							133,000						

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)

Domain	Brief Description of the Activity	Objectives	Date	Target Students (No. of Students & Level)	Amount \$ (each and total)	Brief Description of Monitoring / Evaluation Mechanism	Estimated Expenses (\$)	Essential Learning Experiences					Person-in-charge (Initial)
								Intellectual Development (Closely related to curriculum)	Moral & Civic Education	Physical & Aesthetic Development	Community Service	Career-related Experience	
Developing a caring community - Counselling Activities	Various activities related to values education and counselling support to students, training sessions/workshops for students, teachers and parents	To enhance physical and mental health among students and provide individual/group counselling for students	Whole year	whole school	21,020	Teacher observation, student survey	21,020		Y				LH
Developing a caring community - Community Services	Community services	To provide training, help students know more about the needs of the community and organise activities	Whole year	S2, S4, S5	50,000	teachers observation & survey	50,000				Y		YCP
	S3 Interclass voluntary work competition	To arouse interest in participating voluntary work	Whole term	111 (S3)	200	Teacher observation and feedback from voluntary organization	200				Y		CYM

Positive values and attitudes	Training course on mediation skills	To train students to adopt positive attitudes and skills in handling conflicts	second term	124 (S4)	16,000	Teacher observation	16,000						CMY
	Model Class competition	Positive attitudes and behaviour are encouraged in Model Class competition	Whole Year	S1-S6	2000/form; 12000	Records of attendance, handing in homework	12,000						LMF
	Class activities	To unify students in class and raise their sense of belonging to their own class/ the school	Whole year	S1-S6	\$800/Form	Teacher observation	4,800		v				CMY
Moral & Civic Education	Human rights board display	To help students know more about human rights and fundamental freedoms	Dec 2020	Whole school	600	teacher observation	600		Y				HSC
	Human rights film screening	To help students know more about human rights and fundamental freedoms	Oct 2020, Feb 2021	S4, S5	1200	teacher observation	1,200		Y				HSC
Individual Excellence - Sports Education	Intensive summer training course of Volleyball Team	To raise the skills in volleyball competitions	July 2021	10	500/student; \$5,000	teacher observation	5,000			Y			TSN
	Training programmes of School Basketball Teams (Boys)	To improve the performance of Basketball Team in inter-school competitions.	Whole year	76 (A-C Grades)	400/hour; \$50,000	Performance of basketball teams in competition	50,000			Y			TSN
	Training programmes of School Table-tennis Teams	To improve the performance of Table-tennis Team in inter-school competitions.	Whole year	20 (A-C Grades)	400/hour; \$50,000	Performance of basketball teams in competition	50,000			Y			TSN
	Training programmes of School Track and Field Teams	To improve the performance of Track and Field Team in inter-school competitions.	Whole year	40 (A-C Grades)	500/hour; \$15,000	Performance of basketball teams in competition	15,000			Y			TSN
Individual Excellence - Aesthetic Education	Training programmes of Dance Team	To stretch the potentials of students in music and sports	Whole year	30 (S2-S5)	800/hour; \$24000	Performance in Open Day and Variety Show	24,000			Y			TSN
	Training courses on lighting and audio control and design in stage management	To train students to control audio and lighting system and design the effect in stage management.	Whole year	40 (S1-S6)	50,000	Students' work	50,000			Y			THL
	Cognitio College Band 1) Instrumental classes will be offered to develop students' skills in playing musical instruments. 2) Band rehearsals and performances will be organised to develop students' skills and learning attitudes involved.	1) To stretch students' musical potential by providing proper training 2) To develop students' confidence, attentiveness and perseverance 3) To enhance the cultural ambience of the whole school and the community	Whole Year	50 (S1-6)	1,700/student, \$85,000	The performance of the Cognitio College Band in major school events and external events should be satisfactory, as evaluated by: 1) Observation of students by the teachers-in-charge 2) Performance assessment of students by the music director and teachers-in-charge 3) Results of external competitions	85,000			Y			WTK / LKY
	Training of choir for performances	Students' standard in choral singing can be developed to a higher level with the assistance of a professional pianist. The selection of songs for performance can increase in quantity as well as varieties.	Whole Year	50 (S1-S5)	\$450/hour x 54; \$24,300	Student Performance: The choir will perform from time to time throughout the year. Songs performed in the coming year will be varied in styles and genres. Among the songs, 50% of them have at least two parts.	24,300			Y			
	Violin classes	To stretch the potential of students in music by learning to play violin.	Whole Year	S1-S5 (20 students)	\$500/hour x 1.5 x 14; \$10,500	Students can play 2 scales and 3 new pieces	10,500			Y			
Individual Excellence	Talk on Art appreciation	Art appreciation, Music Vs Architecture	second term	S2	1500	teacher observation	1,500			Y			FWM
Individual Excellence	Experiential workshops, visits and exhibitions for Elite Team	To encourage students to broaden their horizons and achieve individual excellence	Whole year	41 (S3-S5)	100; 4,100	Students' performances in workshop	4,100	Y				Y	CMY
Subtotal							425,220						

1.3 To organise or participate in non-local exchange activities or competitions to broaden students' horizons

Domain	Brief Description of the Activity	Objectives	Date	Target Students (Level & Estimated No. of Students)	Amount \$ (each and total)	Brief Description of Monitoring / Evaluation Mechanism	Estimated Expenses (\$)	Essential Learning Experiences					Person-in-charge (Initial)
								Intellectual Development (Closely related to curriculum)	Moral & Civic Education	Physical & Aesthetic Development	Community Service	Career-related Experience	
Student Development	Students will study the sustainable development of Da Nang, Vietnam	To broaden students' horizon through understanding the culture and sustainable development of a city in a developing country in a study trip.	27/3-31/3/2021 (TBC)	20 (S3-5 Elites)	\$8,000; \$176,000 (Total)	Quality of students' report, teacher observation, student survey	112,000	✓	✓			✓	WTC
Subtotal							112,000						

Note: For overseas trips, LWG will sponsor 70% travel costs.

Estimated Expenditure of Category 1 **728,745**

Category 2: To procure equipment, consumables and learning resources for promoting life-wide learning

Domain	Items	Purposes	Number	Estimated Expenses	Teacher-in-charge (Initial)
Geography	Rock & minerals learning & digging kit	Educational set for the learning of Dynamic Earth	1 set	2,100	CSK
Aesthetic Education (OLE)	Materials & tools for woodcraft	Develop students artistic learning of woodcraft	22 sets	27,700	MWY
English Kitchen	Ingredient for cooking classes	Use of English in an authentic way	16 sets	32,500	LK
STEM	Google AIY Vision and Voice Kit	For learning of Artificial Intelligence in form of Vision (using intelligent camera to recognize objects) and Voice (issuing voice command to programmes)	40 sets	32,000	LCF
Sports	Uniform of Basketball School Teams	To arouse the sense of belonging of students	54	11,400	TSN
	Uniform of Volleyball School Teams	To arouse the sense of belonging of students	38	5,700	TSN
	Uniform of Table-tennis School Teams	To arouse the sense of belonging of students	19	2,850	TSN
	Uniform of Track and Field School Teams	To arouse the sense of belonging of students	32	4,800	TSN
	Uniform of Sports-walking School Teams	To arouse the sense of belonging of students	15	2,250	TSN
	Uniform of Dance Team	To arouse the sense of belonging of students	8	1,200	TSN
Estimated Expenditure of Category 2					122,500

Total Estimated Expenditure of
Category 1 & 2 851,245

Estimated Number of Beneficiaries

Total number of students in the school	696	
Estimated number of student beneficiaries	696	
Percentage of students benefiting from the Grant (%)	100	
Expected income	\$ (150000+24x42000)	1158000
		74%