

(Template)  
**Report on the Use of the Life-wide Learning Grant**  
2022-2023 School Year

**Category 1: To organise / participate in life-wide learning activities**

No.	Brief Description and Objective of the Activity	Domain (Please select or fill in the domain of the activity as appropriate)	Date	Target Students		Brief Description of the Monitoring / Evaluation Mechanism	Actual Expenses (\$)	Nature of Expenses*	Essential Learning Experiences (Please put a ✓ the appropriate box(es); more than one option can be selected)						
				Level	Estimated Number of Participants				Intellectual Development (closely linked with curriculum)	Values Education	Physical and Aesthetic Development	Community Service	Career-related Experiences		
1.1	<b>Local Activities:</b> To organise life-wide learning activities in different KLA's / cross-KLA / curriculum areas to enhance learning effectiveness · or 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														
1	To organize experiential learning programmes (Life-wide Learning Days and Post-exam Period)	Cross-Disciplinary (Others)	Sept 2022-Jul 2023	S1-S5	824	Survey Forms	\$118,557.50	E1	✓	✓	✓	✓	✓	✓	
2	To organize visits and workshops	Cross-Disciplinary (Others)	Sept 2022-Aug 2023	S1-S6	955	Feedback from participants	\$503,919.02	E1	✓	✓	✓	✓	✓	✓	
3	To arrange co-curricular activities	Cross-Disciplinary (Others)	Sept 2022-Jul 2023	S1-S6	955	Feedback from participants	\$164,359.16	E1	✓	✓	✓	✓	✓	✓	
4	To arrange other language learning programmes	Cross-Disciplinary (Others)	Sept 2022-Jun 2023	S1-S2	361	Results and Feedback from participants	\$228,200.00	E5	✓					✓	
5	To arrange STREAM programmes	Cross-Disciplinary (Others)	Sept 2022-Aug 2023	S1-S3	525	Feedback from participants	\$298,144.00	E5	✓					✓	
6															
7															
(Please insert rows above if the space provided is insufficient.)															
<b>Sub-total of Item 1.1</b>							<b>\$1,313,179.68</b>								
1.2	<b>Non-Local Activities:</b> To organise or participate in non-local exchange activities or non-local competitions to broaden students' horizons														
1	To participate in non-local competitions and visit	STREAM / STEM	Nov 2022-Aug 2023	S4, S5	6	Feedback from participants	\$107,650.00	E3, E4	✓					✓	
2															
3															
4															
5															
(Please insert rows above if the space provided is insufficient.)															
<b>Sub-total of Item 1.2</b>							<b>\$107,650.00</b>								
<b>Expenses for Category 1</b>							<b>\$1,420,829.68</b>								

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

No.	Item	Domain (Please select or fill in the domain as appropriate)	Purpose	Actual Expenses (\$)
1	Parts and Equipment for STREAM	STREAM / STEM	To nurture students' skills in STREAM	\$60,999.00
2				
3				
(Please insert rows above if the space provided is insufficient.)				
<b>Expenses for Category 2</b>				<b>\$60,999.00</b>
<b>Expenses for Categories 1 &amp; 2</b>				<b>\$1,481,828.68</b>

**Category 3: Estimated Number of Student Beneficiaries**

Total number of students in the school:	955
Number of student beneficiaries:	955
Percentage of students benefiting from the Grant (%):	100%

Contact Person for LWL (Name & Post):	Hsu Yuk Fan, Assistant Principal
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\* : 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.)

E2 Transportation fees

E3 Fees for non-local exchange activities / competitions (students)

E4 Fees for non-local exchange activities / competitions (escorting teachers)

E5 Fees for hiring expert / professionals / coaches

E6

Fees for students attending courses, activities or training organised by external organisations recognised by the sch

E7

Purchase of equipment, instruments, tools, devices, consumables

E8

Purchase of learning resources (e.g. educational softwares, resource packs)

E9

Others (please specify )