

Schools are required to upload this Report or the School Report which consist of this Report endorsed by their SMCs / IMCs onto the homepage of the schools for the sake of enhancing transparency and in accordance with the established practice.

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

No.	Name, Brief Description and Objective of the Activity	Date	Target Students		Actual Expenses (\$)	Actual Expenses per Person (\$)	Nature of Expenses*	Domain (Please select or fill in the domain of the activity as appropriate)	Evaluation Results	Essential Learning Experiences (Please put a ✓ the appropriate box(es); more than one option can be selected)				
			Level	Number of Participants						Intellectual Development (closely linked with curriculum)	Values Education	Physical and Aesthetic Development	Community Service	Career-related Experiences
1.1	Local Activities: To organise life-wide learning activities in different KLAs / 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	中秋節燈謎、考古工作坊、第四屆歷史人物投票比賽 認識祖國——科技篇、節慶篇	Whole Year	S4 - S6	452	\$5,101.20	\$11.29	E1	Chinese History	The participation was active and various activities were organised successfully.	✓	✓			
2	Talent Quiz	May-21	S4 & S5	100	\$95.00	\$0.95	E1	Economics	Students in general enjoyed the activity and the participation rate is more than 90%.	✓	✓			
3	Inter-class competitions and whole school activities	Whole Year	S4 - S6	452	\$2,442.90	\$5.40	E1	English Language	Two large-scale whole-school activities about Halloween and Christmas were held and the participation and feedback was positive as students agreed it helped promote using English. Students found the activities enjoyable and they enhanced English learning.	✓				
4	Fruit Day	17/6/2022	S4 & S5	291	\$1,596.70	\$5.49	E1, E3	Health Management & Social Care	Students acquired knowledge about fruit nutrition & diseases and enjoyed the competition quiz	✓		✓		
5	Debate Competition Fee for 21/22 \$350 (Less: Refund from 20/21 第14屆鳴謝孟辯論賽 \$250)	Whole Year	S4 & S5	11	\$100.00	\$9.09	E3	Citizenship and Social Development	Students acquired precious experiences through participating in the training and competition.	✓				
6	Science Competitions	Whole Year	S4 & S5	30	\$1,282.00	\$42.73	E1, E6	Cross-Disciplinary (STEM)	Students were inspired by science knowledge in different domains through joining competitions.	✓				✓
7	Workshop for Coding	Whole Year	S4 & S5	10	\$1,038.00	\$103.80	E6	Cross-Disciplinary (STEM)	Students were engaged in the workshop organised by the school.	✓				
8	CLP Program for S6 students	Whole Year	S6	161	\$13,600.00	\$84.47	E1, E6	Careers & Life Planning	The participation was active and various activities were organised successfully.					✓
9	CLP Program for S4 & S5 students	Whole Year	S4 & S5	291	\$60,100.00	\$206.53	E1, E6	Careers & Life Planning	The participation was active and various activities were organised successfully.		✓			✓
10	OLE Aesthetic Activities		S4 & S5	291	\$9,030.00	\$31.03	E6	Extracurricular Activities	Most of the students enjoyed the drama performances & acquired more knowledge about a play.			✓		
11	Transport & Travelling for Outing / Visits	Whole Year	S4 - S6	452	\$5,760.00	\$12.74	E2	Extracurricular Activities		✓		✓	✓	
12	Extracurricular Activities beyond Class	Whole Year	S4 - S6	452	\$46,690.00	\$103.30	E1, E6	Extracurricular Activities	The participation was active and various activities were organised successfully.	✓		✓	✓	
13	Mentor Day Activity Materials	Sep-21	S4 & S5	291	\$1,260.50	\$4.33	E1	Guidance & Counseling	S4 & S5 students like the activity and the function is well-organised.	✓	✓			
14	Young Mentors Training Program	Whole Year	S4 & S5	291	\$907.00	\$3.12	E1	Guidance & Counseling	A group of young mentors have been trained and assisted the organisation of GC programs.	✓	✓			
15	Young Mentor Program	Whole Year	S4 - S6	452	\$9,572.80	\$21.18	E1	Guidance & Counseling	Young mentors managed to have more understanding of positive education through activities.	✓	✓			
16	Retreat Day	Jul-22	S4 - S6	452	\$45,905.00	\$101.56	E1, E6	Guidance & Counseling	Well-being activities were organised for students to relieve pressure.	✓	✓			
17	Moral & Civic Education Program	Whole Year	S4 - S6	452	\$16,268.00	\$35.99	E1, E6	Moral, Civic and National Education	Programs were organised to allow students know more about our homeplace and country.	✓	✓			
18	MCE Partners Program	Whole Year	S4 - S6	452	\$1,169.10	\$2.59	E1	Moral, Civic and National Education	Students were able to gain some knowledge about positive education.	✓	✓			
19	Life Education Program	Whole Year	S4 - S6	452	\$5,080.00	\$11.24	E1, E6	Moral, Civic and National Education	Activities were held for students' growth and development.	✓	✓			
20	Green Campus	Whole Year	S4 - S6	452	\$5,550.90	\$12.28	E1	Moral, Civic and National Education	Students were more aware of the importance of maintaining a green environment.	✓	✓			
21	School Team Training	9/2021-5/2022	S4 - S6	95	\$15,368.17	\$161.77	E5	Physical Education	Due to the outbreak of the coronavirus, the school team training were suspended from Jan to May.			✓		
22	Sports Day	Dec-21	S4 - S6	450	\$10,910.00	\$24.24	E2, E6	Physical Education	Sports day was changed to Activity Day with E-cycling and Fitness challenges. It was held successfully and both students & teachers found it enjoyable.			✓		
23	Recruitment & Welcome Meet for the EEET	Sep-21	S4 - S6	20	\$1,556.60	\$77.83	E2, E6	Teaching & Learning Development	Goals were set with EEET members, e.g. competitions and promotion of authentic use of English at school.	✓			✓	
24	Competition, Activities & Application Fees	Whole Year	S4 - S6	452	\$37,542.50	\$83.06	E2, E6	Teaching & Learning Development	Students enjoyed the life-wide learning activities organized, e.g. STEAM Day and English activities.	✓				✓
25	STEAM Reading Challenge	Twice a year	S4 - S6	452	\$3,668.50	\$8.12	E1	Teaching & Learning Development	The participation rate was the highest ever in the past three years.	✓				
26	Halloween English Speaking Day	Oct-21	S4 - S6	452	\$2,995.40	\$6.63	E2, E6	Teaching & Learning Development	It was a successful activity. EEET members worked well with English teachers to design the activities for fellow schoolmates.	✓				
27	Board Game Learning Activities	Mar-21	S4 - S6	20	\$2,819.80	\$140.99	E2, E6	Teaching & Learning Development	This was a trial learning activity targeted at students with higher English ability. Students found the games useful for language learning	✓				
28	English Writing Circle & AcaBuzz Publication	Whole Year	S4 - S6	452	\$3,300.00	\$7.30	E2, E6	Teaching & Learning Development	It provided active writers with a platform to showcase their writing and speaking skills, e.g. interviews and creative writing.	✓				✓
29	Disneyland Life-wide Learning Activity	Dec-21	S4 - S6	85	\$30,460.60	\$358.36	E2, E6	Teaching & Learning Development	This was a huge success. A learning passport was used to document their learning outcomes in the Disneyland.	✓				
30	Language Centre Activities	Whole Year	S4 - S6	40	\$2,999.60	\$74.99	E3, E6	Teaching & Learning Development	It provided regular training and activities for EEET members and MCs to practise their public speaking skills.	✓				
31	Bookstore Visit	Jun-21	S4 - S6	452	\$4,815.90	\$10.65	E3, E6	Teaching & Learning Development	New books and magazines were added to the book collection in the Language Centre.	✓				
32	E-learning Activities	Whole Year	S4 - S6	452	\$4,973.00	\$11.00	E3, E6	Teaching & Learning Development	Consumable VR glasses were bought to enhance students' language learning experiences.	✓				
33	Self-directed Learner Award Scheme	Jul-21	S4 - S6	50	\$892.00	\$17.84	E3, E6	Teaching & Learning Development	Active student helpers were awarded for their contribution and services.	✓				
34	Virtual Tour & Research Skills Workshop	Aug-21	S5	134	\$26,200.00	\$195.52	E6	Extracurricular Activities	Event held successfully and both students & teachers found the activity enjoyable & useful.	✓	✓			✓
(Please insert rows above if the space provided is insufficient.)														
			Sub-total of Item 1.1	9,893	\$381,051.17									
1.2	Non-Local Activities: To organise or participate in non-local exchange activities or non-local competitions to broaden students' horizons													
(Please insert rows above if the space provided is insufficient.)														
			Sub-total of Item 1.2	0	\$0.00									
			Expenses for Category 1	9,893	\$381,051.17									

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

No.	Item	Purpose	Actual Expenses (\$)
1	Campus TV Equipment	To provide students with a platform to showcase their multiple intelligences through TV show production	\$37,140.00

2	Books for Language Centre	To expand the collection of books housed in the Language Centre, hence promoting reading	\$4,729.30
3	3D Printer On-site Parts & Labour Warranty Services Renewal Package	To encourage the participation in IA competitions & activities	\$4,420.00
4	STEM Training Equipment	To purchase related equipment that would be used in STEM education promotion program	\$3,600.00
<i>(Please insert rows above if the space provided is insufficient.)</i>			
Expenses for Category 2			\$49,889.30
Expenses for Categories 1 & 2			\$430,940.47

Category 3: Number of Student Beneficiaries

Total number of students in the school:	452
Number of student beneficiaries:	452
Percentage of students benefitting from the Grant (%):	100%

Name of Contact Person for LWL:	Ms. LUI Ho Ting
Post of Contact Person for LWL:	Head of Board of Student Affairs

<i>* Input using the following codes: more than one code can be used for each item.</i>			
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		