Report on the Use of the Life-wide Learning Grant

2023-24 School Year
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

			Target S	Students		Actual Expenses		Domain (Please select or fil			(Please put	Il Learning Exp a ✓ the approprione option can	riate box(es);	
No.	Name, Brief Description and Objective of the Activity	Date	Level	Number of Participants	Actual Expenses (\$)	per Person (\$)	Nature of Expenses*	in the domain of the activity as appropriate)	Evaluation Results	Intellectual Development (closely linked with curriculum)	Education	Physical and Aesthetic Development	Community <u>S</u> ervice	Career-related Experiences
1.1	Local Activities: To organise life-wide learning a values and attitudes	ctivities in different	KLAs / cross-KL	A / curriculum ar	reas to enhance learn	ning effectiveness,	or to organise	diversified life-wide	learning activities to cater for students' interests and	abilities for str	etching student	s' potential and	nurturing in st	udents positive
1	P.1 STEAM Day Theme: Gigo Gyroscope, Gigo Catapul	14.6.2024	P.1	51	\$8,750.00	\$171.57	E5	Cross-Disciplinary (STEAM)	By observation, students were able to complete the tasks and enjoyed	√				
2	P.2 STEAM Day Theme: Gigo Clamping Machine, Disc Push	21.6.2024	P.2	66	\$8,750.00	\$132.58	E5	Cross-Disciplinary (STEAM)	By observation, students' interests were arosed in science and nurture their creativity and problem- solving skills.	√				
3	P.3 STEAM Day Theme: Gigo Card Programming Robot	28.6.2024	P.3	66	\$32,500.00	\$492.42	E5	Cross-Disciplinary (STEAM)	By observation, students were able to complete the tasks and enjoyed making their insulation house by using different types of materials.	√				
4	P.4 STEAM Day Theme: Sky Dream Fund Day (航空STEAM生涯規劃課程) Objectives: 1) Assemble the drone 2) Able to control the drone 3) Learn about the duties of pilots	21.3.2024	P.4	74	\$24,750.00	\$334.46	E7	Cross-Disciplinary (STEAM)	By observation, students were able to assemble the drone according to the instruction manual. They had an hands-on experience in flying their own drone with fun. They also learnt about the duties of pilots and were interested in becoming pilots themselves.	~				
5	P.5 STEAM Day Theme: Sky Dream Fun Day (航空STEAM生涯 規劃課程) Objectives: 1) Assemble the drone 2) Able to control the drone 3) Learn about the duties of pilots	19.3.2024	P.5	73	\$24,750.00	\$339.04	E5	Cross-Disciplinary (STEAM)	By observation, students were able to assemble the drone according to the instruction manual. They had an hands-on experience in flying their own drone with fun. They also learnt about the duties of pilots and were interested in becoming pilots themselves.	~				
6	P.4-6 Dino Fun day Theme: Design of Electric Dino Model Objectives: Let students design and assemble their own electric dino model 1) Enhance students' understanding of a closed circuit 2) Enhance students' creativity	19.1.2024	P.4-6	216	\$85,100.00	\$393.98	E5	Cross-Disciplinary (STEAM)	By observation, students were able to make assemble the electric dino model according to the instruction manual and 100% of students enjoyed the activity.	~				
7	Edcational visits, Organise out-of-classroom experiential learning activities Visit Sam Tung Uk Museum (三棟屋博物館)	15.11.2023	P.3	66	\$4,160.00	\$63.03	E1,E2	General Studies	Students enjoyed the old Chinese architecture and learnt about the way of living of Chinese people in Hong Kong.	~				
8	LEGO - Student Training Courses - LEGO League Challenge (Hong Kong) - 3 teams admission fee	21.2.2024- 24.4.2024	P.4-P.6	15	\$32,220.00	\$2,148.00	Е3	Cross-Disciplinary (STEAM)	15 students participated in this competition. Students try their best to competition the challenges in the competition. It was an effective way to engage students in STEAM education and enrich their problem solving skills.	~				

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9	Al Art (人工智能藝術課程)	6.11.2024- 20.11.2024	P.6	72	\$18,000.00	\$250.00	E5	Cross-Disciplinary (STEAM)	Students were enjoyed the lessons and the course could help students better comprehend and apply artificial intelligence technologies in the creative and artistic domains. More than 85% students agreed that the course could culticate students' creativity and innovative thinking.	✓					
10	"Dino-Dragon Delight: A Lengendary Encounter" Activity Objectives: Let students explore the facinating world of dinosaurs through interactive displays, games and workshops by learning different dinosaur species, and their habitats and participated in hands-on activities.	19, 20/1/2024	P.1-P.6	402	\$121,560.00	\$302.39	Е9	Cross-Disciplinary (Others)	Students and parents not only enjoyed taking pictures with dinosaurs, but learned about the characteristics of a few species of dinosaurs, their habitats and eating habits, etc. Students also enjoyed hands-on experiences in making their own dinosaur badge and dinosaur-like costume.		√				
11	Chinese performances ("Dino-Dragon Celebrations) Objectives: Let students and parents appreciate the Chinese performances by our talented students, including Chinese dance, lion dance and percussion instruments performance.	19, 20/1/2024	P.1-P.6	402	\$162,000.00	\$402.99	E9	Cross-Disciplinary (Others)	Students and parents enjoyed and appreciated the performances and exhibits of art works by our talented students			·			
12	Chinese Art Exhibition & Chinese Culture Experience	19, 20/1/2024	P.1-P.6	402	\$111,280.00	\$276.82	E5,E9	Cross-Disciplinary (Others)	Participants enjoyed tasting Chinese traditional street food - Dragon Beard Candies, and enjoyed the displays of students' art works.			~			
13	School Team Training - K-Pop Dance	Whole year	P.4-P.6	18	\$14,400.00	\$800.00	E5	Arts (Others)	Physically, the fast-paced, repetitive nature of K-pop dances taught students timing, rhythm, and body awareness. In Mental and Emotional aspect, students participating in a group dance activity fostered their sense of community and belonging. Memorizing and performing K-pop choreography helped develop students' cognitive abilities like memory, focus, and pattern.			*			
14	School Team Training - Rope Skipping	Whole year	P.4-6	19	\$14,625.00	\$769.74	E5	Physical Education	Participants were keen to take part in the activity with more than 98% of attendance. They performed in various school functions including the annual Sports Day and Prize-Giving and Graduation Ceremony. Their performance is highly appreciated and praised by both students, parents and guests. Their confidence and interest in rope-skipping is greatly enhanced.			*			
15	School Team Training - Violin	Whole year	P.1-P.6	24	\$38,700.00	\$1,612.50	E5	Arts (Music)	There are two different levels of Violin class. Students are assigned to beginner class or advanced class according to their learning ability. Students attended lessons in both first and second term. They enjoy playing violin. School also provides them opportunity to perform. All violin class students performed in Christmas party and Graduation Ceremony.			*			
16	School Team Training - Percussion Band (敲擊班)	Whole year	P.4-P.6	20	\$33,600.00	\$1,680.00	E5	Arts (Music)	Overall, the students were very engaged and enjoyed the practice sessions. At the school-wide level, the students learned three pieces of music: "Let It Go," "Chinese Power," and "Men Should Be Strong," They then performed these pieces at the school's graduation ceremony and external shows.			~			

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17	School Team Training - Lion Dance	Whole year	P.1-P.6	20	\$50,500.00	\$2,525.00	E5	Arts (Others)	The Lion Dance Team had performed successfully in two internal school events in January and June respectively. They had also participated the inter-school event in April. All the pupils agreed that they could learn how to perform lion dance effectively in this group and they agreed that they got a sense of accomplishment when they performed on the stage.			*		
18	School Team Training - Chinese Sand Art Activity	Whole year	P.4-P.6	19	\$50,500.00	\$2,657.89	E5	Arts (Visual Arts)	Students actively participated to the 1.5 hour activity every Wednesday afternoon. Some students are wondering if they can join this activity again next year. In general, students are able to learn different drawing techniques and create their drawing on the surface of LED panel light frame with reference to their daily life			*		
19	School Team Training - Basketball	Whole year	P.1-P.6	20	\$12,000.00	\$600.00	E5	Physical Education	All participants agreed that they enjoyed very much in basketball team training. Participants developed and improved technical skills and physical condition through trainings. Team spirit among members has been strengthened.			✓		
20	School Team Training - Football (足球校隊外展)	Whole year	P.3-P.6	24	\$8,800.00	\$366.67	E5	Physical Education	All participants agreed that they enjoyed very much in football team training every Wednesday. Participants developed and improved technical skills and physical condition through trainings. Team spirit among members has been strengthened.			~		
21	Athletic Team	Whole year	P.4-P.6	26	\$7,200.00	\$276.92	E5	Physical Education	100% of athletic team members agreed that training helped develop their confidence and self- esteem. Athletic team did very well in invitational relays.			~		
22	Easy Sports Program (田徑簡易運動計劃)	First Term	P.1-3	40	\$2,640.00	\$66.00	E5	Physical Education	It helped to develop students' fundamental motor skills. It enabled PE teachers to spot out potential athletes for sports team. 100% students enjoyed athletic training and they performed well in sports day.			~		
23	Chinese Dance	Whole year	P.1-P.3	20	\$20,700.00	\$1,035.00	E5	Arts (Others)	It is undeniable that the regular Chinese dance lessons can help to improve the team spirit of our students. The activities provides all-rounded development for them. It is a great way to nurture Chinese traditional cultures into our students through learning different kinds of Chinese dance.			·		
24	Chinese Drama team training (中文戲劇課程指導服務)	Whole year	P.1-P.5	17	\$28,200.00	\$1,658.82	E5	Arts (Others)	This drama course enhanced the Chinese language abilities of NCS. Through having rehearsals and performances, they fostered teamwork and gained confidence in speaking Cantonese. This helped them integrate into the school and the community			1		
25	Drama Team (Provision of English Musical Training and Production Service for 2023-24 school year)	Whole year	P.2-P.6	23	\$219,000.00	\$9,521.74	E5	Arts (Others)	The training helped students gain proficiency in acting, singing, dancing and technical theatre skills. Student learning and skill development in the drama classes has been strong overall. Students have demonstrated growth in creativity and collaboration. Student engagement and enthusiasm for the drama program also appears high, with consistent attendance and participation in classes and production work.			~		

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26	Whole Person Development Programme: Printing of Good Kadoorian Scheme Booklets - Responsible Hero - Diligence Hero	Whole year	P.1-P.6	402	\$6,300.00	\$15.67	E1	Values Education	Students were keen to behave well and complete tasks to collect stamps from teachers. 86% of students received at least one prize.		√			
27	Moral & Civic Talks	First Term	P.1-P.6	402	\$11,969.00	\$29.77	E2	Values Education	By observation, students were interested in the MCE talks. The MCE lessons helped strengthen students' positive values and attitudes, and built up their moral character.		✓			
28	Dino Life Education lessons	Second Term	P.1-P.6	402	\$24,000.00	\$59.70	E5	Values Education	Through reflective discussion and engaging activities, students were encouraged to explore their emotions, cultivate empathy, and reflect on the deeper meaning of life.		✓			
29	SPCA Life Career Planning Talk	22.2.2024	P.4-P.6	219	\$2,800.00	\$12.79	E5	Values Education	During this talk, the SPCA Inspectorate shared insights into their daily operations and showcased real-life footage of animal rescues.		✓			
31	Educational Tour of the SPCA Tsing Yi Centre	16.3.2024	P.4-P.5	30	\$3,000.00	\$100.00	E6	Values Education	This educational tour shared the meaning of animal welfare and its value through the making of the Cats' toys and Experiential activities.		√			
32	Prefect Training Camp	21.10.2023	P.4-P.6	59	\$20,500.00	\$347.46	E1	Leadership Training	Leadership Training Day was raised and they learnt about skills in leadership and collaboration. 80% of participants agreed that the activity can enhance their self-confidence and competence. Moreover, 85% of participants agreed that the activity can build up their teamwork.		~			
33	P.1 Transition Programme	7.9.2023	P.1	51	\$2,200.00	\$43.14	E5	Others, please specify: P.1 adaptation	100% teachers agreed that it is useful for students to adapt to the new learning environment in primary school.		✓			
36	L.E.A.P. Primary Program P.1 Healthy Heroes P.2 Nutrition Ignition P.3 Body System Go Students learnt about four main areas: body knowledge, food and nutrition, drug education and social skills development in each topic.	8-11.4.2024	P.1-P.3	161	\$6,350.00	\$39.44	E1	Citizenship and Social Development	By observation, students enjoyed the interactive activities and learnt well in healthy lifestyle. Though this programme, students could build up their problem- solving and social-resistance skills.		√			
37	Music Show	11.7.2024	P.4-P.6	216	\$6,000.00	\$27.78	E5	Arts (Music)	The four music performers show the Acapella Performance and demonstration. Students enjoy the show a lot.			✓		
	insert rows above if the space provided is insufficient	:.)		4 *25	61 315 004 00									
	tal of Item 1.1	in non-log-11		4,137	\$1,217,804.00	auta' hani								
1.2	Non-Local Activities: To organise or participate	in non-local exchang	ge activities or no	n-iocai competiti	ons to broaden stud	ents horizons			1					
2														
	insert rows above if the space provided is insufficient	.)												
	tal of Item 1.2			0	\$0.00									
Expen	ses for Category 1			4,137	\$1,217,804.00									
Expen	ses for Caregory 1	7,137	\$1,217,004.00											

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

No.	ory 2: To procure equipment, consumable Item	Purpose	Actual Expenses (\$)				
1	P1-P2 ECA STEAM 教材(電磁韆鞦)	For ECA	\$720.00				
2	ECA STEAM 活動用的材料 (飛機模型、動力船、投藍器)	For ECA	\$2,060.00				
3	慶祝國慶74周年串旗(走廊佈置)	慶祝國慶	\$1,940.00				
4	多用途襟章機機身(3部)、模具及襟章配件	For Good Kadoorian Scheme	\$10,300.00				
5	RainbowOne Standard Yearly Plan	Promoting learning Chinese for NCS	\$19,100.00				
6	English: "Raz-kids" Online Reading Platform Service	Promote reading of English books among students	\$18,180.00				
7	Maths: KooBits Math Portal	Promote self- directed learning in Maths among students	\$30,960.00				
8	P.E.: learningfun platform	Promote self- directed learning in P.E. among students	\$17,640.00				
9	Craft Materials (Lanterns) for Pathfinder Program for current P.1 pupils & prospective kindergarten pupils	\$528.00					
Please	insert rows above if the space provided is insufficie Expenses for Category 2	nt.)					
	\$101,428.00 \$1,319,232.00						
	Expenses for Categories 1 & 2						

Category 3: Number of Student Beneficiaries

Total number of students in the school:	402
Number of student beneficiaries:	402
Percentage of students benefitting from the Grant (%):	100%

Name of Contact Person for LWL:	CHOW TAT-KEUNG
Post of Contact Person for LWL:	DEPUTY HEADMASTER

* Input us	ing the following codes; more than one code can be used for each item.		
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		
E3	Fees for non-local exchange activities / competitions (students)	E7	Purchase of equipment, instruments, tools, devices, consumables
E4	Fees for non-local exchange activities / competitions (escorting teachers)		
		E8	Purchase of learning resources (e.g. educational softwares, resource packs)
E5	Fees for hiring expert / professionals / coaches	E9	Others (please specify)