NTHYK Tai Po District Secondary School Report on the Use of the Life-wide Learning Grant 2021-2022 School Year

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

	Brief Description and Objective of the Activity	Domain (Please select or fill in the domain of the activity as appropriate)		Target S	Students	Brief Description of the	Actual Expenses (\$)	T	Essential Learning Experiences (Please put a ✓ the appropriate box(es); more than one option can be selected)					
No.			Date	Level	Number of Participants	Monitoring / Evaluation Mechanism			Intellectual Development (closely linked with curriculum)	Moral and Civic Education	Physical and Aesthetic Development	Community <u>S</u> ervice	<u>C</u> areer- related Experiences	
	<u>Local</u> Activities: To organise life-wide learning activities in different KLAs nurturing in students positive values and attitudes	/ cross-KLA / curriculum	areas to enhance learning	ing effective	ness, or to	organise diversified life-wide lear	ming activities to o	cater for stud	ents' interests	and abilities	s for stretchin	g students' p	otential and	
	Biology enrichment activities (Biotech Day, Field Trip) - To promote Biotechnology and enhance students' understanding on Biological concepts and theories	Science (Biology)	10/2021 & 5/2022	\$1, \$2, \$5 & \$6	145	Students' response and and teacher's observation	15,960.00	E5, E7, E8	√	✓			√	
	Chemistry academic enhancement activity - To enhance students' understanding on Chemistry concepts and theories	Science (Chemistry)	10/2021	S4-S5	37	Students' response and and teacher's observation	3,330.00	E6	√				√	
3	中國歷史文化體驗活動 - 加深學生對中國傳統文化的認識	跨科組(中文、中史 、德育、公民及 國民教育)	7/2022	中一、中二	193	學生及老師回饋	47,800.00	E5	√	✓	√		√	
4	中國語文閱讀、寫作及說話能力提升活動	Chinese Language	全年	中一至 中六	488	學生及老師回饋	31,470.00	E1, E5	✓	√	✓		✓	
	English Activities (Language Arts, Interview Skills & Enhancement Class) - To enrich students' English learning experiences, develop students' potentials and interest in Language Art, and enhance their English learning effectiveness	English Language	Whole year	S1-S6	488	Teachers' observation, students' participation and response	66,198.00	E1, E5, E7	√	√	*		√	
6	Geography enrichment activity - To enhance students' knowledge in Geography subject	Others, please specify: Geography	4-7/2022	S4-S5	23	Teachers' observation, students' participation and response	4,800.00	E5, E7	√	✓	✓		√	
	History academic enhancement activities To enrich students' knowledge in History	History	1/2022 & 7/2022	S5	15	Teachers' observation, students' participation and response	2,166.00	E2	√	✓	√		√	
	Mathematics Enhancement Classes - To further development students potential in Mathematics	Mathematics	Whole year	S1-S3	20	Teachers' observation, students' participation and response	7,500.00	E5	√				√	
	Music Activities (musical instrument classes & Chinese Orchestra) - To stretch students' potential in music, develop their sense of belonging to the school through participation of Chinese Orchestral and music performances in school functions & enhance students' confidence through performance	Arts (Music)	Whole year	S1-S6	146	Teachers' observation, students' participation and response	187,100.00	E5, E7	√	√	✓		√	
	Promotion of sports - To provide professional sports training for students & inculcate perseverance in students through sports	Physical Education	Whole year	S1-S6	488	Teachers' observation, students' participation and response	61,003.00	E7	√	✓	✓			
	Physics enrichment activites - To enrich students' learning experiences through experiments	Science (Physics)	Whole year	S3-S5	130	Teachers' observation, students' participation and response	54,682.00	E7, E8	✓	✓			√	
	Science enrichment activities - To promote and enhance Science learning through diverse Science activities	Science	Whole year	S1-S6	350	Teachers' observation, students' participation and response	35,900.00	E5, E7, E8	✓	√			√	

	Brief Description and Objective of the Activity	Domain (Please select or fill in the domain of the activity as appropriate)		Target S	Students	Brief Description of the		Nature of Expenses*	Essential Learning Experiences (Please put a ✓ the appropriate box(es); more than one option can be selected)					
No.			Date	Level	Number of Participants	Monitoring / Evaluation Mechanism			Intellectual Development (closely linked with curriculum)	Moral and Civic Education	Physical and Aesthetic Development	Community <u>S</u> ervice	<u>C</u> areer- related Experiences	
13	Technology activities - 3D printing & laser engraving for product design	Cross-Disciplinary (STEM)	Whole year	S1-S3	290	Teachers' observation, students' participation and response	97,972.00	E5. E7, E8	√	✓	√		√	
14	Art programmes - To provide students' with more exposure in Visual Arts and o develop students' skills in graphic design, which form the foundation for art making	Arts (Visual Arts)	Whole year	S1-S6	320	Teachers' observation, students' participation and response	189,050.00	E5. E7, E8	√	√	√	√	√	
15	STEM programmes (Coding, AI technology & robotics) To provide real context for students to learn and apply knowledge and skills in Science, Mathematics, Design & Technology & Computer subjects	Cross-Disciplinary (STEM)	Whole year	S1-S6	488	Teachers' observation, students' participation and response	79,490.00	E5. E7, E8	~	√	√		√	
16	Academic enhancement programmes - To help students to develop and enhance their abilities and skills in study	Others, please specify: Academic development	Whole year	S1-S3	290	Teachers' observation, students' participation and response	77,869.00	E5	√	✓			√	
17	Career & Life Planning Activities - To enhance students' self-understanding, know more about possible pathways for further studies and/or vocational trainings	Others, please specify: Career & Life Planning	Whole year	S3, S4	165	Teachers' observation and students' feedback	9,216.00	E2, E5		✓			√	
18	Counselling Programme - To develop students' positive values and attitude, and enhance their resilience	Others, please specify: Counselling	Whole year	S1-S6	488	Teachers' observation and students' feedback	45,938.00	E5, E7		✓	√	√	√	
19	Discipline Programme - To instill positive values in students	Others, please specify: Discipline	4/2022 & 8/2022	S1-S3	30	Teachers' observation and students' feedback	5,300.00	E1, E2		✓				
20	Moral, Civic and National Education Programmes - To develop students' moral and national qualities, and enhance their understanding in HK and the country, and Basic Law, Constitution and National Security, so as to enhance their sense of national identity	Others, please specify: Students' Whole-person Development	Whole year	S1-S6	488	Teachers' observation, students' participation and response	14,272.00	E2, E6, E7	√	√	~		✓	
21	Activities for student leaders - To enhance students' sense of belonging to the school	Others, please specify: Students' Whole-person Development	Whole year	S2-S5	40	Teachers' observation, students' participation and response	9,362.00	E1, E2		✓		√		
22	Garden of the heart - To promote students' well being through gardening activities	Others, please specify: Students' Whole-person Development	Whole year	S1-S6	120	Teachers' observation, students' participation and response	49,000.00	E5, E7	✓	✓	√		√	
23	Health Education - To promote health and wellness to students	Health Education	5-7/2022	S1-S6	117	Teachers' observation, students' participation and response	2,500.00	E2, E7	√	✓	√			
						Sub-total of Item 1.1	1,097,878.00							

		Domain Target Students Brief Description of the	Actual Expenses			(Please put a	al Learning Experiences a \(\) the appropriate box(es); one option can be selected)						
No.	Brief Description and Objective of the Activity	(Please select or fill in the domain of the activity as appropriate)	Date	Level	Number of Participants	Monitoring / Evaluation of Mechanism	(\$)	Nature of Expenses*	Intellectual Development (closely linked with curriculum)	CIVIC	Physical and Aesthetic Development	Community <u>S</u> ervice	<u>C</u> areer- related Experiences
1.2	Non-Local Activities: To organise or participate in non-local exchange activities	vities or non-local competit	tions to broaden studen	ts' horizons	\$								
1	NA						0.00						
	Sub-total of Item 1.2												
	Expenses for Category 1												

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	To purchase equipment and facilities for STEM programmes and activities	Cross-Disciplinary (STEM)	To enable the conduction of STEM programme/activities	\$139,000.00				
2								
3								
	Expenses for Category 2							
	Expenses for Categories 1 & 2							

st: 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 school
- E7 Purchase of equipment, instruments, tools, devices, consumables
- E8 Purchase of learning resources (e.g. educational softwares, resource packs)
- E9 Others (please specify)

Category 3: Estimated Number of Student Beneficiaries

Total number of students in the school:	488
Number of student beneficiaries:	488
Percentage of students benefitting from the Grant (%):	100%

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