

**CCC MING KEI COLLEGE**  
**Report on the Use of the Life-wide Learning Grant**  
2020/2021 School Year

**Category I: 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		Evaluation Results	Actual Expenses (\$)	Nature of Expenses*	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)	Moral and Civic Education	Physical and Aesthetic Development	Community Service	Career-related Experiences	
1.1	<b>Local Activities:</b> 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	<b>Summer Drama Workshop:</b> to introduce Shakespeare's plays through drama activities and to improve confidence and presentation skills	English Language	9-10/08/2021	S.1-S.3	12	Students participated actively. The activity aroused their interest in English plays.	12,000.00	E7	✓					
2	<b>STEAM Activity - Egg drop challenge</b> To develop their interest in Science through experiments	Integrated Science	6/7/2021	S.2	127	Over 80% of students agree that the activity is interesting.	904.50	E7	✓					
3	<b>Museum Visit</b> To enrich the Arts Appreciation skills and Arts knowledge of DSE students	Visual Arts	Oct 2020 June 2021 July 2021	S.4-S.6	15	Received positive feedback from participants	1,800.00	E2			✓			
4	<b>S1 Active Learner Program</b> To develop they have a good time management and good note taking skill by "Graphic organizer"	Academic Committee	Oct 2020 Nov 2020 Dec 2020	S.1	132	Over 90% of students agree that the activity is useful.	26,250.00	E6	✓					
5	<b>"China Aerospace and Space Spirit" Talk</b> To enable students to access knowledge of national conditions apart from the political system and make them aware of China's technological development	Civic & Moral Education	25/6/2021	S.3	50	Students reflect that they generally understand the content of the lecture. During the question-and-answer session, students from our school also asked questions and responded enthusiastically.	1,800.00	E2		✓				
6	<b>Leadership Training</b> To develop prefects' leadership skills and enhance their team spirits and the sense of belonging to school.	School Prefects	17/7/2021 20/7/2021	S.3-S.5	60	Over 90% of the prefects agreed that the training can achieve the objectives.	3,685.00	E1		✓				
7	<b>School Teams</b> To nurture the leadership skills and provide professional sports and aesthetic training.	Extra-curricular Activities	1/9/2020- 31/8/2021	S.1-S.6	120	Students attended 90% or above training sessions with the employed coaches.	146,248.50	E5, E1, E7			✓			
8	<b>Student Association</b> To strengthen the sense of belonging of students to the school and to sharpen the leadership skills of student leaders.	Extra-curricular Activities	1/9/2020- 31/8/2021	S.1-S.6	750	All students participated in the school activities organised by the Student Association after the resumption of teaching in May 2021.	543.60	E7, E1			✓			
9	<b>Clubs and Societies</b> To provide a wide range of activities for students to widen their horizons.	Extra-curricular Activities	1/9/2020- 31/8/2021	S.1-S.6	400	Nearly 95% Clubs' Activities postponed due to the prolonged period of Zoom teaching in 2021. All clubs and societies could not organise their scheduled activities.	660.00	E1, E6, E5			✓	✓		
10	<b>Drama Training</b> To let students participate in performing art programme and cultivate the sense of belonging.	Extra-curricular Activities	14/7/2021-20/8/2021	S.1-S.3	35	Intensive training with positive feedback from participants. Over 70% of students attended 80% or above	130,400.00	E5	✓		✓			

11	<b>S.1 Orientation Day Camp</b> To help S.1 students to adjust to the new school life. Meanwhile, S.4 and S.5 student leaders (PCS) received training in order to lead the camp.	GPGC	July - September 2020	S.1, S.4, S.5	160	Over 75% of the students agree that the task can raise their sense of empathy and sense of belonging.	21,469.10	E1		✓				
12	<b>S.4 Day Camp</b> To strengthen the relationship among the students and help students to set goals.	S.4 Leadership Camp	5/7/2021 7/7/2021	S.4	127	Most of the students enjoyed the activities. Students could build up class spirit and tried to help each other to achieve their goals.	20,320.00	E6		✓				
13	<b>Natural plant dye teaching course</b> Enhance student's interest in organic dyeing, such as blue dye, onion dye, red cabbage dye...etc. To understand the chemical changes of the relationship between dyeing and different kinds of plants. Learn different tie dyeing skills to create decorative patterns.	STEAM	May- June 2021	S.3	42	Over 85% of students agree that the activity enhanced their interest and increased their knowledge in dyeing.	40,000.00	E5, E7	✓		✓			
14	<b>Video Editing Course</b> To equip interested students the knowledge and skills in video editing so that they can serve the school later.	STEAM	July 2021	S.1-S.4	14	Over 80% of students agree that the activity enhanced their interest and increased their knowledge on video editing.	16,000.00	E6	✓				✓	
15	<b>Micro:bit Model Rocket Car Competition</b> To arouse the interest of S1 students in STEAM activities.	STEAM	25/6/2021	S.1	135	Over 90% of students agree that the activity enhanced their interest and increased their knowledge in STEAM activities.	21,985.00	E6	✓					
16	<b>STEAM Activities</b> To sponsor interested students in participating STEAM related external competitions.	STEAM	Nov 2020 - May 2021	S.1 - S.5	12	Received positive feedback from participants	24,759.00	E1 E7 E8	✓	✓				
17	<b>Logo Design Competition</b> To cultivate the sense of belonging of students to their house which is newly established.	House System	July 2021	S.2-S.5	20	Over 80 designs were received from different form.	400.00	E9: Prizes			✓			
18	<b>Reading Promotion Activities</b> To promote a reading culture and enhance skills of 'Reading to learn' for continuous learning. Different reading activities and inter-class competition organized in each junior forms for reading promotion.	Library - Reading Promotion	Nov 2020, July 2021	S.1-S.3	379	Over 80% of the students participated in competitions and had Group Work sharing.	2,000.00	E9: Reading Awards	✓	✓				
19	<b>Life Experience &amp; Tours</b> To let students participate in different life experience activities and to equip them with skills of serving the needy.	Social Service	5-14 July 2021	S.2	132	To let students participate in different life experience activities and to equip them with skills of serving the needy.	19,420.00	E6					✓	
(Please insert rows above if the space provided is insufficient.)														
							<b>Sub-total of Item 1.1</b>	<b>\$490,644.70</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														
2														
(Please insert rows above if the space provided is insufficient.)														
							<b>Sub-total of Item 1.2</b>	<b>\$0.00</b>						
							<b>Expenses for Category 1</b>	<b>\$490,644.70</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	Track and field training equipment ( High jump rack, high jump crossbar, javelin, discus, chin up bar)	Extra-curricula Activities	For track and field training	24,696.00
2	Sports equipment(Volleyball, basketball, football, badminton racket, tennis racket, indoor rowing machines, fencing equipment, Gofit system)	Extra-curricula Activities	For sports teams training	145,560.00
3				
<b>Expenses for Category 2</b>				170,256.00
<b>Expenses for Categories 1 &amp; 2</b>				660,900.70

\* : 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

E7

E8

E9

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

Total number of students in the school:	750
Number of student beneficiaries:	750
Percentage of students benefitting from the Grant (%):	100%

Contact Person for LWL (Name & Post):

Ms Lo Ngan Yin (VP)

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 )