

Hong Kong Chinese Women's Club College

Report on the Use of Life-wide Learning Grant (2020-2021)

Essential Learning Experiences:

I: Intellectual Development (closely linked with curriculum)
M: Moral and Civic Education
P: Physical and Aesthetic Development
S: Community Service
C: Career-related Experiences

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

No.	Brief Description and Objective of the Activity	Domain [@]	Date	Target Students		Evaluation Results	Actual (Budget) Expenses (\$)	Nature of Expenses [#]	Essential Learning Experiences
				Level	Number of Participants				
1.1: To organise life-wide learning activities in different KLAs / cross-KLA / curriculum areas to enhance learning effectiveness									
1	STEM activities <ul style="list-style-type: none"> To organize STEM-related activities and internal/external competitions for CL subject (e.g. AI, VR, Arduino Aviation-related workshops & AI robotics car workshops) 	Comp Lit & ICT	2020-2021	S.1 – S.5	30+, All S1-5 students	Our students have joined various external competitions and the results were excellent. Their performance is remarkable.	4,980 (5,000)	E1, E7	I, S
2	Club activities/competitions <ul style="list-style-type: none"> To organize workshops, activities and internal competitions in Computer Club e.g. AI, AR, Arduino, Aiation-related workshops 	Comp Lit & ICT	2020-2021	S.4 – S.6	30+, All S1-5 students	Our students have joined various external competitions and the results were excellent. Their performance is remarkable.	4,030 (4,000)	E1, E7	I
3	AI robotics car workshops (Donkey Cars) <ul style="list-style-type: none"> To introduce AI and coding to student 	Comp Lit & ICT	2020-2021	S.1 – S.5	20, All S1-5 students	We finally chose the AI robotics car from Winstar Limited. Online lessons were arranged and two best-performance students were invited to participate in a competition.	8,000 (8,000)	E1, E7	I, S
4	Aviation STEM Workshop <ul style="list-style-type: none"> To organize STEM-related activities to enhance the students' understanding about aviation operation 	Comp Lit & ICT	2020-2021	S.1 – S.5	20	20 students have joined the drone programming workshops, and participated in a world record breaking event and performance.	41,000 (39,500)	E1, E7	I, S

5	Competition Entry Fee <ul style="list-style-type: none"> To allow participation in Maths external competition 	Maths Team	2020-2021	S.1 – S.5	25 students	Our students have joined various external competitions and the results were excellent. We have won many prizes.	3,420 (3,500)	E1	I
6	Engaging scholars and professionals as speakers in STEM seminars <ul style="list-style-type: none"> To enhance students' STEM-related learning motivation and determination. 	STEM	2020-2021	S.1 – S.6 students	All S.1, 2, 4 & 6 students	STEM Seminar (Zoom): Popular Astronomy (2Feb & 3Feb) was organized to enhance students' STEM-related learning motivation and determination.	1,600 (6,000)	E5	I
7	Application/registration fees for STEM-related programmes/ external competitions <ul style="list-style-type: none"> To encourage more medium and high achievers to participate in STEM-related external competitions. Students are able to handle contents of higher levels. Students' STEM-related learning motivation and determination is enhanced. 	STEM	Early 2021	S.4 – S.5 students	Cancelled	A number of competitions such as PolyU SSMSC were cancelled due to Covid-19 pandemic.	1,200 (5,000)	Cancelled	I
					19	19 S.6 students participated in the CityU Science Challenges 2021, 2 students were awarded Distinction in Biology.		E1	
8	STEM Activities/ Competitions <ul style="list-style-type: none"> To enhance students' STEM-related learning motivation and determination. To promote STEM education To nurturing students' learning interest, enhancing their creativity, collaboration and problem solving skills as well as developing their innovativeness 	STEM	2020-2021	S.1 / S.2 / S.3 students	Cancelled	Activities such as Race to the Line – STEAM for ALL fun Day - Session I & II, S1, S2 STEM Adventure and Inter-House STEM Competition were cancelled due to Covid-19 pandemic.	575.3 (35,000)	Cancelled	I
					40	40 S.2-3 Students participated in the the micro:bit Model Rocket Car Competition (模型火箭車比賽) 2020-2021, one group of students was awarded, '我最喜愛的火箭車' 最佳設計獎'.		E7	

9	Digital Arts Workshop <ul style="list-style-type: none"> To allow students to create their own animation through the workshop 	Visual Art	2020-2021	S.1 – S.5	10	<ul style="list-style-type: none"> There were 18 students who study S.1-S.5 applied for the workshop, only 10 students were chosen after all based on their levels and drawing skills. After 6 lessons, students are able to use procreate for drawing sessions but there are still rooms of improvement in animation sessions. 7 animation videos are created, 3 students fail to hand in due to sickness, technical problems and low motivation. 	30,000 (30,000)	E1	I, P
Expenses on Item 1.1							94,805.3 (136,000)		

1.2: 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									
12	Life-planning Activities & Mentorship Programme <ul style="list-style-type: none"> To promote the importance of life planning and to provide opportunities for students to understand themselves, so as to make an informed decision on their study / career paths 	Careers	2020-2021	S.1 – S.6	All students	Most of the scheduled activities were held, except the skill-related workshops. With the support of the social workers and NGOs, some activities were conducted via zoom. Based on the feedback from the social workers, the participation rate and the students' performance were satisfactory.	61,460 (64,060)	E1, E7	C
13	Subsidize tutor's remuneration <ul style="list-style-type: none"> To strive for a good result in Hong Kong Schools Dance Festival 	Dance Group	2020-2021	S.1 – S.5	18	<ul style="list-style-type: none"> The tutor lived in mainland China and cannot conduct the training due to travel bans between China and HK. The competition was also cancelled due to COVID-19. 	0 (20,000)	E6 (cancelled)	P
14	Band & String Ensemble tutor fee <ul style="list-style-type: none"> To provide opportunities for students to learn and enhance their playing skills 	Music	2020-2021	S.1 – S.6	60	Band and Strings Ensemble students can enhance their playing skills. Strings Ensemble students can perform well during Life Wide Learning Day	125,500 (125,500)	E5	I, P, S
15	String & Music Tutor <ul style="list-style-type: none"> To provide professional training from experienced music tutor for students 	Music	2020-2021	S.1 – S.6	45	<ul style="list-style-type: none"> Students enjoyed the music course "Garageband" very much. They have successfully arranged some music using the above apps. Other students are motivated to join the course. Strings students were highly motivated to brush up their playing technique and ready for future performance in Oct 	56,400 (56,400)	E5	I, P, S
16	Enrichment training for badminton team <ul style="list-style-type: none"> Elite students receive professional coaching 	PE - Badminton Team	Sep 2020 – Aug 2021	S.1 – S.6	36	Due to the COVID-19, training was suspended from November to April. There were only a total of 14 lessons for the whole year.	31,050 (50,000)	E5	I, P

17	Enrichment training for basketball & volleyball team <ul style="list-style-type: none"> Elite students receive professional coaching 	PE - Basketball & Volleyball Team	Sep 2020 – Aug 2021	S.1 – S.6	80	Due to the Covid-19, the sports teams' training was suspended from September to March. All school teams resumed their training from April to Aug 2021. Due to the reduced number of training, there is a large sum of surplus in this grant.	91,720 (160,000)	E1, E5	I, P
18	Enrichment training for table tennis team <ul style="list-style-type: none"> Elite students receive professional coaching 	PE - Table Tennis Team	Sep 2020 – Aug 2021	S.1 – S.6	33	Due to the pandemic, intensive training was started from November to December, and regular training from May to July only. There were a total of 9 lessons for the whole year.	26,000 (26,000)	E5, E6	I, P
19	S2-3 new prefects training camp <ul style="list-style-type: none"> To give training for new prefects in developing their problem-solving skills and building-up their confidence in providing services in school 	Prefect's Association	2020-2021	S2 – S3 New Prefects	73	Due to the pandemic and the social distancing measures, a day camp in school was held successfully on 21st August 2021. A social welfare organization (循道愛華村服務中心社會福利部 愛華青少年綜合服務隊) was employed to provide the training for students. All new prefects participated in it. They enjoyed the camp and the activities very much. They developed their team spirit and learnt more about their roles and enhanced their confidence to do their duties well. The training provided by 循道愛華村服務中心社會福利部 愛華青少年綜合服務隊 was good and efficient. It is recommended to employ a social welfare organization for the leadership training to prefects continuously in the future.	10,000 (20,000)	E1, E6	M, S
Expenses on Item 1.2:							402,130 (521,960)		
Expenses for Category 1							496,935.3 (657,960)		

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

No.	Item	Domain / Subject	Purpose	Actual Expenses (Budget) (\$)
1	Computer Control Kits (Lego)	D&T	<ul style="list-style-type: none"> To arouse students' interest in learning programming and making model for solving problems 	6,020 (6,000)
2	Equipment for field work	Geography	<ul style="list-style-type: none"> To facilitate the field work skills of the students 	6,710 (8,010)
3	Purchase of Fitness Equipment	PE	<ul style="list-style-type: none"> To provide various kind of fitness equipment to students and promote healthy lifestyle 	30,029 (30,000)
4	Rowling Machines	PE	<ul style="list-style-type: none"> To provide various kind of sport facilities to students and promote healthy lifestyle 	47,600 (47,600)
5	Floor Curling Sets	PE	<ul style="list-style-type: none"> To provide various kind of sport facilities to students and promote healthy lifestyle 	13,000 (13,000)
6	Heart Rate Monitor System – Polar Verity Sense	PE	<ul style="list-style-type: none"> Polar Verity Sense tracks a student's heart rate during the 9 mins run exam or other moderate exercises. 	13,260 (---)
7	Arduino-based devices	ICT	<ul style="list-style-type: none"> To enhance students computational thinking with the use of Arduino devices 	5,077 (5,000)
8	Animation hardware and software	ICT	<ul style="list-style-type: none"> To allow students to explore the multimedia and design activities 	6,920 (8,000)
9	Equipment for external competitions	ICT	<ul style="list-style-type: none"> To equip students hardware/software to prepare in some external activities/ competitions 	4,900 (5,000)
10	Virtual reality softwares for VR Vive system	ICT	<ul style="list-style-type: none"> To enhance student learning in virtual reality 	3,806 (2,000)
11	STEM-related teaching materials	ICT	<ul style="list-style-type: none"> To enrich students STEM-related learning 	7,851 (7,000)
12	Temi AI charbot	ICT	<ul style="list-style-type: none"> To learn App Inventor and work as virtual tour assistant with chatbot features 	45,000 (45,000)
13	Robotics Coding Set	ICT	<ul style="list-style-type: none"> To allow students to learn Scratch 	43,600 (46,000)
14	VR camera	ICT	<ul style="list-style-type: none"> To allow students making virtual tours 	3,410 (4,200)

15	Donkey AI AutoGo robotic car	ICT	<ul style="list-style-type: none"> To learn machine learning 	12,500 (12,500)
17	Drone Equipment	ICT	<ul style="list-style-type: none"> To learn drone operation 	38,773 (---)
16	Musical instrument: Cello	Music	<ul style="list-style-type: none"> To provide opportunities for students learning cello 	14,739 (14,800)
18	Chinese Instrument	Music	<ul style="list-style-type: none"> To provide instruments for students to learn Chinese instruments 	4,998 (5,000)
19	Clarinet & Oboe	Music	<ul style="list-style-type: none"> Enhance students' skill of playing Clarinet & Oboe and upgrade the level of playing skill of the band 	69,100 (70,000)
20	MacBook Pro	Music	<ul style="list-style-type: none"> To equip students with the skill of composing & arranging music and for competitions 	10,000 (11,000)
21	iPad	Music & VA	<ul style="list-style-type: none"> Equipping students with the skill of composing & arranging music, and provide proper tools for digital arts and external competitions 	104,578 (111,350)
22	Equipment for External competition	Physics	<ul style="list-style-type: none"> To purchase equipment necessary for external competitions 	3682.1 (5,000)
Expenses for Category 2				495,553.1 (456,460)
Expenses for Categories 1 & 2				992,488.4 (1,114,420)

Category 3: Number of Student Beneficiaries

Total number of students in the school:	817
Number of student beneficiaries:	817
Percentage of students benefitting from the Grant (%):	100

Contact Person for LWL (Name & Post): Lau Yun Chuen (Vice Principal)
Wong Ka Lun (ECA Coordinator)

Code for Expenses

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		

@ Applicable domain

Chinese Language / English Language / Mathematics / Science / Geography / History / Arts (Music) / Arts (Visual Arts) / Arts (Others) / Physical Education / General Studies / Citizenship and Social Development / Cross-Disciplinary (STEM) / Cross-Disciplinary (Others) / Constitution and the Basic Law / National Security / Moral, Civic and National Education / Values Education / Gifted Education / Leadership Training etc, if the activity does not belong to any of the above domain, please fill in the domain as appropriate