

PLAN ON THE USE OF LIFE-WIDE LEARNING GRANT

2023-24



Sir Ellis Kadoorie (S) Primary School

Plan on the Use of the Life-wide Learning Grant

2023-24 School Year

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

Declaration: We understand clearly the principles on the use of the Life-wide Learning Grant and, after consulting teachers on the allocation of the resources, plan to deploy the Grant for promoting the following items.

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

Schools are required to complete this part							Completion of this part is not mandatory								
No.	Activity Name	Proposed Date	Target Students		Estimated Expenses (\$)	Estimated Expenses per Person (\$)	Brief Description and Objective of the Activity	Domain (Please select or fill in the domain of the activity as appropriate)	Brief Description of the Monitoring / Evaluation Mechanism	Essential Learning Experiences (Please put a ✓ the appropriate box(es); more than one option can be selected)					Subject Panel / Teacher-in-charge
			Level	Estimated 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														
e.g.	Career Experience Activity	Nov 2022	S1-S3	200	\$20,000.00	\$100.00									
1	Project Learning Week Theme: My musical instrument (Wooden spin drum) Workshop: Make a DIY musical instrument	Second term	P.1	51	\$18,000.00	\$352.94	1) to understand sounds vibrating objects produce 2) learn about 2D shapes 3) enhance creativity by making musical instrument. 4) promote communication and critical thinking skills by doing a research	Cross-Disciplinary (STEAM)	By teachers' observation / survey	✓					CD2 (Man)
2	Project Learning Week Theme: Fun with Toys Workshops: 1) Design magnetic cardboard toy 2) Upcycling toy	Second term	P.2	68	\$18,000.00	\$264.71	Objectives: 1) learn how to take care of toys 2) develop problem solving skills by exploring the scientific principle: Theory of magnetism3) Upcycle old toys with new ideas	Cross-Disciplinary (STEAM)	By teachers' observation / survey	✓					CD2 (Man)
3	Project Learning Week Theme: Beat the heat Workshop: Design a heat insulation house	Second term	P.3	65	\$18,000.00	\$276.92	Objectives: 1) Understand how heat transfers 2) Understand the properties and insulation performance of various materials 3) Create a heat insulation device model 4) Enhance problem solving skills and creativity by designing a functional model	Cross-Disciplinary (STEAM)	By teachers' observation / survey	✓					CD2 (Man)
4	Project Learning Week Theme: Water Evaporation Workshop: Design a smart hanger	Second term	P.4	71	\$21,000.00	\$295.77	1) Understand factors affecting the evaporation rate of water. 2) Develop problem solving skills by conducting different experiments. 3) Make a smart hanger. 4) Improve one's design by doing reflection.	Cross-Disciplinary (STEAM)	By teachers' observation / survey	✓					CD2 (Man)
5	Project Learning Week Theme: Sound Workshop: Design an ear protector	Second term	P.5	73	\$21,000.00	\$287.67	1) Understand the principles of sound 2) Identify different kinds of pollution 3) Use sound proofing materials to design an ear protector	Cross-Disciplinary (STEAM)	By teachers' observation / survey	✓					CD2 (Man)
6	Project Learning Week Theme: Smart Slippers Workshop: Design a smart slipper by using micro-bit	Second term	P.6	73	\$18,000.00	\$246.58	1) Identify and explain applications of friction in different products in our daily life. 2) Develop critical thinking skills by doing a research and comparing materials used to design smart slippers fo the elderly. 3) Enhance creativity by designing smart slippers.	Cross-Disciplinary (STEAM)	By teachers' observation / survey	✓					CD (Choi)

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7	Educational visits	Whole year	P.1-P.6	404	\$10,000.00	\$24.75	1) Enrich students' learning experiences 2) Allow students to learn and experience in real-world context	English Language	Survey, Feedback by students and teachers	✓					English (Mak)
8	Mathematics activities (Maths trail)	Whole year	P.1-P.6	404	\$5,000.00	\$12.38		Mathematics	Survey, Feedback by students and teachers	✓					Maths (Sum)
9	Educational visits, Chinese Cultural activities, workshops	Whole year	P.1-P.6	404	\$5,000.00	\$12.38		Chinese Language	Survey, Feedback by students and teachers	✓					Chinese (Ping, Lei)
10	Educational visits, Organise out-of-classroom experiential learning activities	Whole year	P.1-P.6	404	\$50,000.00	\$123.76		General Studies	Survey, Feedback by students and teachers	✓					G.S. (Yee)
11	Enrichment program for STEAM Elites (CCA group)	Whole year	P.4-P.6	220	\$30,000.00	\$136.36	1) Foster students' application on Science, Math and Coding 2) Encourage creativity	Cross-Disciplinary (STEAM)	Survey filled in by teachers	✓					STEAM (Fung)
12	Cross-curricular activities with Artificial Intelligence and coding (AI)	Whole year	P.1-P.6	404	\$50,000.00	\$123.76	1) To develop computational skills by learning coding 2) To develop self-directed learning skills through Artificial Intelligence 3) To apply subject knowledge in	Cross-Disciplinary (STEAM)	Survey filled in by teachers	✓					STEAM (Fung)
13	1) Arrange Chinese cultural activities during CCA for P.1-P.6 students - Paper cutting, Origami, Chinese painting and calligraphy, Clay Art 2) Exhibition	Whole year	P.1-P.6	404	\$50,000.00	\$123.76	1) To expose students to Chinese culture and traditions 2) To create opportunity to use Chinese 3) To create positive learning experiences	Others, please specify: Chinese Cultural Activity	Survey filled in by teachers and students			✓			CCA (KO)
14	To arrange Chinese performances, booths and food stalls	Feb 2024	P.1-P.6	404	\$50,000.00	\$123.76	Promote Chinese culture education and learn to respect different cultures	Others, please specify: Chinese Cultural Activity	Survey filled in by teachers and students		✓				CD2 (Man)
15	School Team Training - K-Pop Dance	Whole year	P.1-P.6	30	\$60,000.00	\$2,000.00	Stretch students' potential and nurture students' positive values and attitudes.	Physical Education	Survey filled in by teachers and students			✓			CCA (KO)
16	School Team Training - Rope Skipping	Whole year	P.3-P.6	25	\$60,000.00	\$2,400.00	Stretch students' potential and nurture students' positive values and attitudes.	Physical Education	Survey filled in by teachers and students			✓			CCA (KO)
17	School Team Training - Violin	Whole year	P.1-P.6	20	\$100,000.00	\$5,000.00	Stretch students' potential and nurture students' positive values and attitudes.	Arts (Music)	Survey filled in by teachers and students			✓			CCA (KO)
18	School Team Training - Percussion Band	Whole year	P.1-P.6	30	\$80,000.00	\$2,666.67	Stretch students' potential and nurture students' positive values and attitudes.	Arts (Music)	Survey filled in by teachers and students			✓			CCA (KO)
19	School Team Training - Lion Dance	Whole year	P.1-P.6	15	\$80,000.00	\$5,333.33	Stretch students' potential and nurture students' positive values and attitudes.	Arts (Others)	Survey filled in by teachers and students			✓			CCA (KO)
20	School Team Training - Face-printing	Whole year	P.4-P.6	30	\$30,000.00	\$1,000.00	Stretch students' potential and nurture students' positive values and attitudes.	Arts (Visual Arts)	Survey filled in by teachers and students			✓			CCA (KO)
21	School Team Training - Chinese Sand Painting	Whole year	P.4-P.6	30	\$50,000.00	\$1,666.67	Stretch students' potential and nurture students' positive values and attitudes.	Arts (Visual Arts)	Survey filled in by teachers and students			✓			CCA (KO)

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			Level	Estimated Number of Participants						Intellectual Development (closely linked with curriculum)	Values Education	Physical and Aesthetic Development	Community Service	Career-related Experiences	
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22	School Team Training - Basketball	Whole year	P.1-P.6	20	\$20,000.00	\$1,000.00	Stretch students' potential and nurture students' positive values and attitudes.	Physical Education	Survey filled in by teachers and students			✓			CCA (KO)
23	School Team Training - Football	Whole year	P.1-P.6	20	\$20,000.00	\$1,000.00	Stretch students' potential and nurture students' positive values and attitudes.	Physical Education	Survey filled in by teachers and students			✓			CCA (KO)
24	Athletic Team	Whole year	P.3-P.6	40	\$10,000.00	\$250.00	Stretch students' potential and nurture students' positive values and attitudes.	Physical Education	Survey filled in by teachers and students			✓			CCA (KO)
25	Martial Arts	Whole year	P.3-P.6	40	\$60,000.00	\$1,500.00	Stretch students' potential and nurture students' positive values and attitudes.	Physical Education	Survey filled in by teachers and students			✓			CCA (KO)
26	Chinese Folk Song and Dance	Whole year	P.4-P.6	15	\$50,000.00	\$3,333.33	Stretch students' potential and nurture students' positive values and attitudes.	Arts (Music)	Survey filled in by teachers and students			✓			CCA (KO)
27	Drama Team	Whole year	P.2-P.6	30	\$120,000.00	\$4,000.00	Stretch students' potential and nurture students' positive values and attitudes.	English Language	Survey, Feedback by students and teachers			✓			English (Mak)
28	Whole Person Development Programme	Whole year	P.1-P.6	404	\$50,000.00	\$123.76	Encourage socially acceptable manners and values.	Moral, Civic and National Education	Survey filled in by teachers and students		✓				V,L&MCE (Yiu)
29	Leadership Training Camp	Whole year	P.4-P.6	57	\$20,000.00	\$350.88	Leadership training for prefects	Leadership Training	Survey filled in by teachers and students		✓				SGP
30	Student support & guidance programmes, talks and workshops - P.1 Transition Programme - P.1-3 LEAP - P.6 Students Interviewing Skill Training	Whole year	P.1-P.6	404	\$40,000.00	\$99.01	Enhance students' whole person development and life-long learning	Values Education	Survey filled in by teachers and students		✓				V,L&MCE (Yiu)
31	P.6 Life Planning Visits	Whole year	P.6	76	\$20,000.00	\$263.16	Help P.6 students understand their potential and interest in career development	Values Education	Survey filled in by teachers and students					✓	V,L&MCE (Yiu)
			Sub-total of Item 1.1	4,735	\$1,234,000.00										

(Please insert rows above if the space provided is insufficient.)

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1.2	Non-Local Activities: To organise or participate in non-local exchange activities or non-local competitions to broaden students' horizons														
e.g.	Exchange Tour to the Greater Bay Area	10-12 Apr 2023	S4-S5	88	\$100,000.00	\$1,136.36									
1	Educational Trip to Greater Bay area (Subsidies for students' study fees)	March, 2024	P.6	76	\$40,000.00	\$526.32	Offer opportunities for students to experience different culture, interact with people of different parts of the world and broaden their horizon.	National Security	Survey filled in by teachers and students	✓	✓	✓			CD2 (Man)
2															
(Please insert rows above if the space provided is insufficient.)															
				Sub-total of Item 1.2	76	\$40,000.00									
				Total for Category 1	4,811	\$1,274,000.00									

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

No.	Item	Purpose	Estimated Expenses (\$)
e.g.	STEM Learning Kits	STEM Interest Group Activity	\$50,000.00
1	STEAM Equipment: LEGO Education SPIKE Essential / Prime Sets	STEAM Elite training	\$30,000.00
2	Production of products used for STEAM competitions	STEAM Elite training	\$5,000.00
3	Procurement of school team equipment 1) Drums 2) Violins	For drums and violin school team training	\$70,000.00
4	Printing of Student Publications	Let students and parents appreciate students' works	\$40,000.00
5	English: "Raz-kids" Online Reading Platform Service	Promote reading of English books among students	\$19,600.00
6	Maths: KooBits Math Portal	Promote self-directed learning in Maths among students	\$34,400.00
7	P.E.: Learningfun platform	Promote self-directed learning in P.E. among students	\$17,640.00
8	Joyful Reading Program 2023-24 (Booklets)	Promote reading of Chinese and English books among students	\$4,500.00
(Please insert rows above if the space provided is insufficient.)			
Estimated Expenses for Category 2			\$221,140.00
Estimated Expenses for Categories 1 & 2			\$1,495,140.00

*Excess expenditure will be covered by OEP account

Category 3: Estimated Number of Student Beneficiaries (Compulsory)

Total number of students in the school:	404
Estimated number of student beneficiaries:	404
Percentage of students benefitting from the Grant (%):	100%
Name of Contact Person for LWL:	Mr. CHOW Tat-keung
Post of Contact Person for LWL:	DH