

REPORT ON THE USE OF LIFE-WIDE LEARNING GRANT

2022-23



Sir Ellis Kadoorie (S) Primary School

Report on the Use of the Life-wide Learning Grant
2022-23 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

No.	Name, Brief Description and Objective of the Activity	Date	Target Students		Actual Expenses (\$)	Actual Expenses per Person (\$)	Nature of Expenses*	Domain (Please select or fill in the domain of the activity as appropriate)	Evaluation Results	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)	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													
1	Project Learning Theme: My musical instrument (Wooden piano) Workshop: Make a musical instrument Objectives: 1) Understand sounds vibrating objects produce, 2) Learn about mixed colours 3) Enhance creativity by making musical instrument, 4) Promote communication and critical thinking skills by doing a research	26-30.6.2023	P.1	69	\$13,800.00	\$200.00	E1	Cross-Disciplinary (STEAM)	By observation, students were able to complete the tasks and enjoyed playing the wooden piano they made themselves.	✓				
2	Project Learning Theme: Fun with Toys (Floating pen) Workshops: Make a magnetic toy Objectives: 1) Learn how to take care of toys 2) Develop problem solving skills by exploring the scientific principle: Theory of magnetism 3) Learn about mixed colours	26-30.6.2023	P.2	62	\$10,416.00	\$168.00	E1	Cross-Disciplinary (STEAM)	By observation, students' interests were aroused in science and nurture their creativity and problem-solving skills.	✓				
3	Project Learning Theme: Beat the heat Workshop: Design a heat insulation house 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	26-30.6.2023	P.3	67	\$764.70	\$11.41	E7	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	Project Learning Theme: Evaporation Workshop: Design a smart hanger Objectives: 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	26-30.6.2023	P.4	73	\$51.00	\$0.70	E7	Cross-Disciplinary (STEAM)	By observation, students were able to complete the tasks and enjoyed making the electrical cloth hanger.	✓				
5	Project Learning Theme: Sound Proof Box Workshop: Design a sound proof box Objectives: 1) Understand the principles of sound 2) Identify different kinds of pollution 3) Use sound proofing materials to design a sound proof box	26-30.6.2023	P.5	77	*Materials paid by other sources		E7	Cross-Disciplinary (STEAM)	By observation, students were able to use different materials to design a sound proof box. They were able to collect materials to improve their products and evaluate on their performances.	✓				
6	Project Learning Theme: DIY Catapult Workshop: Design a DIY Catapult Objectives: 1) Observe different catapults 2) Understand the principle of a lever 3) Make use of the principle of the lever to design and make a DIY catapult	22-31.5.2023	P.6	80	*Students prepared materials themselves	\$0.00	E7	Cross-Disciplinary (STEAM)	By observation, students were able to make use the principle of the lever to design and make a DIY catapult.	✓				

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7	Enrichment program for STEAM Elites (CCA group): - Glider Competition	Dec 2022-Jun 2023	P.4-P.6	20	\$1,440.00	\$72.00	E7	Cross-Disciplinary (STEAM)	Students joined 3 workshops in December to learn how to make a glider and design their own glider in the school. The competition was held on 16th June 2023 at Tseung Kwan O Government Primary School and they got "The Best Glider Design" Award.	✓				
7a	- 4D Frame橋樑大考驗	24.2.2023	P.4-P.6	20	\$4,400.00	\$220.00	E7	Cross-Disciplinary (STEAM)	Students learnt the basic mechanical structure of the bridge and use 4D Frame to build a basic truss bridge, and then let the students modify it freely to complete the load-bearing challenge.	✓				
7b	- 2022-23 First LEGO League Challenge (Hong Kong) - 3 teams admission fee	21.7.2023	P.4-P.6	12	\$8,517.00	\$709.75	E3	Cross-Disciplinary (STEAM)	12 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.	✓				
7c	- LEGO League Student Training Course (Mar-May 2023)	5.2023-6.2023	P.4-P.6	16	\$17,280.00	\$1,080.00	E1	Cross-Disciplinary (STEAM)	Students were willing to learn the skills and knowledge needed to design, build and program a Lego robot to complete various challenges in the competition.	✓				
8	Cross-curricular activities with Artificial Intelligence and coding (AI)													
8a	- LEGO SPIKE Essential (P.1-P.2)	9.6.2023	P.1-P.2	126	\$37,266.00	\$295.76	E5	Cross-Disciplinary (STEAM)	According to a survey, 95.6% of students agreed that they enjoyed participating in the class. 89.5% of students agree with team collaboration is important in the STEAM DAY and 93.8% of students agreed that the activities helped them improve their problem-solving and critical thinking skills.	✓				
8b	- LEGO SPIKE Prime (P.3-P.4)	13.6.2023	P.3-P.4	136	\$41,831.00	\$307.58	E5	Cross-Disciplinary (STEAM)	According to a survey, 86.2% of students agreed that they enjoyed participating in the class. 67.4% of students agree with team collaboration is important in the STEAM DAY and 74.9% of students agreed that the activities helped them to improve their problem-solving and critical thinking skills.	✓				
8c	- Rocket Car (P.5-P.6)	12.6.2023	P.5-P.6	153	\$32,630.00	\$213.27	E5	Cross-Disciplinary (STEAM)	According to a survey, 88.5% of students agreed that they enjoyed participating in the class. 80.1% of students agree with team collaboration is important in the STEAM DAY and 77.8% of students the activities helped them to improve their problem-solving and critical thinking skills.	✓				
9	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	428	\$815.00	\$1.90	E7	Arts (Visual Arts)	Students appreciated learning of different Chinese cultural activities and many of them could make the art nicely and were selected for exhibition during Parents' Day.			✓		

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10	To arrange Chinese performances, booths and food stalls of old Hong Kong	14.6.2023	P.1-P.6	428	\$30,000.00	\$70.09	E1	Cross-Disciplinary (Others)	89% of students enjoyed the Local Culture Activity and 81% of students were more interested in HK culture after the event. Students gained authentic experience in making local arts and enjoying Hong Kong local snacks. They could also acquire vocabulary items about Hong Kong local culture too.			✓		
11	School Team Training - K-Pop Dance	Whole year	P.1-P.6	30	\$37,241.00	\$1,241.37	E5	Arts (Others)	According to a survey, 90% of participants agreed that dancing could help them grow in confidence, take on responsibility, and make commitments.			✓		
12	School Team Training - Rope Skipping	Whole year	P.3-P.6	25	\$30,672.90	\$1,226.92	E5	Physical Education	By survey, over 90% participants shown they liked the skipping lessons. They also enjoyed the performance very much. They agreed with doing rope skipping which helped to develop their confidence and built their self-esteem.			✓		
13	School Team Training - Violin	Whole year	P.1-P.6	20	\$80,100.00	\$4,005.00	E5	Arts (Music)	Participants enjoyed the performance at the ceremony. Most of them agreed that playing the violin helped build up participants' confidence.			✓		
14	School Team Training - Percussion Band	Whole year	P.1-P.6	30	\$24,800.00	\$826.67	E5	Arts (Music)	By survey, over 90% participants shown they liked Percussion Band lessons. They also enjoyed the performance very much. They agreed that percussion band training helped to develop their confidence and built their self-esteem.			✓		
15	School Team Training - Basketball	Whole year	P.1-P.6	20	\$5,640.00	\$282.00	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.			✓		
16	School Team Training - Football	Whole year	P.1-P.6	21	\$4,400.00	\$209.52	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.			✓		
17	Athletic Team	Whole year	P.3-P.6	40	*Training conducted by PE Teachers	\$0.00	E5	Physical Education	Training was conducted by our P.E. teachers in CCA lessons on Fridays. 100% of athletic team members agreed that training helped develop their confidence and self-esteem.			✓		
18	Martial Arts (Chinese Sword Dance)	Whole year	P.3-P.6	20	\$26,565.00	\$1,328.25	E5	Arts (Others)	Students enjoyed the training very much and performed in the Prize-Giving Ceremony cum P.6 Graduation Ceremony very well.			✓		
19	Chinese Dance	Whole year	P.4-P.6	15	\$14,368.00	\$957.87	E5	Arts (Others)	Students enjoyed the training very much and performed in the Prize-Giving Ceremony cum P.6 Graduation Ceremony very well.			✓		

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20	Whole Person Development Programme: Printing of Good Kadoorian Scheme Booklets - Responsible Hero - Perseverant Hero - Diligence Hero	Whole year	P.1-P.6	428	\$9,450.00	\$22.08	E1	Values Education	Students were keen to behave well and complete tasks to collect stamps from teachers. 94% of students received at least one prize.		✓			
21	Prefect Training Camp	29.6.2023	P.4-P.6	66	\$17,200.00	\$260.61	E1	Leadership Training	Prefects' sense of responsibility 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. 85% of participants agreed that the activity can build up their teamwork.		✓			
22	P.1 Transition Programme	7.9.2022	P.1	69	\$3,300.00	\$47.83	E1	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.		✓			
23	An Introductory Talk on Interviews & Individual Mock Interview for P.6	13.12.2022	P.6	80	\$27,000.00	\$337.50	E5	Citizenship and Social Development	About 80% of students understood more on secondary school admission and interviews, and became more confident to attend interviews.					✓
24	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.	10-12.7.2023	P.1-P.3	139	\$4,865.00	\$35.00	E1	Citizenship and Social Development	By observation, students enjoyed the interactive activities and learnt well in healthy life style.		✓			
(Please insert rows above if the space provided is insufficient.)														
			Sub-total of Item 1.1	2,770	\$484,812.60									
1.2	Non-Local Activities: 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.)														
			Sub-total of Item 1.2	0	\$0.00									
			Expenses for Category 1	2,770	\$484,812.60									

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

No.	Item	Purpose	Actual Expenses (\$)
1	Teaching resources for General Studies	For experiments in G.S. lessons	\$3,230.00
2	Teaching resources for General Studies	For teaching	\$734.00
3	Folding Pianos: Folding piano 88 (Qty: 2), Folding Piano 49 (Qty:3)	For Music lessons	\$3,015.00
4	6m 流動旗桿	Flag raising ceremony	\$14,991.00
5	LEGO Education SPIKE Essential Set (Qty:4) LEGO Education SPIKE Prime Set (Qty:5)	For after-school LEGO classes	\$31,886.00
6	English: "Raz-kids" Online Reading Platform Service	Promote reading of English books among students	\$19,600.00
7	Maths: KooBits Math Portal for Academic Year 2022/2023	directed learning in Maths among students	\$34,400.00
8	P.E.: learningfun platform	Promote self-directed learning in P.E. among students	\$18,000.00
9	Joyful Reading Program 2022-23	Promote reading of Chinese and English books among students	\$4,500.00
(Please insert rows above if the space provided is insufficient.)			
Expenses for Category 2			\$130,356.00
Expenses for Categories 1 & 2			\$615,168.60

Category 3: Number of Student Beneficiaries

Total number of students in the school:	428
Number of student beneficiaries:	428
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 using 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)