

Sir Ellis Kadoorie(S) Primary School
Life-wide Learning Grant
Report on the Use of the Grant
2020-2021 School Year

Domain	Brief Description of the Activity	Objective	Date	Target Student (Level)	Evaluation Results	Actual Expenses (\$)	Nature of Expenses *	Essential Learning Experiences (Please put a ✓ in the appropriate box(es); more than one option can be selected)				
								I	M	P	S	C
								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 organise / participate in life-wide learning activities											
1.1	To organise life-wide learning activities in different KLAs / cross-KLA / curriculum areas to enhance learning effectiveness (e.g. field trips, arts appreciation, visits to enterprises, thematic learning day)											
Cross Curriculum Project Learning	1) Visit to the park in Hong Kong (Hong Kong Park or Kowloon Park)	1) Learn about the parks in Hong Kong 2) Learn about the facilities in parks and their uses 3) Follow the rules when using park facilities 4) 4)Develop a correct attitude towards proper use of park facilities	January 2021	P.1	Due to COVID-19 pandemic, project learning week was not held. It was replaced by a holiday assignment – STEM project booklet.	\$241.5 (Materials for making musical instruments)	E9	✓				
	1) Visit to SPCA (HK) Headquarter 2) Talk on “Respect for life beings with concern for Animals” 3) Talk on “How to take care of my pet”	1) Learn to take care of animals 2) Develop the attitude of caring about animals 3) Learn to be a responsible pet owner	January 2021	P.2		\$700 (Charges on the talk)	E6	✓				

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								I	M	P	S	C
								I: Intellectual Development (closely linked with curriculum) M: Moral and Civic Education P: Physical and Aesthetic Development S: Community Service C: Career-related Experiences				
Cross Curriculum Project Learning	1) Group visit to Kadoorie Farm and Botanic Garden 2) Workshop on “upcycling tire plant pot”	1) Learn about some common plants in Hong Kong 2) Distinguish different plants according to their features 3) Develop students’ enthusiasm to protect the natural environment 4) Hands on workshop of using recycle materials to make a plant pot decorated in school campus	January 2021	P.3	Due to COVID-19 pandemic, project learning week was not held. It was replaced by a holiday assignment – STEM project booklet.	\$528 (Materials for designing a ‘heat proof’ house)	E9	✓				
	1) Visit to Water treatment works 2) Talk on “Plastic Free Seas”/ “Save Water”	1) Enhance students' knowledge of global water resources and raising their awareness of water conservation 2) Learn about the uses of water 3) Explore the proper attitude and behaviors that can contribute to water conservation	January 2021	P.4		/	/	✓				
	1) Visit to Space Museum 2) Talk on Outer Space 3) Workshop on Astronomy Education	1) Learn about the structure of the Solar System 2) Develop an interest in exploring the Universe 3) Learn various astronomical knowledge, such as celestial sphere concept, constellation mythology, stars and planets	January 2021	P.5		\$469.6 (Materials for designing a ‘sound proof’ ear protector)	E9	✓				

Cross Curriculum Project Learning	1) Visit to Wetland Park 2) Workshop on making Bird House 3) Talks on “bird watching”	1) Learn how birds adapt to their environments 2) Understand how different environments affect the lives of birds 3) Learn about the effects of human activities on the balance in nature 4) 4)Show care and learn how to protect the environment	January 2021	P.6	Due to COVID-19 pandemic, project learning week was not held. It was replaced by a holiday assignment – STEM project booklet.	/	/	✓				
English	Educational visit	1) Enrich students’ learning experiences 2) 2)Allow students to learn in real-world context	Whole year	P.1-P.6	Cancelled due to COVID-19 pandemic	/	/	✓				
Maths	Maths activity (Maths trail)		Whole year	P.1-P.6		/	/	✓				
Chinese	Educational visit, Chinese Cultural activity, workshop		Whole year	P.1-P.6		/	/	✓				
G.S	Educational visit Organize out-of-classroom experiential learning activities		Whole year	P.1-P.6	Leap bus activity was arranged for P.1-3 students Leap Chair workshop for P.5-6 students	\$10,503	E6	✓				
STEM Day	To organize STEM Day	1) Enrich students’ learning experiences 2) Foster their understand of STEM education	Second term of year 2020-2021	P.1-P.6	Due to COVID-19 pandemic and the policy of reducing gathering, the STEM Day activity was not held.	/	/	✓				

STEM (P.4-P.6)	1) Enrichment of the P.4 and P.5 STEM projects in the Math and G.S. curriculum 2) Development of the P.6 STEM projects in the Math and G.S. curriculum 3) Enrichment of the activities for STEM Elites (a CCA group)	1) Enrich and improve the existing P.4 and P.5 STEM learning package 2) Develop a P.6 STEM learning package to support pupils' learning 3) Foster pupils' application on Science, Math and Coding when designing the products 4) Improve and update pupils' learning in STEM education	Second term of year 2020-2021	P.4-P.6 pupils	<ul style="list-style-type: none"> P.4 Maths, GS and IT teachers participated in a STEM support programme organized by HKU and QTN. P.5 and P.6 STEM project were replaced by a holiday assignment – STEM project booklet. CCA group – Electronic display wall (coding) for P.4 and P.5 	\$1341 (P.4 HKU QTN support programme) \$20660 (CCA group activity)	E1 E6	✓				
STEM (P.1-P.3)	Cross-curricular activities with Artificial Intelligence and coding (AI)	1) Help KSI pupils develop computational skills by learning about Coding 2) Help pupils develop self-directed learning skills through interaction with Artificial Intelligence 3) Help pupils apply subject knowledge in different areas through AI	Second term of year 2020-2021	P.1-P.3 pupils	Due to COVID-19 pandemic and school suspension, the relevant activity was cancelled.	/	/	✓				
Cultural Day	To arrange Chinese performances, booths and food stalls	Promote Chinese culture education and recognize different food culture in various countries	Feb 2021	P.1-P.6		\$45,000	E6		✓			
Expenses on Item 1.1						\$79443.1						

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 (e.g. activities on multiple intelligences; physical, aesthetic and cultural activities; leadership training; service learning; clubs and societies; school team training; uniformed groups; military camps)											
School Teams training	1) Chinese Dance	Stretch students' potential and nurture students' positive values and attitudes	Sept 2020 - Jul 2021	P.2 – 5	Questionnaires by pupils (collecting data)	\$22,800	E5			✓		
	2) Rope Skipping			P.3 – 6		\$21,700	E5			✓		
	3) African Drum			P.2 – 6		\$17,600	E5			✓		
	4) Western Dance			P.2 – 4		\$7,840	E5			✓		
	5) Football Team, Cricket Team, Basketball Team			P.3 – 6	Due to COVID-19 pandemic and school suspension, the relevant activity was cancelled	/	/			✓		
	6) Table Tennis Team			P.3 – 6	Questionnaires by pupils (collecting data)	\$8,710	E5			✓		
Leadership Training & Service Learning	1) Whole Person Development Programme on Honesty	Provide chances for students to know the consequences of being dishonest	Whole year	P.3-6	Due to COVID-19 pandemic and school suspension, the relevant activity was cancelled	/	/		✓			
	2) Prefect Training Camp	Provide leadership training for elite students to serve the school	September 2020	P.3-6		/	/		✓			

Students support & Guidance	Programmes, talks and workshops	Enhance students' whole person development and life-long learning	Whole year	P.1-P.6	1) Sex education for P.1-P.6 (Class basis) 2) Cyber smart and Cyber safe for P.5 to P.6 (Class basis) 3) 3) Guide dog talk for P.1 and P.2	\$15,750	E6	✓				
STEAM	STEAM Elites	Provide STEAM training for elite students and equip them with the knowledge of science and technology	Sept 2020-Jan 2021 (1 st term)	P.4-P.6	Online workshops and trainings for P.5 and P.6 STEAM elite students by teacher	(Recorded under Category I 1.1 STEM P.4-P.6)	E6	✓				
	Fun with STEAM	Provide foundational STEAM knowledge and activities to pupils create a “STEAM” environment	Whole year	P.1-P.6	Due to COVID-19 pandemic and school suspension, the relevant activity was cancelled	/	/	✓				
Expenses on Item 1.2						\$94,400						

1.3	To organise or participate in non-local exchange activities or competitions to broaden students’ horizons												
Cross-KLA	Educational Trip (Subsidies for students studies fee)	Offer opportunities for students to experience different culture, interact with people of different parts of the world and broaden their horizon	March 2021	P.4-P.6 (40 students)	Due to COVID-19 pandemic and school suspension, the relevant activity was cancelled	/	/	✓	✓	✓			
			Expenses on Item 1.3			/	/						
1.4	Others												
	Post-lesson activities groups: <ul style="list-style-type: none">AccapellaK-popDrama	Stretch students’ potential and nurture students’ positive values and attitudes	Second Term of 2020-21	P.4-P.6 (100 students)	/	\$12,500 \$27,700 \$24,400	E5						
			Expenses on Item 1.4			\$64,600	/						
			Expenses for Category 1			\$238,443.1							

Domain	Item	Purpose	Actual Expenses (\$)
Category 2	To procure equipment, consumables and learning resources for promoting LWL		
Learning Resources for project learning	Teaching materials for project learning (e.g. experiment materials, art and craft materials ect.)	For enriching the cross curriculum reading in the project learning week	\$51.6
Procurement of STEM Equipment	1) Six ‘Kebbi’’ which could help apply Artificial Intelligence in learning 2) Teaching materials and excursion fees for STEM Elites 3) Production of products used for a STEM competition 4) Materials for enriching the P.4 and P.5 STEM learning packages 5) Materials for developing the P.3 and P.6 STEM learning package 6) 3D Pens	1) For printing pupils’ 2D designs in STEM projects 2) For training teachers on how to use 3D printers and print out the 3D models made by pupils 3) For key stage 1 cross-curricular AI activities 4) To update and enhance teaching materials, and technical support for STEM Elites pupils 5) To update and enrich the current P.4 and P.5 STEM packages 6) To provide the relevant materials for the new P.6 STEM projects	\$1,447.0
Expenses for Category 2			\$1498.6
Expenses for Categories 1 & 2			\$239,941.7

* : 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)
E9	Others (please specify)

Number of Student Beneficiaries

Total number of students in the school:	426
Number of student beneficiaries:	426
Percentage of students benefitting from the Grant (%):	100%