St. Paul's College Life-wide Learning Grant Report on the Use of the Grant 2021-2022 School Year

Domain	Name/ Brief Description of the Activity	Objective	Date	Target Student (Level and number of participants)	Evaluation Results	Actual Expenses (\$)/ Actual Expenses per Person (\$)	Nature of Expenses*	appro one I: Inte (close V: Va P: Phy Devel S: Cor	Exp Please priate l option V Illectual ly linke lues Ed vsical ar opment mmunit	P Developed with curucation and Aesthe	es in the more than selected) S C ment rriculum)	
Category 1	To organise / participate in life-wide learning activities											
1.1	Local Activities: 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)											
	English and Chinese Debate and Speech Workshops -Training and competitions	Enhance language proficiency and critical thinking skills	10/2021 – 5/2022	F.1 to F.5/~118	The attendance rate was high. Students took part in many internal, interschool, and tertiary-wide competitions.	\$59,948/ ~\$508	E1/E5	✓				
	Writing Masterclass -Chinese writing course	Enhance writing skills in Chinese	11/2021 – 5/2022	F.1 to F.3/~18	Students found the workshops inspiring and useful.	\$10,800/ ~\$600	E5	✓				
Language	Sharing Sessions by Novel Writer and Chinese Opera Artist -Talk and Performance Chinese language, history and culture	Enhance understanding of Chinese language, history and culture	10/2021 – 5/2022	F.1 to F.3/~300	Positive feedback from both participants and instructor.	\$4,700/ ~\$16	E2/E5	1	√			
	English drama workshops and competitions	Enhance fluency in English and confidence	11/2021 – 5/2022	F.1 to F.3/~18	The end-of-term performance was successful.	\$18,000/ ~\$1,000	E1	✓		✓		

Name Brief Description of the Activity Name Indicated Date			Target			Actual Expenses	S	Essential Learning Experiences (Please put a \(\sigma\) in the appropriate box(es); more than one option can be selected)					
Expense per Person (\$) Pers			014.4	-	Student		Expenses (\$)/ Actual	Nature of	I	V	P	S	C
Sustainable Development Cross-KLA CS/LS Sustainable Development Prowded and reflect upon the resource allocation in the society to achieve the goals -SDGs Game -Lego Serious Play -WWF for Nature SPC STEM Education -Flight simulation and STEM training program, - Programmable Drones Operation and Performance Course, -Al Maker Course (Self-driving car), - ARGEO Sandbox for STEM Course in Geography Curriculum - Robotic Team	Domain	_	<u> </u>	number of		Evaluation Results	Expenses per	Expenses*	(closely linked with curriculum) V: Values Education P: Physical and Aesthetic Development S: Community Service				
STEM - Flight simulation and STEM training program, - Programmable Drones Operation and Performance Course, - AI Maker Course (Self-driving car), - ARGEO Sandbox for STEM Course in Geography Curriculum - Robotic Team STEM - Flight simulation and STEM training program, - Programmable Drones of authentic real-world problems in STEM engaged students. - Stem Stem Stem Course (Self-driving car), - ARGEO Sandbox for STEM Course in Geography Curriculum - Robotic Team		Sustainable Development -SDGs Game -Lego Serious Play	17 SDGs and reflect upon the resource allocation in the			displayed for further promotion of SDGs in		E1/E5/E7	✓	<	✓		
	STEM	- Flight simulation and STEM training program, - Programmable Drones Operation and Performance Course, - AI Maker Course (Self-driving car), - ARGEO Sandbox for STEM Course in Geography Curriculum - Robotic Team	problem-solving skills; arouse students' curiosity for technology and develop their		_	approach and the use of authentic real- world problems in STEM engaged			✓				✓

Domain	nurturing in students p	Objective ganise diversified life-wide lead ositive values and attitudes (e.g	g. activities o	n multiple inte	lligences; physical, aestl		Expenses* r stretching	(Pl- approprone op I: Intelle (closely V: Value P: Physi Develop S: Comm C: Carea studes	ease plate better by the certain linked cal and munity er-rela	put a vox(es) can be P Develod with a destinated Exp	in the control of the	e than ted) C lum) es
Art	Shibori Workshop - to learn Japanese shibori techniques and indigo dyeing	Explore, experience different art forms and train the necessary skills and qualities such as self-expression, cultural creativity, and humanistic values	1/2022	F.4 / ~30	Students were encouraged to come up with unique ideas and to take on an interdisciplinary approach for self-discovery.	\$2,655/ ~\$89	E1		✓	✓		
Sports	Regular Athletics Training and Summer Sports Programs - Training in athletics, basketball, bowling, football, handball, fitness, badminton, table-tennis, hockey, archery, swimming	Enhance the sports and athletics competence of talent sportsmen and widen the horizon towards sports of students in general.	9/2021 – 8/2022	F.1 to F.5 / ~250	The attendance rate was high. Students developed new skills in sports they liked and interest in new sports.	\$352,019.90/ ~\$1408				√		✓
	Form One Breakthrough Camp -A day camp of systematic experiential training	Establish a good teacher-student relationship and help F.1 students build team work and adapt to the new life	6/2022	F.1 / ~198	The six classes of Form 1 participated in the activities with great enthusiasm.	\$123,969.8/ ~\$626	E1/E2/E6		√			
Guidance	Wellness Day - A series of mindfulness activities for students (e.g., Healing arts, 2D latte art)	Celebrate how a healthy mind and healthy emotions means a healthy body	30/6/2022	F.2 / ~ 190	Overall, the day was a great success. It provided a well- deserved break for the students to get away from their normal classes, and simply relax!	\$17,806.45/ ~\$94	E1/E5/E6		✓	✓		

				Target		Actual Expenses		(I approj	Exp Please priate l	al Le erien put a v pox(es) can be	ices in the contraction of the c	ie e than
Domain	Name/ Brief Description of the	Objective	Date	(Level and Evaluation Results (\$)/	(\$)/ Actual	Nature of	I	V	P	S	C	
Domani	Activity	Objective	Date	number of participants)	Evaluation Results	Expenses per Person (\$)	Expenses*	(closel V: Val P: Phy Develo S: Cor	I: Intellectual Development (closely linked with curriculur V: Values Education P: Physical and Aesthetic Development S: Community Service C: Career-related Experiences			
Guidance	Guidance Programmes, Groups and Resources -Interactive Drama Appreciation -Guidance and Counselling Technique Training - cheering souvenirs and handy guides for Class of 2022 DSE candidates	Provide support to groups of students with different needs and training to wellness ambassadors and peer mentors	9/2021 — 8/2022	F.1, F.3 and F.6/ ~ 481	The programmes raised the leadership ability, team spirit and resilience of the participants.	\$111,800/ ~\$232	E1/E5/E6		✓	✓		√
Careers	Career-related Taster Programme	Help student photographers gain a better understanding of the photography skills for more suitable further study and career choices	4/2022	F.2 to F.5 / 20	Students were more aware of their strengths and weaknesses as well as factors to consider for further careers	\$9,900/ ~\$495	E6					✓
OLE	Christian Education Programmes -Joint-School Leadership Programme -Retreat Camp	Provide students and their parents with an opportunity to work as a team to serve the school through repainting work and minor repairs	10/2021 and 8/2022	F.1 to F.5 / 20	Very positive feedback from participants. They enjoyed the opportunity to serve and the activity helped strengthen family ties.	\$3,352.3/ ~\$168					✓	
	Leadership Training Series for Servant Leaders -Sailing Certificate Program -Prefects Training Camp	Develop the leadership potential through practical experiences of many kinds, including role plays	5/2022 – 8/2022	F.3 to F.5 / 110	Participant felt more confident and ready for leadership positions in clubs and societies	\$61,423.9/ ~\$558			*			

	Name/ Brief Description of the Activity Objective	Target Student		Actual Expenses		Essential Learning Experiences (Please put a \sigma in the appropriate box(es); more than one option can be selected) I V P S C						
Domain		Objective	Date	(Level and number of participants)	Evaluation Results		Nature of Expenses*	I: Intellec (closely l V: Value P: Physic Developr S: Comm C: Career	etual inked s Edu al an nent nunity	d with one of the control of the con	eurricu netic	ılum)
					Expenses on Item 1.2	\$682,927.35						
1.3	Non-Local Activities: To	o organise or participate in no	n-local exch	ange activities o	or non-local competition	ns to broade	n students'	horizon	ıs			
OLE	N/A					\$0						
					\$0						<u> </u>	
				Ex	\$899,869.65							

Domain	Item	Purpose	Actual Expenses (\$)							
Category 2	To procure equipment, consumables or learning resources for promoting LWL									
STEAM	Power bank and adaptor for STEAM Education	For students to take part in competitions and activities	\$1,440							
STEAM	Consumables for Robot Explorer Cup	For preparing the board and display for the exhibition	\$3,500							
		Expenses for Category 2	\$4,940							

Domain	Item	Purpose	Actual Expenses (\$)
		Expenses for Categories 1 & 2	\$904,809.65

*: Input using the following codes; more than one code can be used for each item.

Code	e 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 software, resource packs)
E4	Fees for non-local exchange activities / competitions (escorting teachers)	E9	Others (please specify)
E5	Fees for hiring expert / professionals / coaches	COVID	Fees chargeable under the one-off measure to pay the expenses incurred from the cancellation of learning activities due to the COVID-19 outbreak

Number of Student Beneficiaries

Total number of students in the school:	965		
Number of student beneficiaries:	965		
Percentage of students benefitting from the Grant (%):	100%	Contact Person for Life-wide Learning (Name & Post):	Ng Ka Yun Amanda Assistant Vice Principal