

Tang Shiu Kin Victoria Government Secondary 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*				
								I	M	P	S	C
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)											
English Language	Drama Appreciation	To foster aesthetic development of students by providing an English learning environment	Jul 2021	S2	Students' aesthetic development is fostered in an English learning environment.	14,300	E1	✓	✓	✓		
Mathematics	Mathematics Fun Day	To enhance students' generic skills e.g. problem solving and thinking skills through fun learning	Jul 2021	S1	Students' generic skills are enhanced.	9,800	E1	✓	✓	✓		
Visual Arts	Sky-high Experience X 3D Drawing Pen Workshop	To allow students to learn more about Hong Kong in an aesthetic way so as to build up their identity	Jul 2021	S3	Students' aesthetic development is fostered and sense of belonging is strengthened.	15,150	E6	✓	✓	✓		

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Code of 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 organized by external organizations recognized by the school; E7 Purchase of equipment, instruments, tools, devices, consumables; E8 Purchase of learning resources (e.g. education softwares); E9 Others

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Visual Arts	Visual Arts-related Workshops and activities e.g. digital drawing, illustration and origami	To foster aesthetic development of students by providing training in visual arts	Oct 2020 to Jul 2021	S1 – S6	Students' aesthetic development is fostered.	29,082	E2 E5 E6	✓	✓	✓		
Cross-KLA (Liberal Studies, Geography and Environmental Education)	Virtual Field Trips	To develop students' enquiry, geographical and generic skills and to raise their awareness on environmental conservation.	Oct 2020 and Jul 2021	S4 – S6	Students' enquiry, geographical and generic skills are strengthened and awareness on environmental conservation is raised.	15,970	E1	✓	✓			
Expenses on Item 1.1						84,302.00						

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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)											
STEM	STEM-related Activities (e.g. Drone Flying School Team cum AI Robot Training Course, Microbit Model Hovercraft Making)	To enhance students' technological capabilities and strengthen their problem-solving skills	Whole Year	S2 – S5	Students' technological capabilities are strengthened and students become more innovative.	258,471	E1 E6 E7	✓	✓	✓		
Career Guidance	Career-related Activities e.g. mock interview, sociology role-playing game, life planning day camp, visits etc.	To foster students' self-understanding, goal setting and articulation to progression pathways	Whole Year	S3 – S4, S6	Students' life planning and career development is facilitated.	28,500	E1 E2		✓			✓
Leadership Development	Leadership Development Training	To enhance students' skills, abilities and confidence through leadership training	May 2021	S1 – S4	Students' leadership is enhanced and the experience to serve is facilitated.	15,000	E6		✓	✓	✓	

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Counselling	Counselling-related Activities and Workshops e.g. Peer Support Workshops, Juggling Training	To help students explore their emotions, improve self-esteem, relieve stress, and strengthen their inter-personal skills	Whole Year	S1– S5	Students' self-esteem is improved, stress is relieved and inter-personal skills are strengthened.	78,366	E5		✓	✓			
Co-curricular Activities	English Debating Workshop	To equip students with debating skills and develop their critical thinking and analytical skills	Apr to Jul 2021	S5	Students' debating skills, critical thinking and analytical skills are enhanced.	7,375	E5	✓	✓	✓			
Co-curricular Activities	English Drama Production	To foster aesthetic development of students interested in drama by providing training and opportunities for performances	Whole Year	S2 – S5	Students' aesthetic development is fostered.	9,600	E5	✓	✓	✓			
Co-curricular Activities	Mathematics Olympiad Training	To provide opportunities for students to further develop problem-solving skills and to gain exposure of external competitions	Whole Year	S1 – S5	Students' problem solving skills are strengthened and exposure through external competition is gained.	23,100	E5	✓	✓				

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Co-curricular Activities	Chinese Instrumental Classes, Chinese Orchestra and Choir Training	To foster aesthetic development by providing young musicians with training in music performances and musicianship	Whole Year	S1 – S5	Students' aesthetic development is fostered.	59,061	E5		✓	✓			
Co-curricular Activities	Lion Dance and Martial Art Classes	To promote Chinese culture and foster students' physical development and perseverance	Whole Year	S1 – S2, S4 – S5	Students' physical development and perseverance is fostered.	15,178	E5		✓	✓	✓		
Expenses on Item 1.2						494,651.00							

1.3	To organise or participate in non-local exchange activities or competitions to broaden students' horizons												
	/	/	/	/	/	/	/						
Expenses on Item 1.3						/							
Expenses for Category 1						578,953.00							

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Domain	Item	Purpose	Actual Expenses (\$)
Category 2	To procure equipment, consumables and learning resources for promoting life-wide learning		
Co-curricular Activities	Sporting Equipment	To provide equipment for students to enhance their physical fitness	64,217
Co-curricular Activities	Board Games	To provide students with tools to practise cognitive skills, such as decision making, higher level strategic thinking, and problem solving	3,350
Career Guidance	Reference Books on Life Planning/ Career Development	To provide information for students to develop their self-understanding, goal setting and life planning	5,340
Visual Art	Software for Animation Production and Pen Tablets for Digital Drawing	To provide software for students to development their creativity	28,430
			Expenses for Category 2
			101,337.00
			Expenses for Category 1 & 2
			680,290.00

Number of Student Beneficiaries

Total number of students in the school:	610
Number of student beneficiaries:	558
Percentage of students benefitting from the Grant (%):	91.5

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