

St. Paul's College
Life-wide Learning Grant - Plan on the Use of the Grant
2024-2025 school year

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.

Domain	Activity Name/ Brief Description of the Activity	Objective	Proposed Date	Target Students (Level and Estimated Number of Participants)	Brief Description of the Monitoring / Evaluation Mechanism	Estimated Expenses/ Estimated Expenses per Person (\$)	Essential Learning Experiences (Please put a ✓ in the appropriate box(es); more than one option can be selected)				
							I	V	P	S	C
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, 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										
Language	English and Chinese Debate and Speech Workshop - Training and competitions	Enhance language proficiency and critical thinking skills	10/2024 – 5/2025	F.1 to F.5/ ~100	Students' participation in training and results in competitions	\$140,000/ ~\$1,400	✓	✓			
	Immersive Writing Course - Chinese writing course with experiential learning in bookshops, dialogue with writers	Enhance writing skills in Chinese	11/2024 – 5/2025	F.1 to F.6/~1,000	Students' participation in the course and results in competitions	\$20,000/ ~\$20	✓	✓			
	Sharing Sessions by Writers - Talk on Chinese language, history and culture	Enhance understanding of Chinese language, history and culture	2/2025 – 4/2025	F.1 to F.6/ ~150	Students' participation and feedback	\$30,000/ ~\$200	✓	✓			
	English Drama and Fun Activities - Workshops and Competitions	Enhance fluency in English and confidence in speaking as a second language	11/2024 – 7/2025	F.1 to F.3/~630	Students' participation in the workshops and results in competitions	\$25,000/ ~\$40	✓	✓	✓		

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PSHE	Chinese History Programs - Museum visit - Interclass quiz competitions - Educational Talk	Enhance student understanding of Chinese historical events	9/2024 – 5/2025	F.1 to F.3/ ~630	Students' participation and feedback from the reflective journals	\$19,000/ ~\$30	✓	✓	✓		
	Geography Enrichment Programs - Field trips - Experiential Stimulation	Enhance understanding of the local community, appreciate and protect the environment, heritage and traditions	11/2024 – 5/2025	F.4 to F.5/ ~30	Students' knowledge and analytical skills are nurtured	\$2,920/ ~\$97	✓		✓		
	Economics and BAFS Simulation Game	Increase financial literacy	3/2025	F.3/ 210	Feedback from students and teachers in the evaluation survey	\$22,000/ ~\$105	✓	✓			✓
	IH Project Action for Community and Environment (ACE)	Cultivate the community awareness	3-4/ 2025	F.1-2/ 420	Students' participation and feedback for Project ACE	\$36,000/ ~\$86	✓	✓	✓		
	History: InterCultural Programs - WARZONE 90 - Hiking tour to Wong Nai Chung - Macau Study Tour - Experiential Stimulation	Increase curiosity about the world. Be confident in speaking with people from diverse backgrounds	11/2024 – 7/2025	F.4 to F.5/ ~60	Student's evaluation forms and post-activity sharings	\$19,200/ ~\$320	✓	✓	✓		
	Religious & Pastrol Care Programs: - Ethics Olympiad - Gospel Week - Fellowship - Retreat Camp - Heritage Service, Carol and Easter Services	Promote respectful, creative and rigorous discussion of ethics among students within and across school communities	9/2024 – 5/2025	-F.3 to F.5/ ~10 -F.1-6/ 1,050 -F.1-6/ ~100 -F1-5/ ~20 -F.1-6/ 1,050 -F.1-5/ ~20	Results in the competitions, feedback from the participants	\$71,100/ \$36	✓	✓	✓		

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	- Joint-School Christian Activities										
Cross KLAS CS/LS	Community Visit Programs - Wan Chai Urban Redevelopment - KFBG	Enhance understanding of local community, appreciate and protect environment, heritage and traditions	10/2024 – 5/2025	F.4/ ~200	Students' reflective learning journal	\$20,000/ \$100	✓	✓	✓		
Education for Sustainable Development	Playful Learning and Maker Education - SDGs Simulation Games - Lego Serious Plays - Media Production Workshop	Learn through an approach to problem-based and project-based learning that relies upon hands-on, often collaborative, learning experiences as a method for solving authentic problems	10/2024 – 7/2025	F.5/ ~150	Students' reflective learning journal	\$50,000/ ~\$333	✓	✓	✓		
	Membership Fees and Registration Fees for training programs and competitions	Enforce all the principals to become a great leader in life and society	9/2024 – 6/2025	F.1 to F.6/ ~1050	Students' participation and recognitions received	\$21,000/ ~\$20	✓	✓			
	SDGs Action and Awareness Month - Student-led Activities - Disney YES Programme - LOHAS Festa	Cultivate cross-cutting key competencies for achieving all SDGs	3/ 2025	F.1 to F.5/ 900	Impacts made on the community and evaluation reports to the related organisations	\$50,000/ ~\$56	✓	✓	✓	✓	✓
Values Education	Values Quest Day	Develop the compassion and empathy	3/ 2025	F.1 to F.2/ 420	Students' reflective learning journal	\$8,000/ ~\$19	✓	✓			
Integrated Science	Inter-class STEAM Competition	Stretch potential of science students	11/2024 – 7/2025	F.1 & F.2/ 420	Results in the competitions	\$20,000/ ~\$48	✓				

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ICT	ICT Workshops - HK Olympiad in Informatics - Robotic Team Training Programs - Programming Team Training Programs	Excel the ICT skills beyond the exam syllabus	9/2024 – 8/2025	F.1 to F.5/ ~50	Teachers' and students' evaluation	\$21,500/ ~\$430	✓	✓	✓		
STEAM	STEAM courses, for example: - HADO AR Course - Aviation Tournament Training Program - DJI Education's Training and Products	Equip students with basic problem-solving skills; arouse students' curiosity about technology and develop ability in it	10/2024 – 7/2025	F.1 to F.4/ ~800	Students' participation Showcase of student work	\$150,000/ \$188	✓	✓	✓		✓
Aesthetic Development	Workshops and cultural activities - Art Museum Visits - Artist Alumnus Talks and Workshops - Art and cultural activities (F.1-3) - Drama Appreciation (F.4-5)	Explore and experience different art forms	10/2024 – 7/2025	- F.4 & F.5/ 15 -F.4 to F.6/ 20 - F.1-3/ 630 - F.2-3/ 300	Students' participation, artwork displayed, feedback from students and teachers	\$29,500/ ~\$31	✓	✓	✓		
Music	Music training and competitions	Further develop the musical competence of students and cultivate a lifelong interest in music	9/2024 – 8/2025	F.1 to F.5/ ~400	Students' participation & results in the competition	\$32,000/ ~\$80			✓		✓
Careers	Career inclination tests and career-related visits	Help junior form students gain a better understanding of themselves for suitable study and career choices	9/2024 – 7/2025	F.1 to F.6/ ~1050	Students' awareness of their interests and strengths for study and work	\$45,492/ ~\$43					✓
Guidance	Form One Breakthrough Camp	Assist F.1 students to adjust better to their secondary school life	10/2024	F.1/ ~210	Evaluation and reflections from F.1 students Feedback from staff	\$240,000/ ~\$1,143		✓	✓		

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	Guidance programmes and groups - Drama Counselling group - Wellness Ambassador Scheme - Sex Education and Mental Health Programmes	Provide support to groups of students with different needs	10/2024 – 5/2025	F.1 to F.6/ ~1,050	Feedback from trainers, participants and staff-in-charge	\$87,000/ ~\$83		✓	✓			
MCE	Moral and Civic Education Programs - Digital Empathy Workshop - Appreciation Campaign - Book Exhibition	Cultivate students' moral and civic responsibilities and identities	3/2024 – 7/2025	F.1 to F.6/ ~1,050	Evaluation and reflections from students Feedback from staff	\$11,585/ ~\$11		✓	✓			
Leadership	Leadership Training and the related resources for - Prefects - Peer Mentors - Sustainability Monitors and Ambassadors - Red Cross	Prepares students for successful adult life, ready to take on school and community responsibilities	9/2024 – 7/2025	F.2 to F.5/ ~150	Students' participation, contribution of the student leaders in various school events	\$137,480/ ~\$917	✓	✓		✓	✓	
OLE	Paul's Challenge	Provide leadership training and unleash potential of F.4 students through adventure-based activities	4/2025	F.4/ ~150	Feedback from participants and teacher-in-charge	\$280,000/ ~\$1,867		✓	✓			
	Sportsmanship Programme	Provide training opportunities through different types of intensive programmes	7/2024 – 8/2025	F.1 to F.3/ ~10	Feedback from participants and teacher-in-charge	\$9,000/ \$900	✓	✓	✓	✓	✓	
	Other Local Programs in Activity Week	Provide experiential learning opportunities through different types of activities outside the classroom	4/2025	F.3/ ~35	Feedback from participants and teacher-in-charge	\$2,761/ ~\$79	✓	✓	✓	✓	✓	

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Sub-total of Item 1.1						\$1,600,538					

1.2	Non-Local Activities: To organise or participate in non-local exchange activities or non-local competitions to broaden students' horizons										
Mathematics	Joining mathematics competitions	Widen the exposure of maths students	10/2024	F.1 to F.5/ ~30	Results in the competitions	\$30,000/ ~\$1,000	✓				
Aesthetic Development	Exploration into the Arts and Culture in Beijing	Understand the development of art education in Beijing and experience the atmosphere of local art classes	10/2024	F.2 to F.4/ 10	Sharing of learning report	13,000/ \$1,300	✓	✓	✓		
STEAM	Joining BETT Show	Gain firsthand the transformative potential of educational technology and gain insights into how it can revolutionise learning	1/2025	F.3 to F.5/ 6	Feedback from participants after completing the competition	\$120,000/ ~\$20,000	✓	✓	✓	✓	✓
Sub-total of Item 1.2						\$163,000					
Estimated Expenses for Category 1						1,763,538					

Domain	Item	Purpose	Estimated Expenses (\$)
Category 2	To procure equipment, consumables or learning resources for promoting life-wide learning		
STEAM	Electronic boards, extension modules, basic workshop equipment, drones, flight simulation equipment	Facilitate students to do hands-on work and make prototypes	3,000
Robotics & AI	Materials for SDGs Interactive Games	Facilitate student sustainability ambassadors to implement the games designed to promote SDGs action and awareness in the community	8,000
		Estimated Expenses for Category 2	11,000
		Estimated Expenses for Categories 1 & 2	1,774,538

Category 3: Estimated Number of Student Beneficiaries

Total number of students in the school:	1,050
Estimated number of student beneficiaries:	1,050
Percentage of students benefiting from the Grant (%):	100%

Contact Person for Life-wide Learning (Name & Post):

Ng Ka Yun Amanda
Assistant Vice Principal