

St. Paul's College
Life-wide Learning Grant - Report on the Use of the Grant
2023-2024 school year

Domain	Activity Name/ Brief Description of the Activity	Objective	Date	Target Students (Level and Estimated Number of Participants)	Evaluation Results	Actual Expenses/ Actual Expenses per Person (\$) * (Nature of Expenses)	Essential Learning Experiences (Please put a ✓ in the appropriate box(es); more than one option can be selected)				
							I	V	P	S	C
							I: Intellectual Development (closely linked with curriculum) V: Values 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	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	10/2023 – 5/2024	F.1 to F.5/ ~100	Both English and Chinese Debate Teams won awards in the territory-wide competitions.	\$40,500/ ~\$405 (E1, E5)	✓	✓			
	Sharing Sessions by Writers - Talk on Chinese language, history and culture	Enhance understanding of Chinese language, history and culture	2/2024 – 4/2024	F.1 to F.6/ 150	Students' participation and feedback were very positive. The joint-school element also enhanced the view exchanges.	\$6159/ ~\$41 (E5)	✓	✓			
PSHE	Chinese Cultural Programs - Museum visit - Experiential workshops	Enhance student understanding of Chinese historical events	9/2023 – 5/2024	F.1 to F.3/ ~630	It was a soft approach to enhance students understanding through immersive experiences.	\$14,490/ ~\$20 (E1, E5)	✓	✓	✓		
	Geography Enrichment Programs - Field trips - Inter School competitions	Enhance understanding of the local community, appreciate and protect the environment, heritage and traditions	11/2023 – 5/2024	F.1 to F.5/ 40	Students' knowledge and analytical skills were nurtured through the related learning tasks.	\$11,370/ ~\$284 (E1, E2)	✓		✓		

Domain	Activity Name/ Brief Description of the Activity	Objective	Date	Target Students (Level and Estimated Number of Participants)	Evaluation Results	Actual Expenses/ Actual Expenses per Person (\$) * (Nature of Expenses)	Essential Learning Experiences (Please put a ✓ in the appropriate box(es); more than one option can be selected)				
							I	V	P	S	C
							I: Intellectual Development (closely linked with curriculum) V: Values Education P: Physical and Aesthetic Development S: Community Service C: Career-related Experiences				
	Economics and BAFS Simulation Game	Increase financial literacy	3/2024	F.3/ 210	Feedback from students and teachers in the evaluation survey was very positive.	\$4,000/ ~\$19 (E1, E5)	✓	✓			✓
	IH & History: InterCultural Programs - Community Visits - Field trip to Shing Mun Redoubt - Macau Study Tour	Increase curiosity about the world. Be confident in speaking with people from diverse backgrounds	11/2023 – 7/2024	F.2/ 210 F.4 to F.5/ ~60	Students were able to apply their learning in the post learning tasks.	\$74,159.2/ ~\$275 (E1, E2)	✓	✓	✓		
	Religious Studies: - Retreat Camp	Promote respectful, creative and rigorous discussion of ethics among students within and across school communities	8/2024	-F.1-5/ 36	Participants had a lot of reflections and ideas for planning the religious activities in the next school year.	\$2979/ ~\$83 (E1, E2)	✓	✓	✓		
Cross KLA CS/LS	Community Visit Programs - Green Construction Lab - KFBG	Enhance understanding of local community, appreciate and protect environment, heritage and traditions	2/2024	F.4 / 60	Science students were able to apply the social and environmental perspectives in their research projects.	\$3,000/ \$50 (E1, E2)	✓	✓	✓		
Education for Sustainable Development	Playful Learning and Maker Education - SDGs Simulation Games - Lego Serious Plays	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	11/2023 and 3/2024	F.4 to F.5/ 136	Students were able to link up the findings for their research with the aid of their reflective learning journal.	\$23,385/ ~\$172 (E1, E5)	✓	✓	✓		

Domain	Activity Name/ Brief Description of the Activity	Objective	Date	Target Students (Level and Estimated Number of Participants)	Evaluation Results	Actual Expenses/ Actual Expenses per Person (\$) * (Nature of Expenses)	Essential Learning Experiences (Please put a ✓ in the appropriate box(es); more than one option can be selected)				
							I	V	P	S	C
							I: Intellectual Development (closely linked with curriculum) V: Values Education P: Physical and Aesthetic Development S: Community Service C: Career-related Experiences				
	SDGs Action and Awareness Month - Student-led Activities (internal) and LOHAS Festa (external) - Disney YES Programme - Multicultural Dialogue “Different Cultures, One World”	Cultivate cross-cutting key competencies for achieving all SDGs	3/ 2024	F.1 to F.5/ 900	The impacts were reported in the college website, SKH newsletter and the report to EEB. One of the student ambassadors were shortlisted by SCMP as the sustainability advocate, Student of the Year.	\$66,203/ ~\$74 (E1, E2, E5)	✓	✓	✓	✓	✓
Values Education	Educational Talk Series	Develop the digital empathy	3/ 2024	F.1/ 210	Students’ reflective learning journals in Google Classroom reflected their understanding towards digital citizenship.	\$29,600/ ~\$141 (E1)	✓	✓			
Integrated Science	Inter-class STEM Competition	Stretch potential of science students	11/2023 – 7/2024	F.1 & F.2/ 420	The car designs were creative and students were actively participated in the inter-class competition.	\$20,000/ ~\$48 (E1)	✓				
STEAM	Technology courses provided by the school - HADO AR Course - Aviation Tournament STEM 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	10/2023 – 7/2024	F.1 to F.4/ 800	The STEAM Team won awards in the territory-wide competitions.	\$124,521.36 /~\$156 (E1, E5)	✓	✓	✓		✓

Domain	Activity Name/ Brief Description of the Activity	Objective	Date	Target Students (Level and Estimated Number of Participants)	Evaluation Results	Actual Expenses/ Actual Expenses per Person (\$) * (Nature of Expenses)	Essential Learning Experiences (Please put a ✓ in the appropriate box(es); more than one option can be selected)				
							I	V	P	S	C
							I: Intellectual Development (closely linked with curriculum) V: Values Education P: Physical and Aesthetic Development S: Community Service C: Career-related Experiences				
Aesthetic Development	Workshops and cultural activities - Art Production: Integrating 3D Printing Technique (F.5-6) - Art and cultural activities (F.1-3) - Drama Appreciation (F.4)	Explore and experience different art forms	10/2023 – 7/2024	- F.5 and F.6/ ~20 - F.1-3/ 630 - F.4-5/ 200	Students' artwork was displayed in the camp and received positive feedback from peers, teachers and visitors.	\$24,076.51 / ~\$28 (E1, E5)	✓	✓	✓		
Careers	Career inclination tests and career-related visits	Help junior form students gain a better understanding of themselves for suitable study and career choices	12/2023 – 5/2024	F.3 and F.4/ 380	Students' awareness of their interests and strengths for study and work were raised, that facilitated their subject selection in senior secondary study.	\$23,616.8/ ~\$62 (E1)					✓
Guidance	Form One Breakthrough Camp	Assist F.1 students to adjust better to their secondary school life	10/2023	F.1/ 210	Evaluation and reflections from F.1 students as well as feedback from staff were very promising.	\$220,160.61/ ~\$1,048 (E1, E2)		✓	✓		
	Guidance programmes and groups - Wellness Ambassador Scheme - Anti-bullying and Mental Health Programmes	Provide support to groups of students with different needs	10/2023 – 5/2024	F.1 to F.6/ 1,030	The ambassadors served well in this school year for upholding the inclusive and respect atmosphere.	\$88,941.43 / ~\$86 (E1, E2, E5)		✓	✓		
MCE	Moral and Civic Education Programs - Respect & Empathy Workshops - Digital Literacy Talks - 'All for Each and Each for All'	Cultivate students' moral and civic responsibilities and identities	9/2024 – 7/2024	F.1 to F.6/ 1,030	Evaluation and reflections from students reflected students' learning beyond subject curriculum.	\$15,652.14 / ~\$15 (E1, E5)		✓	✓		

Domain	Activity Name/ Brief Description of the Activity	Objective	Date	Target Students (Level and Estimated Number of Participants)	Evaluation Results	Actual Expenses/ Actual Expenses per Person (\$) * (Nature of Expenses)	Essential Learning Experiences (Please put a ✓ in the appropriate box(es); more than one option can be selected)					
							I	V	P	S	C	
							I: Intellectual Development (closely linked with curriculum) V: Values Education P: Physical and Aesthetic Development S: Community Service C: Career-related Experiences					
Leadership	Retreat, Leadership Training for - Prefects - Peer Mentors - Red Cross	Prepares students for successful adult life, ready to take on responsibilities	9/2023 – 7/2024	F.3 to F.6/ 100	The student leaders served well in various school events and received encouraging comments from the peers, parents and guests.	\$130,040/ ~\$130 (E1, E6)		✓				
OLE	Paul's Challenge	Provide leadership training and unleash potential of F.4 students through adventure-based activities	4/2024	F.4/ 125	Feedback from participants and teacher-in-charge was great in terms of participants' growth in different intelligences.	\$521,006.25 / ~\$4,168 (E1, E2, E6)		✓	✓			
	Activity Week local programme	Provide experiential learning opportunities through different types of activities outside the classroom	4/2024	F.1 to F.3/ 630	The diversity was able to cater for the learning interests of our students.	\$35,418.1 / ~\$56 (E1, E2, E5)	✓	✓	✓	✓	✓	
Sub-total of Item 1.1						1,479,278.4						
1.2	Non-Local Activities: To organise or participate in non-local exchange activities or non-local competitions to broaden students' horizons											
STEAM	Joining BETT Show	Gain firsthand the transformative potential of educational technology and gain insights into how it can revolutionise learning	1/2024	F.4 to F.5/ 7	Feedback from the visitors was very positive. Participants also exchanged their views with students from other schools and the industry representatives.	\$73,840 / ~\$10,549 (E3, E4)	✓	✓	✓	✓	✓	

Domain	Activity Name/ Brief Description of the Activity	Objective	Date	Target Students (Level and Estimated Number of Participants)	Evaluation Results	Actual Expenses/ Actual Expenses per Person (\$) * (Nature of Expenses)	Essential Learning Experiences (Please put a ✓ in the appropriate box(es); more than one option can be selected)				
							I	V	P	S	C
							I: Intellectual Development (closely linked with curriculum) V: Values Education P: Physical and Aesthetic Development S: Community Service C: Career-related Experiences				
Sub-total of Item 1.2						\$73,840					
Actual Expenses for Category 1						1,553,118.4					

Domain	Item	Purpose	Actual Expenses (\$)
Category 2	To procure equipment, consumables or learning resources for promoting life-wide learning		
STEM	Electronic boards, extension modules, basic workshop equipment, drones, flight simulation equipment	Facilitate students to do hands-on work and make prototypes	37,391.58 (E7, E8)
Actual Expenses for Category 2			37,391.58
Actual Expenses for Categories 1 & 2			1,590,509.98

Category 3: Actual Number of Student Beneficiaries

Total number of students in the school:	1,045
Actual number of student beneficiaries:	1,045
Percentage of students benefiting from the Grant (%):	100%

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

Ng Ka Yun Amanda
Assistant Vice Principal
