

Chiu Lut Sau Memorial Secondary School
School-based After-school Learning and Support Programmes 2025/26 s.y.
School-based Grant (SBG) - Programme Plan

Name of School: Chiu Lut Sau Memorial Secondary School

Staff-in-charge: WONG Kin-chung Contact Telephone No.: 2477 8237

A. The total estimated number of eligible students is 218

[including A.20 students receiving the Comprehensive Social Security Assistance (CSSA), B.155 students receiving full grant recipients under the Student Financial Assistance Schemes (SFAS) and C.43 students covered by discretionary quota¹]

B. Activities planned to be subsidised by SBG for eligible students' participation

Name / Type of activity ²	Objectives of the activity	Success criteria (e.g. learning effectiveness)	Method(s) of evaluation (e.g. test, questionnaire, etc.)	Period / Date	Estimated person-times ³ of eligible students of			Estimated expenditure (\$)	Name of institute / service provider (if applicable)
					A	B	C		
1. Aesthetic Development Programmes	(a) To promote students' awareness and develop their skills in Cultural Arts and musical development (b) To enhance students' creativity and capacity of artistic appreciation	Students' aesthetic sense enhanced	Observation by teachers and instructors	Sep 2025 to Aug 2026	5	20	10	\$30,000	NA
2. Athletics Training Programmes	(a) To provide formal training in various kinds of sports (b) To enhance students' physical fitness and body health	Students showed improvement in sports skills	Assessments by instructors, Competition results	Sep 2025 to Aug 2026	10	40	20	\$30,000	NA
3. Leadership Training Programmes	To enhance students' self-confidence, problem-solving skills, interpersonal skills and team work	Participants exhibited good leadership skills, self-confidence and team spirit	Feedback from teachers and instructors	Sep 2025 to Aug 2026	10	30	5	\$20,000	NA
4. Outdoor Learning Programmes	To broaden learning experiences and develop social skills	Participants show improvement in social skills	Observation by teacher-in-charge	Sep 2025 to Aug 2026	15	80	10	\$40,000	cNA

Name / Type of activity ²	Objectives of the activity	Success criteria (e.g. learning effectiveness)	Method(s) of evaluation (e.g. test, questionnaire, etc.)	Period / Date	Estimated person-times ³ of eligible students of			Estimated expenditure (\$)	Name of institute / service provider (if applicable)
					A	B	C		
5. STEAM Education Programmes	To enhance students’ creativity and problem-solving skills	Students show interests in STEAM related activities and improvement in creativity and problem-solving skills	Observation by teachers and instructors Competition results	Sep 2025 to Aug 2026	5	20	15	\$20,000	NA
Total number of activities: <u>5</u>				Sub-total:	45	190	60		
				Total:	295				

Note:

1. Students who are considered financially needy under the school-based criteria can be included in the discretionary quota which is capped at 25% of the total number of students in receipt of CSSA and full grant under SFAS.
2. Types of activities include tutorial service, learning skills training, language training, visits/outdoor activities, art and cultural activities, sports activities, self-confidence development, volunteer service, adventure activities, leadership training and social/communication skills training.
3. The person-times of eligible students refer to the sum of eligible students participating in each activity, i.e. a student participating in more than one activity can be counted more than once.