

## School-based After-school Learning and Support Programmes 2022/23

### School-based Grant - Programme Plan

**Name of School:** Chiu Lut Sau Memorial Secondary School

**Project Coordinator:** TANG Shuk-man      **Contact Telephone No.:** 2477 8237

**A. The estimated number of students (count by heads) benefitted under this Programme is 127 (including A. 14 CSSA recipients, B. 91 SFAS full-grant recipients and C. 22 under school's discretionary quota).**

**B. Information on Activities to be subsidised/complemented by the grant.**

Name / Type of activity	Objectives of the activity	Success criteria (e.g. learning effectiveness)	Method(s) of evaluation (e.g. test, questionnaire, etc.)	Period/Date activity to be held	Estimated no. of participating eligible students			# Estimated expenditure(\$)	Name of partner/service provider A B C (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.	(a) Successful display of students' artwork and publication. (b) Participating in the school's music and dance festival or other competitions	(a) Teachers' observation, assessment /evaluation (b) Visitors' feedback (c) Audiences' feedback	Sept 2022 to Aug 2023	10	30	5	\$60,000	NA
2. Athletics Training Programmes techniques Sept 2022 to Aug 2023	(a) To provide formal training in various kinds of sports. (b) To enhance students' physical fitness and body health.	Students show improvement in sport	(a) Assessments by tutors (b) Competition results (c) Questionnaires completed by participants.	Sept 2022 to Aug 2023	8	50	15	\$20,000	NA

3. Leadership Training Programmes	To enhance students' self-confidence, problem-solving skills, interpersonal skills and team work.	Participants exhibit good leadership skills, self-confidence and team spirit.	Feedback from social workers, teachers and target students.	Sept 2022 to Aug 2023	5	25	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, peers and parents.	Sept 2022 to Aug 2023	12	70	5	\$30,000	NA
5. STEAM Education Programmes	To build STEAM and soft skills of students, and inspire them to apply their learnings to develop solutions for problems by prototyping and presentation.	Students show interests in STEAM related activities and participate in various STEAM competitions.	Observation by teachers and trainers, competition results and participants' feedback.	Sept 2022 to Aug 2023	5	20	15	\$20,000	NA
Total no. of activities: <u>5</u>				No. of man-times	40	195	45	Total Amount \$150,000	
				Total no. of man-times	280				