

School-based After-school Learning and Support Programmes 2023/24

School-based Grant - Programme Plan

Name of School: Chiu Lut Sau Memorial Secondary School

Project Coordinator: WONG Kin-chung **Contact Telephone No.:** 2477 8237

A. The estimated number of students (count by heads) benefitted under this Programme is 229 (including A. 21 CSSA recipients, B. 168 SFAS full-grant recipients and C. 40 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.	Students' aesthetic sense enhanced	Teachers' and instructors' observation/ evaluation.	Sept 2023 to Aug 2024	10	20	8	\$40,000	NA
2. Athletics Training Programmes techniques	(a) To provide formal training in various kinds of sports. (b) To enhance students' physical fitness and body health.	Students show improvement in sports skills.	(a) Assessments by tutors. (b) Competition results.	Sept 2023 to Aug 2024	10	40	20	\$30,000	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 teachers and instructors.	Sept 2023 to Aug 2024	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.	Sept 2023 to Aug 2024	15	80	10	\$40,000	NA
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.	(a) Observation by teachers and instructors. (b) Competition results.	Sept 2023 to Aug 2024	5	20	12	\$20,000	NA
Total no. of activities: <u>5</u>				No. of man-times	50	190	55	Total Amount \$150,000	
				Total no. of man-times	295				