

School-based After-school Learning and Support Programmes 2024/25

School-based Grant - Programme Plan

Name of School: Chiu Lut Sau Memorial Secondary School

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

A. The estimated number of students (count by heads) benefitted under this Programme is 265 (including A. 20 CSSA recipients, B. 155 SFAS full-grant recipients and C. 90 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	Observation by teachers and instructors	Sept 2024 to Aug 2025	5	20	10	\$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 instructors (b) Competition results	Sept 2024 to Aug 2025	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 2024 to Aug 2025	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 2024 to Aug 2025	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 2024 to Aug 2025	5	20	15	\$20,000	NA
Total no. of activities: <u>5</u>				No. of man-times	45	190	60	Total Amount \$150,000	
				Total no. of man-times	295				