Chiu Lut Sau Memorial Secondary School Report on the Use of the Life-wide Learning Grant 2024 - 2025 School Year

Schools are required to upload this Report or the School Report which consist of this Report endorsed by their SMCs / IMCs onto the homepage of the schools for the sake of enhancing transparency and in accordance with the established practice.

Categ	ory 1: To organise / participate in life-wid	e learning activities												
			Target S	tudents		A atvol E		Domain (Please select or fill		Essential Learning Experiences (Please put a ✓ the appropriate box(es); more than one option can be selected)				
No.	Name, Brief Description and Objective of the Activity	Date	Level	Number of Participants	Actual Expenses (\$)	Actual Expenses per Person (\$)	Nature of Expenses*	in the domain of the activity as appropriate)	Evaluation Results	Values Education	Intellectual Development (closely linked with curriculum)	Physical and	Community <u>S</u> ervice	Career-related Experiences
1.1	Local Activities: To organise life-wide learning	g activities in different I	KLAs / cross-KLA	/ curriculum area	s to enhance learning	ng effectiveness, o	or to organise d	versified life-wide le	arning activities to cater for students' interests and abilities for stretching s	tudents' potent	tial and nurturin	g in students po	ositive values ar	nd attitudes
1	Music and Art activities (Band, Choral and Instrumental training, Music Festival, Music competitions, Music classes) - To stretch students' potential, develop the musicianship of the students and to provide more exposure for students to develop their self-confidence	2024 - 2025	S1 - S6	250	\$142,489.91	\$569.96	E1, E2, E5		Over 150 students participated in regular training and public performances. Positive feedback was received from tutors and audiences. Students demonstrated improved musical skills, teamwork and confidence, with several groups achieving awards in inter-school competitions and the Music festival.			√		
2	Physical Education activities (Basketball, Volleyball, Football, Badminton, Table tennis, Rowing, Bowling Training and Dancing) - To encourage students to participate in competitions, and to expose students to different sports	2024 - 2025	S1 - S6	176	\$399,060.89	\$2,267.39	E1, E2, E5		Students joined various sports teams, with active participation in inter- school competitions. Students showed progress in physical fitness, discipline and team spirit. Several school teams achieved pleasing results in district-level tournaments.			√		
3	English Language activities (Drama, Debating workshop, Plain English Speaking Contest, Speech Festival and English Speaking Day) - To facilitate the organization of English activities, to recognize students' efforts in joining English related activities and to boost their confidence in speaking English before the public	2024 - 2025	S1 - S6	792	\$236,519.29	\$298.64	E5, E7, E8		All S1 students engaged in an English theme-based performance. Some students participated in debating and speech contests. Teachers observed improvements in fluency and public speaking skills. Students received merit awards in the Speech Festival and expressed greater confidence using English.		*			
4	Counselling activities (Life education programme, Workshops and Wellness Carnival) - To establish a positive peer relationship in class, to enhance students' resilience through adventure-based, team-building and problemsolving training and to promote a healthy life for whole-person development of students	2024 - 2025	S1 - S6	350	\$122,681.62	\$350.52	E1, E7	specify:	Workshops and Wellness Carnival have been successfully carried out. Post-activity surveys indicated enhanced peer relationships, self-awareness and emotional regulation. Teachers reported improved class dynamics and positive student engagement in team-building activities.	~				
5	Career and Life Planning activities (Talks, Workshops, Visits and Careers Expo) - To familiarize students with JUPAS application and let students know about different career paths	2024 - 2025	S4 - S6	200	\$42,526.55	\$212.63	E2, E6		All senior form students participated in career-related talks and visits. Feedback forms showed increased understanding of JUPAS and alternative pathways. Students reported feeling more prepared for univeristy subject selection and post-secondary planning.					~
6	STEAM activities (Training courses, Competitions, PBL Projects across different KLAs and subjects) - To enrich and consolidate students' knowledge base and generic skills	2024 - 2025	S1 - S5	100	\$216,754.27	\$2,167.54	E1, E2, E6, E7		Over 120 students took part in cross-disciplinary projects and competitions. Students demonstrated strong engagement and creativity, with several winning awards in STEAM events. Teachers observed improvements in problem-solving and collaboration skills.		<i>✓</i>			~

7	OLE activities (Subsidies for Subjects and Clubs to organize activities, Outdoor Learning Day, LWL Day, School Outings) - To provide a variety of activities and competitions for students, and to broaden their horizon and enrich their learning experiences	2024 - 2025	S1 - S6	792	\$292,427.03	\$369.23	E1, E2, E5, E6, E7		OLE activities involved nearly all students through subject-based outings, whole school theme-related activities and club events. Participation records and teacher observations indicated high engagement. Students broadened their learning experiences and developed stronger social and leadership skills.	~	✓	✓	✓	✓
(Please	insert rows above if the space provided is insuffici		o-total of Item 1.1	2,660	\$1,452,459.56									
1.2	Non-Local Activities: To organise or participa					s' horizons								
1	教育局粤港澳大灣區探索之旅 (珠海航空科技探索之旅)	29 Nov 2024	S2	139	\$18,306.00	\$131.70	E3, E4	Values Education	All S2 students participated in the study tour, gaining hands-on exposure to aviation technology in the Greater Bay Area. Students reported increased understanding of innovation and national technological development, aligning with STEAM and national education goals.	√				
2	STEAM Singapore Study Tour	30 Apr - 4 May 2025	S3 - S5	30	\$120,140.00	\$4,004.67	E3, E4		By engaging in STEAM workshops in universities, teachers observed that students gained problem-solving experience and they showed interest in technological applications.		√			✓
3	UK Langauage and Culture Study Tour	5 - 14 July 2025	S2 - S5	20	\$121,770.00	\$6,088.50	E3, E4	English Language	Students showed increased interest in overseas study pathways and gained valuable exposure to university life and academic expectations. The tour enhanced students confidence in English communication and motivation in planning for future career goals.		~			√
(Please	insert rows above if the space provided is insuffici	*	1 67, 40	100	02(0.21(.00)									
			o-total of Item 1.2	189	\$260,216.00									
	Expenses for Category 1 2,849 \$1,712,675.50				\$1,712,675.56									

Category 2: To procure equipment, consumables or learning resources for promoting life-wide learning

No.	Item	Purpose	Actual Expenses (\$)
1	PE equipment	To provide equipment for training courses	\$59,226.00
2	STEAM materials	To provide equipment for training courses	\$4,653.00
3	To provide equipment for hall support activities		\$17,244.00
(Please i			
	\$81,123.00		
	\$1,793,798.56		

Category 3: Number of Student Beneficiaries

Total number of students in the school:	792		
Number of student beneficiaries:	792		
Percentage of students benefitting from the Grant (%):	100%		

Name of Contact Person for LWL:	Mr. WONG Kin-chung
Post of Contact Person for LWL:	i/c of LWL Grant

* Input usin	g the following codes; more than one code can be used for each item.		
E1	Activity fees (registration fees, admission fees, course fees, camp fees, venue fees, learning materials, activity materials, etc.)	E6	Fees for students attending courses, activities or training organised by external organisations recognised by the school
E2	Transportation fees		
E3	Fees for non-local exchange activities / competitions (students)	E7	Purchase of equipment, instruments, tools, devices, consumables
E4	Fees for non-local exchange activities / competitions (escorting teachers)	E8	Purchase of learning resources (e.g. educational softwares, resource packs)
E5	Fees for hiring expert / professionals / coaches	E9	Others (please specify)