

**Report on the Use of the Student Activities Support Grant
2022/23**

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I. Financial Overview

A	Allocation in the Current School Year:	\$84,500.00
B	Expenditure in the Current School Year:	\$84,494.00
C	Unspent Amount to be Returned to the EDB (A – B):	\$6.00

II. Number of Student Beneficiaries and Subsidised Amount

Category	Number of Student Beneficiaries	Subsidised Amount
Comprehensive Social Security Assistance	35	\$28,897.00
Full-grant under the School Textbook Assistance Scheme	88	\$55,597.00
Meeting the school-based financially needy criteria	0	\$0.00 (capped at 25% of the total allocation for the school year)
Total	123	\$84,494.00

(Remark: This item should be equal to the “Expenditure in the Current School Year” in Part I B)

III. Details of Expenses

No.	Brief Description and Objective of the Activity	Domain (Please select or fill in the domain of the activity as appropriate)	Person-times ¹ of student beneficiaries	Actual Expenses (\$)	Essential Learning Experiences (Please put a ✓ the appropriate box(es); more than one option can be selected)				
					Intellectual Development (closely linked with curriculum)	Values Education	Physical and Aesthetic Development	Community Service	Career-related Experiences
1. Local activities: To subsidise students with financial needs to participate in life-wide learning activities covering different KLA / cross-KLA / curriculum areas to enhance learning effectiveness, or to subsidise students with financial needs to participate in diversified life-wide learning activities with a view to enriching the five essential learning experiences for them									
1	Public Speaking Workshop Objective: To enhance students’ English Language capabilities and polish students’ skills in public speaking	English Language	19	\$3,686.00	✓	✓			
2	Visual Arts-related Workshops e.g. Animation, Digital Drawing and Chinese Painting Objective: To foster aesthetic development of students by providing training in visual arts	Arts (Visual Arts)	32	\$9,453.00	✓	✓	✓		
3	Visit to cultural places Objective: To foster aesthetic development of students by visiting various cultural places and institutes	Arts (Visual Arts)	57	\$1,948.00	✓	✓	✓		
4	Music Appreciation Objective: To foster aesthetic development of students	Arts (Music)	18	\$6,930.00		✓	✓		
5	Dance and Choreography Training To develop students’ potential in dancing by providing training and opportunities for performance	Arts (Dance)	25	\$3,125.00		✓	✓		
6	Sports Training Objective: To develop students’ physical competence, confidence, generic skills and aesthetic appreciation	Physical Education	58	\$21,294.00	✓	✓	✓		

No.	Brief Description and Objective of the Activity	Domain (Please select or fill in the domain of the activity as appropriate)	Person-times ¹ of student beneficiaries	Actual Expenses (\$)	Essential Learning Experiences (Please put a ✓ the appropriate box(es); more than one option can be selected)				
					Intellectual Development (closely linked with curriculum)	Values Education	Physical and Aesthetic Development	Community Service	Career-related Experiences
7	Career and Life Planning-related Activities e.g. mock interview, sociology role-playing game, life planning day camp, visits etc. Objective: To foster students' self-understanding, goal setting and articulation to progression pathways	Career and Life Planning	98	\$5,123.00		✓			✓
8	Counselling-related Workshops and Activities e.g. Peer Support Workshops, Juggling Training, Mental Wellness Workshop Objective: To help students explore their emotions, improve self-esteem and relieve stress; and strengthen their confidence and develop interpersonal skills	Counselling	38	\$2,850.00		✓	✓		
9	Adventure Training Objective: To enhance students' discipline and strengthen peer support	Discipline	16	\$11,952.00		✓	✓		
10	Leadership Development training Objective: To enhance students' skills, abilities and confidence through leadership training	Leadership Training	25	\$4,900.00		✓	✓	✓	
11	STEM-related Activities e.g. Drone Flying School Team cum AI Robot Training Course Objective: To enhance students' technological capabilities and strengthen their problem-solving skills	Cross-Disciplinary (STEM)	2	\$1,200.00	✓	✓	✓		
12	School Picnic / Activity Objective: To develop students' social skills and to allow rejuvenation by mind-boosting and relieving stress	Cross-Disciplinary (Others)	46	\$12,033.00		✓	✓		
(Please insert rows above if the space provided is insufficient.)									
Expenses for Category 1			434	\$84,494.00					
2. Non-Local activities: To subsidise students with financial needs to participate in non-local exchange activities or non-local competitions									
1									
2									
(Please insert rows above if the space provided is insufficient.)									
Expenses for Category 2			0	\$0.00					
3. To subsidise students with financial needs to purchase basic and essential learning materials and equipment for participating in life-wide learning activities									
1									
2									
3									
(Please insert rows above if the space provided is insufficient.)									
Expenses for Category 3			0	\$0.00					
Total			434	\$84,494.00					

1: Person times of student beneficiaries in this column refers to the sum of student beneficiaries participating in each activity, i.e. a student beneficiary participating in more than one activity can be counted more than once.

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