

**Carmel Pak U Secondary School**  
**Life-wide Learning Grant**  
**Plan on the Use of the Grant**  
**2022-2023 School Year**

Declaration: We understand clearly the principles on the use of the Life-wide Learning Grant and, after consulting teachers on the allocation of the resources, plan to deploy the Grant for promoting the following items.

Domain	Brief Description of the Activity	Objective	Date	Target Student (Level)	Brief Description of the Monitoring / Evaluation Mechanism	Estimated Expenses (\$)	Essential Learning Experiences (Please put a ✓ in the appropriate box(es); more than one option can be selected)				
							I	M	P	S	C
							I: Intellectual Development (closely linked with curriculum) M: Moral and Civic Education P: Physical and Aesthetic Development S: Community Service C: Career-related Experiences				
Category 1	To organise / participate in life-wide learning activities										
1.1	To organise life-wide learning activities in different KLAs / cross-KLA / curriculum areas to enhance learning effectiveness (e.g. field trips, arts appreciation, visits to enterprises, thematic learning day)										
中國語文	廣東話會話	咬字清楚，擺脫鄉音。	全年	初中 15 人	準確朗讀文章	8,000	✓				
中國語文	電車導賞	鉤尋香港文學的足跡。	全年(三次)	高中 75 人	文學創作一篇	12,000	✓				
中國語文	話劇欣賞	透過戲劇學習文言文。	第二學期	中四級	學生反饋	9,500	✓				
音樂	電子音樂課程(利用 Garage Band 進行音樂創作)	學生運用不同軟件，製作電腦音樂	共 24 堂	中四	完成最少一個音樂作品	15,000	✓		✓		
音樂	電子音樂課程(平板電腦樂團)	利用 Ipad 模仿管弦樂團，進行合奏	共 14 堂	中二下學期	成功演奏不少於首管弦樂團作品	10,000	✓		✓		

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視藝	輕黏土製作班	培養興趣，招闊眼界，發展潛能	共 16 堂	中一	能完成課程相關的藝術作品	11,000	✓		✓		
Geography	Field Trip	To reinforce experiential and contextual learning	2nd term	F4 – F5	Course work	3,000	✓				
Geography	HK Geography Olympiad	To enrich subject knowledge and broaden scope of view in science.	Whole year	F4 – F5	Performance in competition	3,000	✓				
Biology	Field Trip for DSE Biology students	Experience the ecology system in Hong Kong; Learn to use various equipment related to field study; Analyze and present the data from their field work	TBC	F5	Survey and individual interview; Students' performance in related topics in written test or exam	4,000	✓				
STEM	STEM fair	To enable students' self-learning and learn STEM from experience in real contexts	Jan-Jul 2023	F2	Survey and individual interview	20,000	✓				
Geography (STEM)	AR Sandbox	To enhance learning experience	Whole year	F4 – F5	Couse work	2,000	✓				
Science (STEM)	F3 Physics-Rocket car competition	To promote STEM education and broaden their scope of view in science.	2 <sup>nd</sup> term	F3	Survey and individual interview; All groups can complete the tasks.	10,000	✓				

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English	Drama tour	Appreciate English drama	Feb 2023	F4-F5	Students' feedback	23,000	✓		✓		
1.2	To organise diversified life-wide learning activities to cater for students' interests and abilities for stretching students' potential and nurturing in students positive values and attitudes (e.g. activities on multiple intelligences; physical, aesthetic and cultural activities; leadership training; service learning; clubs and societies; school team training; uniformed groups; military camps)										
中國語文	中文司儀培訓	控制場面，談吐得體。	第二學期，四至六堂	高中 15 人	擔任典禮司儀	10,000			✓		
中國語文	中文辯論隊	增強思辨能力	全年 38 次	12 人	比賽成績	16,000	✓	✓			
中國語文	中文辯論興趣班	培養思辨能力	全年 22 次	12 人	模擬比賽表現	12,000	✓	✓			
中國語文	中文朗誦訓練	培養審美能力	第一學期	10 人	比賽成績	2,200			✓		
中國語文	文化大使保育計劃	培養學生關注歷史保育	暑期	中四中五	完成計劃要求	2,000			✓		
English	English Debating Team	To enhance critical thinking skills	Whole year	12 students	Performance in competition	30,000	✓	✓			
English	English Debating Interest Group	To foster critical thinking skills	Whole year	12 students	Performance in mock debate	12,000	✓	✓			

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English	Public Speaking Team	To strengthen oral communication skills	Whole year	12 students	Performance in competition	15,000	✓				
English	Speech Training	To enhance aesthetic sense ability	First term	15 students	Performance in competition	4,000			✓		
English	English Drama Team	To lean and use English through drama; to cultivate positive values	Whole year	10 students	Teachers and Students' feedback	26,000	✓		✓		
Mathematics	Mathematics Competitions	To enhance problem solving skills	Whole year	20 students	Performance in competition	5,000	✓				
Mathematics	Mathematics Olympiad Training	To enhance problem solving skills	Whole year	F1 – F3	Performance in competition	10,000	✓				
Science	Chemistry Interest Group	To enrich knowledge in Chemistry	Whole year	10 students	Performance in competition	12,000	✓				
STEM	Coding Training	To nurture creativity and innovativeness	Whole year	10 students	Performance in competition	36,000	✓				
Academic Clubs	After school activities	To provide a variety of learning experiences	Whole year	Whole school	Students' feedback	7,000	✓				
Academic Activities	Japanes/Korean Interst Groups	To learn Japanese/Korean languages and cultures	Whole year	30 students	Students' feedback	18,000	✓				
National Security Education	National Education board display and related quizzes / competitions	To increase students' understanding of their country	Whole year	F1 to F6	Students' feedback / No. of participants	2,000		✓			

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Life education	Life Education activities / assemblies	To foster students' positive values and attitudes	Whole year	F1 to F6	Students' feedback	10,000		✓			
Life education	Lederdership training for student leaders	To develop leadership skills	1 <sup>st</sup> term	F3 – F5	Students' feedback	10,000		✓			
Life Education	Activities for Cross boundary students	To help CBS to build relationship	2 <sup>nd</sup> term	CBS	Students' feedback	20,000		✓			
Life Planing Education	Career experience game	To understand the requirements of different industries and try out the experience of practical operation"	Oct 2022	F4 – F5	Students' feedback	12,000					✓
ECA	Inter-school competitions	To develop studemts' potential and build up positive values	Whole year	Whole School	Competition results	25,000			✓		
ECA	Activities organized by Student Union, Houses, Form Associations	To develop studemts' potential and build up positive values	Whole year	Whole school	Student survey	25,000			✓		
ECA	School Music Festival	To develop studemts' potential and build up positive values	Whole year	Whole school	Student survey	6,000			✓		
ECA	School Sports Activities : sports days, round-the-campus race, ball games	To develop studemts' potential and build up positive values	Whole year	Whole school	Student survey	25,000			✓		

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ECA	Visual Arts interest groups	To develop student's potential and build up positive values	Whole year	Whole school	Student survey	20,000			✓		
ECA	Magic Interest Group	To develop students' potential and prepare for school show	Whole year	15 students	Students and teachers' feedback	15,000			✓		
ECA	Cantonese Drama Training	To cultivate positive values through drama	Whole year	F1 – F5	Students and teachers' feedback	40,000			✓		

1.3	To organise or participate in non-local exchange activities or competitions to broaden students' horizons									
Eng	English Study Tour	To gain exposure to authentic use of English and the English culture	July 2023	F4 - F5	Students and teachers' feedback	250,000	✓			
Reading	Taipei Reading Culture Tour	To cultivate humanistic qualities	2 <sup>nd</sup> term	F3 – F5	Students and teachers' feedback	150,000		✓		
Science	iGEM competition is an international team competition made up of predominantly undergraduate or high school students interested in the field of synthetic biology	To educate students in the advancement of synthetic biology, and the development of an open community and collaboration.	Whole year	20 students from F2 – F6	(i) Completion in school-based training workshop; (ii) participation in seminars organized by Hong Kong IGEMer community; (iii) participation and awards in IGEM Giant Jamboree (Paris, France)	40,000	✓			
Cross-KLA STEAM	Singapore STEAM Tour (4 days)	To explore the latest development of STEM in Singapore and to cultivate the interest in different research areas	Apr 2023	F3 – F5	Survey and individual interview	250,000	✓			
Estimated Expenses for Category 1						1,247,700				

Domain	Item	Purpose	Estimated Expenses (\$)
Category 2	To procure equipment, consumables and learning resources for promoting life-wide learning		
音樂	樂團器材	供課堂及後學習使用	30,000
STEAM	AR / VR related tools and services	To develop STEM education	50,000
STEAM	Coding related accessories and services	To develop STEM education	50,000
ECA	Campus TV tools and accessories for live streaming	To develop students multiple intelligence and communications skills	20,000
ECA	AR Dodge Ball	To develop students potential in sports	100,000
ECA	E-sports (Smart bike, Switch consoles and games)	To develop students potential in sports	68,000
		Estimated Expenses for Category 2	318,000
		Estimated Expenses for Categories 1 & 2	1,565,700

#### Estimated Number of Student Beneficiaries

Total number of students in the school:	749
Estimated number of student beneficiaries:	749
Percentage of students benefitting from the Grant (%):	100%