Report on the Use of the Student Activities Support Grant 2023 - 2024 School Year

I. Financial Overview

	A	Allocation in the Current School Year:	\$59,150.00
	В	Expenditure in the Current School Year:	\$15,275.00
ſ	С	Unspent Amount to be Returned to the EDB (A – B):	\$43,875.00

II. Number of Student Beneficiaries and Subsidised Amount

Category	Number of Student Beneficiaries	Subsidised Amount
Comprehensive Social Security Assistance	0	\$0.00
Full-grant under the School Textbook Assistance Scheme	15	\$9,750.00
Meeting the school-based financially needy criteria	17	\$5,525.00 (capped at 25% of the total allocation for the school year)
Total	32	\$15,275.00

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

III. Details of Expenses

	Brief Description and Objective of the Activity	Domain (Please select or fill in the domain of the activity as appropriate)	~ *************************************	Actual Expenses (\$)	Essential Learning Experiences (Please put a ✓ the appropriate box(es); more than one option can be selected)				
No.					Intellectual Development (closely linked with curriculum)	<u>V</u> alues Education	Physical and Aesthetic Development	Community <u>S</u> ervice	<u>C</u> areer-related Experiences
1. <u>Local</u> activities: To subsidise students with financial needs to participate in life-wide learning activities covering different KLAs / 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	Girls Volleyball Team (Teach basic volleyball techniques, and help students establish a lifelong exercise habit.)	Physical Education	7	\$2,925.00			✓		
2	Rope Skipping Team (Teach basic rope skipping techniques, and help students establish a lifelong exercise habit.)	Physical Education	3	\$1,300.00			✓		

	Brief Description and Objective of the Activity	Domain (Please select or		Actual Expenses (\$)	Essential Learning Experiences (Please put a ✓ the appropriate box(es); more than one option can be selected)				
No.		fill in the domain of the activity as appropriate)			Intellectual Development (closely linked with curriculum)	<u>V</u> alues Education	Physical and Aesthetic Development	Community <u>S</u> ervice	<u>C</u> areer-related Experiences
3	Boys Football Team (Teach basic football techniques, and help students establish a lifelong exercise habit.)	Physical Education	2	\$975.00			✓		
4	Frisbee Team (Teach basic frisbee techniques, and help students establish a lifelong exercise habit.)	Physical Education	3	\$1,300.00			√		
5	Badminton Team (Teach basic badminton techniques, and help students establish a lifelong exercise habit.)	Physical Education	2	\$650.00			✓		
6	Boys Basketball Team (Teach basic basketball techniques, and help students establish a lifelong exercise habit.)	Physical Education	1	\$650.00			✓		
7	L5 多元學習活動 (To promote their understanding and appreciation of Hong Kong local culture, and provide them with the joy of experiencing farming in the countryside.)	Cross- Disciplinary (Others)	1	\$650.00		✓			
(Please in	nsert rows above if the space provided is insufficient.)								
	•	es for Category 1	19	\$8,450.00					
2. <u>Non-L</u>	<u>ocal</u> activities: To subsidise students with financial needs to pa	articipate in non-lo	cal exchange activi	ities or non-local co	mpetitions				
1	Korea Study Tour (To enhance students' understanding on the multiple pathways of tertiary education in Korea, fostering students' sense of empathy and broadening students' international horizons.)	Career Guidance Committee	4	\$2,275.00					✓
2	校隊集訓交流團 (Provide a chance to communicate with local students about their study and life style, know more about their physical education development and facilities.)	Physical Education	4	\$1,950.00			√		

	Brief Description and Objective of the Activity	Domain (Please select or	Person-times ¹ of		Essential Learning Experiences (Please put a ✓ the appropriate box(es); more than one option can be selected)				
No.		fill in the domain of the activity as appropriate)	student beneficiaries	Actual Expenses (\$)	Intellectual Development (closely linked with curriculum)	<u>V</u> alues Education	Community <u>S</u> ervice	<u>C</u> areer-related Experiences	
	文化旅遊在關西 (Provide a chance for students to know different cultures and learn how to embrance people with different cultural background)	Cross- Disciplinary (Others)	1	\$650.00		✓			
	東日本Steam (To let students learn more about the principles of modern technologies and their future development.)	STEAM	3	\$1,625.00	✓				
5	Bali Study Tour (To teache sustainability through community-integrated, entrepreneurial learning in a wall-less, natural environment with a life challenged physically, intellectually and emotionally.)	Green Education Committee	1	\$325.00		✓			
(Please in	nsert rows above if the space provided is insufficient.)	f C 4 2	12	Φ. 025 00					
Expenses for Category 2 13 \$6,825.00 3. To subsidise students with financial needs to purchase basic and essential learning materials and equipment for participating in life-wide learning activities									
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2									
3									
(Please in	nsert rows above if the space provided is insufficient.)	og for Catagory	0	\$0.00					
	Expens	es for Category 3 Total	32	\$0.00 \$15,275.00					
		34	\$13,473.00						

^{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.

Contact Person for LWL (Name & Post):	CWK