

CCC MING KEI COLLEGE
Report on the Use of the Life-wide Learning Grant
2021/2022 School Year

Jun 2022 ver.

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.

Category 1: To organise / participate in life-wide learning activities

No.	Name, Brief Description and Objective of the Activity	Date	Target Students		Actual Expenses (\$)	Actual Expenses per Person (\$)	Nature of Expenses*	Domain (Please select or fill in the domain of the activity as appropriate)	Evaluation Results	Essential Learning Experiences (Please put a tick in the appropriate box(es); more than one option can be selected)				
			Level	Number of Participants						Intellectual Development (closely linked with curriculum)	Values Education	Physical and Aesthetic Development	Community Service	Career-related Experiences
1.1	Local Activities: To organise life-wide learning activities in different KLAs / cross-KLA / curriculum areas to enhance learning effectiveness, or 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													
1	Learning effectiveness training workshops To enhance the time management and notes-taking skills	Nov - Dec 2021	S.1	132	26,250.00	198.86	E6	Academic Committee	More than 92% students found that the program is useful.	✓				
2	Prefects training To enhance leadership training and increase their sense of belongings to school	Jan 2022 & Jul 2022	S.4-S.6	66	14,078.00	213.30	E5, E6	Discipline Committee	Over 95% students satisfied with the programmes and enabled to enhance their leadership skills and sense of belongings.		✓	✓		
3	Prefects team activities To widen students' horizon and to understand different disciplined services in HK	Nov 2021	S.4-S.6	66	1,871.50	28.36	E2	Discipline Committee	Over 95% students satisfied with the activities. They had better understand of the functions of HK Marine Police.		✓			✓
4	Student Association To provide a wide range of activities for the whole school. To assist the clubs and societies to launch school activities. To organise some inter-school activities with other schools in Hong Kong.	2021-2022	S.1-S.6	700	118.00	0.17	E1	ECA Committee	All participants were motivated and involved and the audience reacted very positively, creating a very positive atmosphere in the School Hall.	✓	✓	✓	✓	
5	Clubs and Societies To provide a wide range of activities for the whole school so as to achieve a good balance of school life.	2021-2022	S.1-S.6	250	4,284.20	17.14	E1	ECA Committee	Positive feedback. Students find the activities meaningful.	✓		✓	✓	
6	School team training To nurture the leadership skills. To provide professional sports, aesthetic and debate training. To prepare the students to compete at the inter-school competition level.	2021-2022	S.1-S.6	200	255,743.70	1,278.72	E1, E5	ECA Committee	Over 90% of students continues to join the school team training this year and got a good result in different sports events.	✓		✓		
7	Sports training courses To provide the students with some sports trainings that are excluded in the formal curriculum. To explore the sports potential of students.	2021-2022	S.1-S.5	30	395.00	13.17	E1, E5	ECA Committee	Positive feedback. Students find the activities meaningful.			✓		

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8	S.1 orientation day camps To enhance the class spirit and raise students' sense of empathy	17-18 Sept 2021	S.1	129	37,206.20	288.42	E1, E5	GPC	Over 98% of them agreed that the camp could raise their sense of empathy. Similarly, all of them commented that their interpersonal relationships had improved.		✓			
9	House activities and competitions To give students an identity and sense of pride in a supportive, secure environment. The Houses provide for positive competition and a closer rapport between students and teachers.	2021-2022	S.1-S.6	700	7,630.70	10.90	E1	House System	A wide variety of Inter-House competitions were held successfully. More students are willing to serve their respective house by joining the committee this year.	✓	✓	✓		
10	Leadership training program To develop student leaders' leadership skills. It would be a half or 1 day camp of training program.	27 Nov 2011	S.4-S.5	45	11,000.00	244.44	E1,E5	IVE	Positive feedback. Students find the activities meaningful.		✓			
11	S.6 Graduation Gospel Camp To support students when they face challenges after graduation. To build up students' resilience level and their confidence	6 - 8 July 2022	S.6	60	20,824.00	347.07	E1	Religious Committee	Very positive feedback, students actively participated and found it meaningful.		✓			
12	S.4 camp To enhance the class spirit and help students to set goals and try to achieve them	29 Jul 2022	S.4	121	36,480.00	301.49	E1, E5	S.4 Leadership Training	Students actively participated in the activities though it was scaled down to day camp. The bonding among students was strengthened. Besides, they were encouraged to set goals of themselves when promoting to S.5.		✓			
13	S.2 social services activities Different life experience activities will be arranged to equip students for serving the needy	25 July 2022	S.2	126	9,800.00	77.78	E1	Social Service Group	Positive feedback. Students find the activities meaningful.					✓
14	S.1-6 social services programmes Students will join some social services programmes to make them ready to help the needy and act in accordance with the school motto	14 Jan 2022	S.1-S.6	100	9,120.00	91.20	E1, E2	Social Service Group	Positive feedback. Students find the activities meaningful.					✓
15	STEAM related competitions To strengthen students' concepts of STEAM skills and apply them in Robotic, Coding and AIoT competition.	Nov 2021 - Aug 2022	S.1-S.5	50	3,634.60	72.69	E1, E2	STEAM	Students gain experience during competitions and several awards were achieved this year.	✓				✓

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16	Multimedia production training courses To equip student with video recording and editing skills and arise their interest.	Dec 2021 - May 2022	S.1-S.5	40	47,957.00	1,198.93	E1	STEAM	Positive feedback. Students find the activities meaningful.	✓				✓
17	English activities To boost confidence in spoken language and to arouse interests in the language learning, students are encouraged to participate in debate competitions, holiday or summer drama programme(s) or immersion programme.	Nov 2021 - July 2022	S.1-S.6	10	250.00	25.00	E1	English Language	Students took part in the debate competition and practised their presentation skills. It helped them build confidence. The feedback was positive.	✓				
18	Student activities for History Field trips will be organized so as to reinforce students' understanding on the relevant topics.	Nov 2021 & Mar 2022	S.4-S.6	50 (10 - 20) for each activity	4,745.00	118.63	E1	History	Students show deep interests in the relevant topic. The tour guide was fun and knowledgeable, which further arouse students' interest. They have learnt more about the stories and the development of the Battle of Hong Kong in this fieldtrip.	✓				
19	STEAM activities To enrich learning activities for students and to strengthen students' problem solving skills	Nov 2021 - July 2022	S.1-S.2	250	2,508.20	10.03	E1	Integrated Science	4 STEAM activities were held for all S1 and S2 students. They enjoyed the activities and they applied what they have learnt in lesson for completing the tasks.	✓				
20	Student activities for LS and CSD: To engage students in PSHE education	24 May 2022	S.1-S.5	20	80.00	4.00	E1	L.S./Citizenship & Social Development	More than 90% of the junior students participated in the activity and had their understanding about the PSHE subjects enhanced.	✓				

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			Level	Number of Participants						Intellectual Development (closely linked with curriculum)	Values Education	Physical and Aesthetic Development	Community Service	Career-related Experiences
21	Mathematics competitions To stimulate students' concepts of mathematics, strengthen their intuition in mathematics, cultivate mathematics creativity and imagination, and discover mathematics flexible cognition when solving problems.	23 Oct 2021 & Nov 21- June 22	S.1-S.5	35	2,300.00	65.71	E1	Mathematics	More than 90% students agreed that the activities could stimulate their concepts of mathematics, strengthen their intuition in mathematics, and discover mathematics flexible cognition when solving problems. About 78% students thought that they could cultivate mathematics creativity and imagination through the activity. Overall, 85% of them were satisfied with the activity.	✓				
22	Music appreciation programmes To enrich students' musical knowledge To appreciate musical compositions of different periods	2021-2022	S.1-S.6	100	151.90	1.52	E1	Music	Students enjoyed the activity.			✓		
23	School music teams training courses and performance To encourage students to join the musical performances. To help students achieve their potential in music.	2021-2022	S.4-S.6	30	12,000.00	400.00	E1	Music	Students performed in school concert and 55th school anniversary thanks giving ceremony.			✓		
24	Student activity day To enhance class management and let students have fun outside classrooms	6 Dec 2021	S.1-S.6	500	43,865.00	87.73	E1, E2	ECA Committee	S.1 and S.6 students watched two meaningful movies with reflection at the end. Other forms enjoyed activities outside the school, e.g. Ocean Park or the Peak			✓	✓	
25	Sports training courses To enrich the students' experience on sports by diverse physical activities. To explore the potential of students on sports.	Nov 2021 - May 2022	S.3-S.6	400	8,190.00	20.48	E1, E2	Physical Education	Students had more exposure to bowling activities.			✓		
26	Physics related competitions To strengthen students' concepts of physics and apply physics theories to solve real life problems.	Nov 2021 - July 2022	S.3-S.5	30	1,160.00	38.67	E1, E2	Physics	Students gain experience during competitions and several awards were achieved this year.	✓				
27	Physics related activities To enrich learning activities for students and to strengthen students' physical skills through real life situation.	Feb 2022 - July 2022	S.4-S.5	40	891.34	22.28	E1, E2	Physics	Positive feedback. Students find the activities meaningful.	✓				

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28	Photo-taking and video-shooting courses To train students to have better skills in this aspect of art presentation.	July 2022	S.4-S.5	26	4,800.00	184.62	E1, E5	Visual Arts & Ceramics	S4-S5 students had 3-day professional photo taking training. Positive feedback and comment from all students. They can apply the photo taking skills in their SBA works.	<input checked="" type="checkbox"/>		<input checked="" type="checkbox"/>		
29	Exhibition visits To enrich their art experience and exhibition exposure	Sept - Aug 2022	S.4-S.6	10-40 for each activity	10,514.90	262.87	E1, E2	Visual Arts & Ceramics	Students gain experience during exhibition visits in this year.	<input checked="" type="checkbox"/>		<input checked="" type="checkbox"/>		
(Please insert rows above if the space provided is insufficient.)														
Sub-total of Item 1.1				4,256	577,849.24									
1.2	Non-Local Activities: To organise or participate in non-local exchange activities or non-local competitions to broaden students' horizons													
(Please insert rows above if the space provided is insufficient.)														
Sub-total of Item 1.2				0	\$0.00									
Expenses for Category 1				4,256	\$577,849.24									

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

No.	Item	Purpose	Actual Expenses (\$)
1	Sports teaching consumables	Sport training	\$14,805.00
2	Sports equipment	Strengthen students motor skills and PE knowledge	\$9,254.70
3	Polar GoFit license renewal	Facilitate the L&T of Physical Education	\$4,000.00
(Please insert rows above if the space provided is insufficient.)			
Expenses for Category 2			\$28,059.70
Expenses for Categories 1 & 2			\$605,908.94

Category 3: Number of Student Beneficiaries

Total number of students in the school:	704
Number of student beneficiaries:	704
Percentage of students benefitting from the Grant (%):	100%

Name of Contact Person for LWL:	MS LO NGAN YIN
Post of Contact Person for LWL:	VICE PRINCIPAL

* Input using 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	E7 Purchase of equipment, instruments, tools, devices, consumables
E3 Fees for non-local exchange activities / competitions (students)	E8 Purchase of learning resources (e.g. educational softwares, resource packs)
E4 Fees for non-local exchange activities / competitions (escorting teachers)	E9 Others (please specify)
E5 Fees for hiring expert / professionals / coaches	