

**Marymount Primary School**  
**Report on Use of Life-wide Learning Grant**  
2020-2021

<b>Report</b> <b>2020-2021</b>
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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)										
Domain	Activity	Objective	Date	Target Student (Level)	Evaluation	Actual Expenses (\$)	Essential Learning Experiences				
							I	M	P	S	C
							<b>I:</b> Intellectual Development <b>M:</b> Moral and Civic Education <b>P:</b> Physical and Aesthetic Development <b>S:</b> Community Service <b>C:</b> Career-related Experiences				
Module Curriculum	Develop a school-based module curriculum for life-wide interdisciplinary learning activities	To conduct 12 online sessions (Six Thinking Hats & Mindmapping) to enhance P.1-6 students' creativity and collaboration skills	1 Feb to 25 Jun 2021	All Levels	Due to school suspension, virtual workshops were conducted. Students have learned various skills in enhancing their creativity.	\$222,000.00	✓	✓	✓	✓	✓
Values Education & Curriculum Development	Organise Horizons Week and Horizons Fair → Organise Eureka Days	To provide an opportunity for P. 4 - 6 students to demonstrate their creativity and collaboration skills To provide an opportunity for P. 1 - 3 students to experience and deepen their understanding of the Year Theme-- Perseverance	28 June to 7 July 2021	All Levels	Students were able to experience the target value – Perseverance through active participation in a variety of activities.	\$214,987.26	✓	✓	✓	✓	
Informal Curriculum Development	Organise School Teams	To provide opportunities for students to deepen their multiple intelligence and strengthen their creativity and collaboration skills	Oct 2020 to Jun 2021	All Levels	Successfully completed	\$56,750.00	✓	✓	✓		
All Panels	Conduct Panel-based Life-wide Learning Activities (Visits, Student Talk on creativity and Thinking Tools, Science Day etc.)	To organise different kinds of life-wide learning activities and visits to consolidate the learning of various subjects	Sept 2020 to Jun 2021	All Levels	Activities were cancelled due to pandemic situations	NIL	✓	✓			

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)										
Domain	Brief Description of the Activity	Objective	Date	Target Student (Level)	Evaluation	Actual Expenses (\$)	<b>Essential Learning Experiences</b> (Please put a ✓ in the appropriate box(es); more than one option can be selected)				
							I	M	P	S	C
							<b>I:</b> Intellectual Development <b>M:</b> Moral and Civic Education <b>P:</b> Physical and Aesthetic Development <b>S:</b> Community Service <b>C:</b> Career-related Experiences				
Informal Curriculum Development	Subsidizing Online Interest Classes (Hey Clay!, Chinese Ink, Go, French, Spanish, LEGO Wonderland)	To provide opportunities for students to deepen their multiple intelligence and support their learning in the formal curriculum	Nov 2020 to Jun 2021	All Levels	Successfully completed	\$100,562.00	✓	✓	✓		
Informal and Formal Curriculum Development	Invite and train students to join various competitions	To broaden students' knowledge, deepen their interest and cultivate positive attitude in various activities	Sept 2020 to Jun 2021	All Levels	Successfully completed	\$660.00	✓	✓	✓		
Informal Curriculum Development	School Picnic—EcoPark →P.6 Graduation Day Camp	To enhance students' sense of perseverance and class spirit through adventure-based activities	8 May 2021	P.6	Due to pandemic, only P.6 students were invited	\$44,558.00		✓	✓		
Reading Team	Book Day	To cultivate students' reading habits and enhance their creativity	6 July 2021	All Levels	Successfully completed	\$19,600.00	✓	✓	✓		
Informal and Formal Curriculum Development	Compassionate Student Ambassador Scheme	To develop students' leadership using Compassionate Systems Framework introduced by MIT (Center for Systems Awareness)	Aug 2020 to Jun 2021	P.5, 6	Successfully completed	\$42,561.85	✓	✓		✓	

1.3	To organise or participate in non-local exchange activities or competitions to broaden students' horizons										
Domain	Brief Description of the Activity	Objective	Date	Target Student (Level)	Evaluation	Actual Expenses (\$)	Essential Learning Experiences (Please put a ✓ in the appropriate box(es); more than one option can be selected)				
							I	M	P	S	C
							<b>I:</b> Intellectual Development <b>M:</b> Moral and Civic Education <b>P:</b> Physical and Aesthetic Development <b>S:</b> Community Service <b>C:</b> Career-related Experiences				
Green Education	Japan Ecology Tour - Oki Islands and Sanin Kaigon Geoparks Visit	To arouse students' awareness to environmental protection	Jun to July 2021	P.4-6	Cancelled due to pandemic situations	NIL	✓	✓	✓		
<b>Estimate Expenses for Category 1</b>						<b>\$530, 000.00</b>					
<b>Actual Expenses for Category 1</b>						<b>\$701,679.11</b>					

Category 2	To procure equipment, consumables and learning resources for promoting life-wide learning		
Domain	Item	Purpose	Actual Expenses (\$)
Formal Curriculum Development and Reading Team	Subject-based Self-learning Platforms and e-books (e.g. Pear Deck, Kami, Fun and Friends for Chinese, English, Maths, GS)	To support students' self-paced learning after school and develop students' self-learning habits and skills	\$96,227.49
Informal and Formal Curriculum Development	STREAM-related Equipment and Materials (e.g. LegoRobotics, Microbits, 360 camera, AI Robots etc.)	To develop STREAM education and enhance our students' creativity, collaboration and problem-solving skills	\$532.00
Values Education and School Identity Team	Printings and Materials for Year Theme related activities and visual Reminders (e.g. Gritty Journal, Class-based Activities)	To prepare journals or booklets for students to record the learning experiences To support students' experience in deepening the understanding of the Year Theme---Perseverance	NIL (Grant for Moral & Civic Education was used)
Informal and Formal Curriculum Development	Materials and Equipment for Interactive Lessons, Lunch Buffet and Fun Fun Time (e.g. Basketball Shooting Games, Electronic Games, iWall/iFloor etc.)	To support the interactive learning processes for a wide range of learning experiences in class To facilitate the lunch break activities for unleashing students' potential and enhancing their creativity	NIL
Formal Curriculum Development	Musical Instruments	To provide opportunities for students to experience how to learn the musical instruments	NIL
Formal Curriculum Development	Science Experiment Kits	To develop students' science knowledge for the development of STREAM Education	NIL
Informal and Formal Curriculum Development	Equipment and Software for Coding (e.g. ChromeBook)	To develop a school-based IT curriculum for enhancing students' computational thinking skills and creativity	NIL (Composite IT Grant was used)
Informal and Formal Curriculum Development	Campus TV Equipment and Video/Image Editing Software	To provide opportunities for students to enhance creativity, collaboration and problem-solving skills	NIL (Composite IT Grant was used)
<b><u>Actual Number of Student Beneficiaries</u></b>		<b>Estimated Expenses for Category 2</b>	<b>\$660,000.00</b>
Total number of students in the school:	726	<b>Actual Expenses for Category 2</b>	<b>\$96,759.49</b>
Estimated number of student beneficiaries:	726	<b>Estimated Expenses for Categories 1 &amp; 2</b>	<b>\$1,190,000.00</b>
Percentage of students benefiting from the Grant (%):	100%	<b>Actual Expenses for Categories 1 &amp; 2</b>	<b>\$798,438.60</b>

**Marymount Primary School**  
**Life-wide Learning Grant**  
 Budget Plan  
 2021-2022

<b>Budget Plan</b> <b>2021-2022</b>
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**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.**

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)										
Domain	Brief Description of the Activity	Objective	Date	Target Student (Level)	Brief Description of Monitoring / Evaluation Mechanism	Estimated Expenses (\$)	<b>Essential Learning Experiences</b> (Please put a ✓ in the appropriate box(es); more than one option can be selected)				
							I	M	P	S	C
							I: Intellectual Development M: Moral and Civic Education P: Physical and Aesthetic Development S: Community Service C: Career-related Experiences				
Formal Curriculum Development	Develop a school-based module curriculum called iMaster for interdisciplinary experiential learning activities	To develop modules to enhance students' generic skills	Sept 2021 to Jun 2022	All Levels	SHS Student Reflection	\$800,000	✓	✓	✓	✓	✓
All Panels and Teams	Conduct Panel-based/Values Ed/NSE Life-wide Learning Activities (e.g. Visits, Mindfulness, Thinking Tools, Science Day, Chinese Cultures etc.)	To organise different kinds of life-wide learning activities and visits to consolidate the learning of various subjects	Sept 2021 to Jun 2022	All Levels	SHS Student Reflection	\$7,000	✓	✓			

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)											
Domain	Brief Description of the Activity	Objective	Date	Target Student (Level)	Brief Description of 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 M: Moral and Civic Education P: Physical and Aesthetic Development S: Community Service C: Career-related Experiences				
Informal Curriculum Development	Subsidizing Online Interest Classes	To provide opportunities for students to deepen their multiple intelligence and support their learning in the formal curriculum	Nov 2021 to Jun 2022	All Levels	SHS Student Reflection	\$60,000	✓	✓	✓		
Informal and Formal Curriculum Development	Musical Production	To broaden students' knowledge, deepen their interests in music and cultivate positive attitudes towards their self-image	Sept 2021 to Jun 2022	All Levels	SHS Teacher Feedback	\$150,000	✓	✓	✓		
<b>Estimated Expenses for Category 1</b>						<b>\$1,017, 000</b>					

<b>Category 2 To procure equipment, consumables and learning resources for promoting life-wide learning</b>			
<b>Domain</b>	<b>Item</b>	<b>Purpose</b>	<b>Estimated Expenses (\$)</b>
Informal and Formal Curriculum Development	STREAM-related Equipment and Materials (e.g. LegoRobotics, Microbits, 360 camera, AI Robots etc.)	To develop STREAM education and enhance our students' creativity, collaboration and problem-solving skills	\$20,000
Informal and Formal Curriculum Development	Campus TV Equipment	To provide opportunities for students to enhance creativity, collaboration and problem-solving skills	\$20,000
<b>Estimated Expenses for Category 2</b>			<b>\$40,000</b>
<b>Estimated Expenses for Categories 1 &amp; 2</b>			<b>\$1,057,000</b>

**Estimated Number of Student Beneficiaries**

Total number of students in the school:	733
Estimated number of student beneficiaries:	733
Percentage of students benefiting from the Grant (%):	100%