

Hong Kong Chinese Women's Club College
Year Plan of Life-wide Learning Grant (2020-2021) - Revised

Essential Learning Experiences:
 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 organize / participate in life-wide learning activities

Domain / Subject / Group	Brief Description of the Activity	Objective	Date	Target Student (Level)	Brief Description of the Monitoring / Evaluation Mechanism	Estimated Expenses (\$)	Essential Learning Experiences*
1.1: To organise life-wide learning activities in different KLAs / cross-KLA / curriculum areas to enhance learning effectiveness							
Computer Literature & ICT (Ng TK)	STEM activities	<ul style="list-style-type: none"> To organize STEM-related activities and internal/external competitions for CL subject (e.g. AI, VR, Arduino Aviation-related workshops) 	2020-2021	S.1 – S.3	<ul style="list-style-type: none"> Teacher’s observation Student’s questionnaires and learning outcomes 	5,000	I
	Club activities / competitions	<ul style="list-style-type: none"> To organize workshops, activities and internal competitions in Computer Club e.g. AI, AR, Arduino, Aviation-related workshops 	2020-2021	S.4 – S.6	<ul style="list-style-type: none"> Teacher’s observation Student’s questionnaires and learning outcomes 	4,000	I
	AI robotics car workshops (Donkey Cars)	<ul style="list-style-type: none"> To introduce AI and coding to students 	2020-2021	S.1 – S.5	<ul style="list-style-type: none"> Teacher’s observation Student’s questionnaires and learning outcomes 	8,000	I, S
	Aviation STEM Workshop	<ul style="list-style-type: none"> To organize STEM-related activities to enhance the students’ understanding about aviation operation 	2020-2021	S.1 – S.5	<ul style="list-style-type: none"> Teacher’s observation Student’s questionnaires and learning outcomes 	39,500	I, S

STEM (Chan KW)	Engaging scholars and professionals as speakers in STEM seminars	<ul style="list-style-type: none"> To enhance students' STEM-related learning motivation and determination. 	2020-2021	S.1 – S.6 students	<ul style="list-style-type: none"> Students' interests in STEM are enhanced; Students' knowledge in STEM-related subjects are enhanced; Students are able to handle contents of higher levels. 	6,000	I
	Application/registration fees for STEM-related programmes/ external competitions, e.g. PolyU SSMC*	<ul style="list-style-type: none"> To encourage more medium and high achievers to participate in STEM-related external competitions. Students are able to handle contents of higher levels. Students' STEM-related learning motivation and determination is enhanced. 	Early 2021	S.4 – S.5 students	<ul style="list-style-type: none"> Results obtained in examinations and external competitions. To increase in the number of students who participated in elite programmes/ external competitions of different levels especially for high achievers, e.g. PolyU SSMSC. 	5,000	I
	STEM Activities/ Competitions e.g. STEM adventure, Rocket Car Program	<ul style="list-style-type: none"> To enhance students' STEM-related learning motivation and determination. To promote STEM education To nurturing students' learning interest, enhancing their creativity, collaboration and problem solving skills as well as developing their innovativeness 	2020-2021	S.1 / S.2 / S.3 students	<ul style="list-style-type: none"> Students' interests in STEM are enhanced; Students' knowledge in STEM-related subjects are enhanced; Results obtained in external competitions. Number of participants 	35,000	I
Visual Arts (Wu WL / Fong KT)	Digital Arts Workshop	<ul style="list-style-type: none"> To allow students to create their own animation through the workshop 	2020-2021	S.1 – S.5	<ul style="list-style-type: none"> Students' interests in digital arts are enhanced Students' knowledge and skills in digital arts are enhanced 	30,000	I, P

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							
Careers (Lee YS)	Life-learning Activities & Mentorship Programme	<ul style="list-style-type: none"> To improve students' awareness of their interests and abilities and to encourage students to make and implement their life plans. 	2020-2021	S.1 – S.6	<ul style="list-style-type: none"> Students' feedback and comments Student evaluation 	64,060	C
Dance Group (Chan LUY)	Subsidize tutor's remuneration	<ul style="list-style-type: none"> To strive for a good result in Hong Kong Schools Dance Festival 	2020-2021	S.1 – S.5	<ul style="list-style-type: none"> Students' feedback and comments Results obtained in Hong Kong Schools Dance Festival 	20,000	P
Music (Kan CK)	Band & String Ensemble tutor fee	<ul style="list-style-type: none"> To provide opportunities for students to learn and enhance their playing skills 	2020-2021	S.1 – S.6	<ul style="list-style-type: none"> To observe students' performance during different activities 	125,500	I, P, S
	String & Music tutor fee	<ul style="list-style-type: none"> To provide opportunities for students to learn and enhance their playing skills 	2020-2021	S.1 – S.6	<ul style="list-style-type: none"> To observe students' performance during different activities 	56,400	I, P, S
Badminton Team (Ng KW)	Enrichment training for badminton team (boys and girls team)	<ul style="list-style-type: none"> Elite students receive professional coaching 	Sep 2020 – Aug 2021	S.1 – S.6	<ul style="list-style-type: none"> To observe students individual skills and the results on inter-school badminton competition. 	50,000	I, P
Basketball & Volleyball Team (Wong MY)	Enrichment training for basketball & volleyball team (boys and girls team)	<ul style="list-style-type: none"> Elite students receive professional coaching (\$40,000 x 4 teams) 	Sep 2020 – Aug 2021	S.1 – S.6	<ul style="list-style-type: none"> To observe students individual skills and the results on inter-school basketball competition. 	160,000	I, P
Table Tennis Team (Liu KP)	Enrichment training for table tennis team (boys and girls team)	<ul style="list-style-type: none"> Elite students receive professional coaching 	Sep 2020 – Aug 2021	S.1 – S.6	<ul style="list-style-type: none"> To observe students individual skills and the results on inter-school table tennis competition. 	26,000	I, P
Prefect's Association (Cheung LWY)	S2-3 new prefects training camp	<ul style="list-style-type: none"> To give training for new prefects in developing their problem-solving skills and building-up their confidence in providing services in school 	2020-2021	S.2 – S.3 New Prefects	<ul style="list-style-type: none"> Students' feedback and teachers' observation Student evaluation 	20,000	M, S

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

Domain / Subject / Group	Item	Purpose	Estimated Expenses (\$)
D&T	Computer Control Kits (Lego)	<ul style="list-style-type: none"> To arouse students' interest in learning programming and making model for solving problems 	6,000
Geography	Equipment for field work	<ul style="list-style-type: none"> To facilitate the field work skills of the students 	8,010
PE	Purchase of Fitness Equipment	<ul style="list-style-type: none"> To provide various kind of fitness equipment to students and promote healthy lifestyle 	30,000
	Rowling Machines	<ul style="list-style-type: none"> To provide various kind of sport facilities to students and promote healthy lifestyle 	47,600
	Floor Curling Sets	<ul style="list-style-type: none"> To provide various kind of sport facilities to students and promote healthy lifestyle 	13,000
ICT	Arduino-based devices	<ul style="list-style-type: none"> To enhance students computational thinking with the use of Arduino devices 	5,000
	Animation hardware and software	<ul style="list-style-type: none"> To allow students to explore the multimedia and design activities 	8,000
	Equipment for external competitions	<ul style="list-style-type: none"> To equip students with hardware/software to prepare in some external activities/ competitions 	5,000
	Virtual reality software for VR Vive system	<ul style="list-style-type: none"> To enhance student learning in virtual reality 	2,000
	STEM-related teaching materials	<ul style="list-style-type: none"> To enrich students STEM-related learning 	7,000
	Temi AI chatbot	<ul style="list-style-type: none"> To learn App Inventor and work as virtual tour assistant with chatbot features 	45,000
	Robotics Coding Set	<ul style="list-style-type: none"> To allow students to learn Scratch 	46,000
	VR camera	<ul style="list-style-type: none"> To allow students making virtual tours 	4,200
Music	Donkey AI AutoGo robotic car	<ul style="list-style-type: none"> To learn machine learning 	12,500
	Musical instrument: Cello	<ul style="list-style-type: none"> To provide opportunities for students learning cello 	14,800
	Chinese Instrument	<ul style="list-style-type: none"> To provide instruments for students to learn Chinese instruments 	5,000
	Clarinet & Oboe	<ul style="list-style-type: none"> Enhance students' skill of playing Clarinet & Oboe and upgrade the level of playing skill of the band 	70,000
Physics	iPad Pro & MacBook Pro	<ul style="list-style-type: none"> Equipping students with the skill of composing & arranging music and empower students with the ability of participating in different competitions and workshops 	116,000
	Equipment for External competition	<ul style="list-style-type: none"> To purchase equipment necessary for external competitions 	5,000

Estimated Number of Student Beneficiaries

Total number of students in the school:	816
Estimated number of student beneficiaries:	816
Percentage of students benefitting from the Grant (%):	100