

Marymount Primary School
Report on the Use of the Life-wide Learning Grant
2022-2023

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	Evaluation Results	Essential Learning Experiences (Please put a ✓ 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	Shining Gems Programme - Year Theme Activities A whole-school approach is adopted for values education by organising various activities to enhance students' awareness and provide students with opportunities to put values in action.	Sep 2022-Jul 2023	P.1-6	681	\$57,879.71	\$84.99	E1	Values Education	The Shining Gems Programme successfully adopts a whole-school approach to values education through diverse activities. These initiatives enhance students' awareness and provide ample opportunities for them to actively apply the values they learn in real-life situations.		✓	✓	✓	
2	Shining Gems Programme - Eggmazing Responsibility Students will assume the responsibility of caring for an "egg baby" for one week. The goal is for our students to practise concrete responsibility, enhance their awareness and preparation skills, and learn about the uniqueness of all of God's creation.	Mar 2023	P.1-6	681	\$2,110.03	\$3.10	E1	Values Education	The Eggmazing Responsibility activity in the Shining Gems Programme successfully engaged students in assuming the responsibility of caring for an "egg baby." This hands-on experience promoted concrete responsibility, enhanced awareness and preparation skills, and fostered appreciation for the uniqueness of all of God's creation.		✓			
3	Shining Gems Programme - Plant Growing KS1 students will either grow their own plant or grow a plant in groups. KS2 students will grow a class plant together. Students will track down their progress in a school-based journal, allowing them to reflect and evaluate their plant-growing journey.	Apr-Jul 2023	P.1-6	681	\$13,685.16	\$20.10	E1	Values Education	The Plant Growing activity in the Shining Gems Programme successfully engaged students in hands-on plant cultivation. Through individual or group efforts, students track their progress in a journal, fostering reflection and evaluation skills. This activity promoted experiential learning and cultivates a deeper understanding of the growth process and develop sense of responsibility.		✓			
4	Shining Gems Programme - Board Game Design A board game/card game set will be designed by students to consolidate the core values and main message of the year theme.	Dec 2022-Jul 2023	P.1-6	681	\$80,000.00	\$117.47	E1	Values Education	The Board Game Design activity in the Shining Gems Programme effectively engaged students in consolidating core values and the main message of the year theme through the creation of a board game. This hands-on approach promoted creativity, critical thinking, and reinforces the desired values in an interactive and engaging manner.		✓	✓		

5	Shining Gems Programme - P.5 Experiential Learning (Day Camp) The target value for P.5 is Perseverance. An experiential learning opportunity will be provided to all P.5 students to put values into actions to learn the importance of holding onto challenges.	Mar 2023	P.5	108	\$8,750.00	\$81.02	E2, E6	Values Education	The P.5 Experiential Learning (Day Camp) effectively provided an opportunity for students to put the value of perseverance into action. Through engaging activities, students learned the importance of facing and overcoming challenges, fostering resilience and a growth mindset.	✓	✓			
6	P.1-6 iMaster Curriculum (Activities such as experiential workshops, talks and excursions) iMaster Curriculum integrates learning of different subject and provide opportunities for students to apply skills and values through investigating and solving self, social and global issues. Activities such as experiential workshops, talks and excursions would be included in the curriculum.	Oct 2022-Jul 2023	P.1-6	681	\$174,723.97	\$256.57	E1, E2, E5, E6	Cross-Disciplinary	The P.1-6 iMaster Curriculum successfully integrated subjects and provides opportunities for students to apply skills and values through investigating and solving self, social, and global issues. The inclusion of experiential workshops, talks, and excursions enhanced students' learning experiences and promoted a holistic understanding of real-world applications.	✓	✓	✓	✓	✓
7	Musical Production 'Prismotto' Students and teachers will produce an original musical production in which the key message echoes the core values of the school.	Jul 2023	P.1-6	681	\$200,000.00	\$293.69	E1, E5	Cross-Disciplinary	The Musical Production 'Prismotto' successfully engaged students and teachers in the creation of an original musical that echoes the core values of the school. This collaborative effort promoted creativity, teamwork, and communicated the desired values through a captivating and entertaining medium.	✓	✓	✓		
8	Zoom Interest Classes Subsidy Students participate in various Interest Classes to cultivate their interests in non-academic areas.	Oct 2022-Jul 2023	P.1-6	400	\$22,745.00	\$56.86	E6	Informal Curriculum	The Zoom Interest Classes Subsidy effectively enabled students to participate in a variety of Interest Classes, fostering their interests in non-academic areas. This opportunity promoted a well-rounded education, encourages exploration and personal growth, and enriched students' learning experiences beyond the traditional curriculum.			✓		
9	Picnic / Special Picnic (Day Camp) Contingency plan for school picnic 2022-23; In case of pandemic situation precedes, In-house Day Camp/Outdoor activities will be organised to replace School Picnic.	Jun-Jul 2023	P.1-4	520	\$43,459.50	\$83.58	E1, E2, E6	Informal Curriculum	The contingency plan for the school picnic, including the organization of in-house day camps or outdoor activities as a replacement in case of a pandemic situation, ensures continuity of student engagement and enjoyment while prioritizing safety. This adaptable approach demonstrates proactive planning and consideration for unforeseen circumstances.		✓	✓		

10	STEAM Team VR Course Students develop 3D creation design skills using VR platforms.	Oct 2022-Jan 2023	P.5-6	16	\$8,800.00	\$550.00	E5	IT Panel	The STEAM Team VR Course effectively equipped students with 3D creation design skills using VR platforms. This hands-on approach to STEAM education enhanced students' creativity, problem-solving abilities, and technological literacy, preparing them for the digital future and fostering a passion for innovation.	✓				
11	Learning Microbit during IT Lessons Students will gain hands-on coding experience with the use of microbit so as to develop computational thinking skills to solve problem	Feb - Jun 2023	P.6	100	\$3,800.00	\$38.00	E5	IT Panel	The Learning Microbit during IT Lessons provided students with hands-on coding experience, fostering the development of computational thinking skills to effectively solve problems. This practical approach enhanced students' understanding of coding concepts and promotes critical thinking, creativity, and logical reasoning in the realm of technology.	✓				
Sub-total of Item 1.1				5,130	\$615,953.37									
Sub-total of Item 1.2														
1.2	Non-Local Activities: To organise or participate in non-local exchange activities or non-local competitions to broaden students' horizons													
1	/													
Sub-total of Item 1.2				0	\$0.00									
Expenses for Category 1				5,130	\$615,953.37									

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

No.	Item	Purpose	Actual Expenses (\$)
1	Phtotaking and Videotaping Equipment	Campus TV Training	\$6,582.04
3	Musical Instruments	Instrumentasl Class	4,800.00
4	Annual Scirption Fee for Mathspace 1/3/2023-31/8/2023	Online Learning Platform	\$12,500.00
Expenses for Category 2			\$23,882.04
Expenses for Categories 1 & 2			\$639,835.41

Category 3: Number of Student Beneficiaries

Total number of students in the school:	681
Number of student beneficiaries:	681
Percentage of students benefiting from the Grant (%):	100%

Name of Contact Person for LWL:	Ms. Jovy Leung
Post of Contact Person for LWL:	Head of Curriculum Development

* 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,	E6	Fees for students attending courses, activities or training organised by external organisations
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.
E4	Fees for non-local exchange activities / competitions (escorting teachers)	E9	Others (please specify)
E5	Fees for hiring expert / professionals / coaches		