

**Report on the Use of the Student Activities Support Grant**  
2021/2122 School Year

**I. Financial Overview**

A	Allocation in the Current School Year:	\$56,550.00
B	Expenditure in the Current School Year:	\$11,921.70
C	Unspent Amount to be Returned to the EDB (A – B):	\$44,628.30

**II. Number of Student Beneficiaries and Subsidised Amount**

Category	Number of Student Beneficiaries	Subsidised Amount
Comprehensive Social Security Assistance	12	\$2,679.50
Full-grant under the School Textbook Assistance Scheme	34	\$6,969.60
Meeting the school-based financially needy criteria	18	\$2,272.60 (capped at 25% of the total allocation for the school year)
<b>Total</b>	<b>64</b>	<b>\$11,921.70</b>

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

**III. Details of Expenses**

No.	Brief Description and Objective of the Activity	Domain (Please select or fill in the domain of the activity as appropriate)	Person-times <sup>1</sup> of student beneficiaries	Actual Expenses (\$)	Essential Learning Experiences (Please put a ü the appropriate box(es); more than one option can be selected)				
					Intellectual Development (closely linked with curriculum)	Values Education	Physical and Aesthetic Development	Community Service	Career-related Experiences
<b>1. Local activities:</b> 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	Badminton Team (Cultivate students' interest in badminton through different forms of training, and help students establish a lifelong exercise habit.)	Physical Education	6	\$1,375.00			✓		

No.	Brief Description and Objective of the Activity	Domain (Please select or fill in the domain of the activity as appropriate)	Person-times <sup>1</sup> of student beneficiaries	Actual Expenses (\$)	Essential Learning Experiences (Please put a ü the appropriate box(es); more than one option can be selected)				
					Intellectual Development (closely linked with curriculum)	Values Education	Physical and Aesthetic Development	Community Service	Career-related Experiences
2	Girls Basketball Team (Teach basic basketball skills, through modified games and team building tasks.)	Physical Education	2	\$500.00			✓		
3	Boys Basketball (Teach basic basketball skills, through modified games and team building tasks.)	Physical Education	2	\$375.00			✓		
4	Dodgeball Team (Cultivating students' interest in Dodgeball through games and competitions, and help students establish a lifelong exercise habit.)	Physical Education	4	\$875.00			✓		
5	Football Team (Teach basic football techniques, and help students establish a lifelong exercise habit.)	Physical Education	3	\$750.00			✓		
6	Frisbee Team (Teach basic frisbee techniques through games and competitions, and help students establish a lifelong exercise habit.)	Physical Education	10	\$3,625.00			✓		
7	Girls Volleyball (Teach basic volleyball techniques, and help students establish a lifelong exercise habit.)	Physical Education	9	\$1,750.00			✓		
8	Boys Volleyball (Teach basic volleyball techniques, and help students establish a lifelong exercise habit.)	Physical Education	1	\$125.00			✓		
9	Table-tennis Team (Teach basic volleyball techniques, and help students establish a lifelong exercise habit.)	Physical Education	2	\$500.00			✓		
10	Fencing Team (Introduce different forms of fencing and basic fencing techniques.)	Physical Education	2	\$250.00			✓		
11	Climbing Team (Introduce different climbing techniques, and to train the perseverance of students)	Physical Education	2	\$500.00			✓		
12	VA Visit Fee (Enhance students' appreciation techniques of arts) [Cir 46]	Arts (Visual Arts)	2	\$100.00			✓		

No.	Brief Description and Objective of the Activity	Domain (Please select or fill in the domain of the activity as appropriate)	Person-times <sup>1</sup> of student beneficiaries	Actual Expenses (\$)	Essential Learning Experiences (Please put a ü the appropriate box(es); more than one option can be selected)				
					Intellectual Development (closely linked with curriculum)	Values Education	Physical and Aesthetic Development	Community Service	Career-related Experiences
13	Geog Field Trip Transportation Fee (Widen students' exposure and deepen learning through real experinece) [Cir51, 63, 105A& 105B]	Geography	19	\$1,196.70	✓				
(Please insert rows above if the space provided is insufficient.)									
<b>Expenses for Category 1</b>			<b>64</b>	<b>\$11,921.70</b>					
<b>2. Non-Local activities:</b> To subsidise students with financial needs to participate in non-local exchange activities or non-local competitions									
1									
2									
3									
4									
5									
(Please insert rows above if the space provided is insufficient.)									
<b>Expenses for Category 2</b>			<b>0</b>	<b>\$0.00</b>					
<b>3. To subsidise students with financial needs to purchase basic and essential learning materials and equipment for participating in life-wide learning activities</b>									
1									
2									
3									
(Please insert rows above if the space provided is insufficient.)									
<b>Expenses for Category 3</b>			<b>0</b>	<b>\$0.00</b>					
<b>Total</b>			<b>64</b>	<b>\$11,921.70</b>					

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 (Head of Potential Development Committee)
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