

**Report on the Use of the Student Activities Support Grant
2022-2023 School Year**

I. Financial Overview

A	Allocation in the Current School Year:	\$16,900.00
B	Expenditure in the Current School Year:	\$16,900.00
C	Unspent Amount to be Returned to the EDB (A – B):	\$0.00

II. Number of Student Beneficiaries and Subsidised Amount

Category	Number of Student Beneficiaries	Subsidised Amount
Comprehensive Social Security Assistance	0	\$0.00
Full-grant under the School Textbook Assistance Scheme	4	\$13,850.00
Meeting the school-based financially needy criteria	2	\$3,050.00 (capped at 25% of the total allocation for the school year)
Total	6	\$16,900.00

(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)	<u>Person-times¹</u> of student beneficiaries	Actual Expenses (\$)	Essential Learning Experiences (Please put a ✓ the appropriate box(es); more than one option can be selected)				
					<u>I</u> ntellectual Development (closely linked with curriculum)	<u>V</u> alues Education	<u>P</u> hysical and Aesthetic Development	Community <u>S</u> ervice	<u>C</u> areer-related Experiences
1. <u>Local</u> activities: 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	"Adventuring in Hong Kong" - students learnt how to plan the route independently and developed problem solving skills.	Leadership Training	2	\$5,100.00		✓	✓	✓	
2	"Water Sports Experience" - students developed different life skills by experiencing water sports and participated in a beach cleaning service.	Service Learning	1	\$1,350.00		✓	✓	✓	

No.	Brief Description and Objective of the Activity	Domain (Please select or fill in the domain of the activity as appropriate)	Person-times ¹ of student beneficiaries	Actual Expenses (\$)	Essential Learning Experiences (Please put a ✓ 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
3	"What will Carpenter do?" - students experienced to create wood products and learnt to appreciate and treasure the nature.	Arts (Visual Arts)	1	\$1,650.00		✓	✓		✓
4	"Be a Sailor" - students built up characters through sailing experience, including responsibility, leadership, communication skills and self-reliance.	Physical Education	2	\$8,800.00		✓	✓		
(Please insert rows above if the space provided is insufficient.)									
Expenses for Category 1			6	\$16,900.00					
2. <u>Non-Local</u> activities: To subsidise students with financial needs to participate in non-local exchange activities or non-local competitions									
1									
2									
(Please insert rows above if the space provided is insufficient.)									
Expenses for Category 2			0	\$0.00					
3. To subsidise students with financial needs to purchase basic and essential learning materials and equipment for participating in life-wide learning activities									
1									
2									
(Please insert rows above if the space provided is insufficient.)									
Expenses for Category 3			0	\$0.00					
Total			6	\$16,900.00					

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.

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