

Creative Secondary School
Report on the Use of the Student Activities Support Grant
2020-21 School Year

I. Financial Overview

A	Allocation in the Current School Year:	\$29,250
B	Expenditure in the Current School Year:	\$29,250
C	Unspent Amount to be Returned to the EDB (A – B):	\$0

II. Number of Student Beneficiaries and Subsidised Amount

Category	Number of Student Beneficiaries	Subsidised Amount
Comprehensive Social Security Assistance	14	\$8,563
Full-grant under the School Textbook Assistance Scheme	19	\$14,021
Meeting the school-based financially needy criteria	4	\$6,666 (capped at 25% of the total allocation for the school year)
TOTAL	37	\$29,250 (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 ¹ (Please refer to the remark for examples of domain)	Person Times of Student Beneficiaries ²	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
1. Local 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	Form 1 Team Building Experiential Camp	Values Education and Leadership Training	5	\$2,600			✓		

¹ Applicable domain includes: Chinese Language / English Language / Mathematics / Science / Geography / History / Arts (Music) / Arts (Visual Arts) / Arts (Others) / Physical Education / General Studies / Citizenship and Social Development / Cross-Disciplinary (STEM) / Cross-Disciplinary (Others) / Constitution and the Basic Law / National Security / Moral, Civic and National Education / Values Education / Gifted Education / Leadership Training etc, if the activity does not belong to any of the above domain, please fill in the domain as appropriate.

² 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.

No.	Brief Description and Objective of the Activity	Domain ¹ (Please refer to the remark for examples of domain)	Person Times of Student Beneficiaries ²	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
					I: Intellectual Development (closely linked with curriculum) M: Moral and Civic Education P: Physical and Aesthetic Development S: Community Service C: Career-related Experiences				
2	Form 2 Environmental Education Programme	Values Education	11	\$4,700			✓	✓	
3	Form 3 Lacrosse, Leather, K-pop	Physical Education, Arts (Others)	6	\$4,020			✓		
4	Form 4 Yoga, Magic	Physical Education, Arts (Others)	10	\$5,260			✓		
5	Form 5 Leadership training programme	Values Education and Leadership Training	5	\$2,250			✓	✓	
Expenses for Category 1				\$18,830					
2. Non-Local activities: To subsidise students with financial needs to participate in non-local exchange activities or non-local competitions									
Expenses for Category 2				/					
3. To subsidise students with financial needs to purchase basic and essential learning materials and equipment for participating in life-wide learning activities									
1	Educational Games and Activities	Values Education	37	\$10,420	✓	✓			
Expenses for Category 3				\$10,420					
Total				\$29,250					

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