

**Creative Secondary School**  
**Report on the Use of the Student Activities Support Grant**  
**2021-2022 School Year**

**I. Financial Overview**

A	Allocation in the Current School Year:	\$28,600.00
B	Expenditure in the Current School Year:	\$28,600.00
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	6	\$4,022.00
Full-grant under the School Textbook Assistance Scheme	26	\$17,428.00
Meeting the school-based financially needy criteria	32	\$7,150.00 (capped at 25% of the total allocation for the school year)
<b>Total</b>	<b>64</b>	<b>\$28,600.00</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				
					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	Adventure	Physical Education	9	\$3,799.00			✓		
2	Dialogue in the Dark	Values Education	12	\$5,362.00				✓	
3	Dance	Arts (Others)	4	\$1,787.00			✓		
4	Emerging Sports	Physical Education	2	\$1,340.00			✓		
5	Leathercraft	Arts (Others)	2	\$447.00		✓	✓		
6	English Calligraphy	Arts (Others)	2	\$893.00		✓	✓		
7	Mobile Game Developer	Cross-Disciplinary (STEM)	2	\$447.00	✓				
8	Korean	Others, please specify: other language	5	\$2,011.00					
9	Artificial Intelligence	Cross-Disciplinary (STEM)	2	\$893.00	✓	✓			
10	Kalimba	Arts (Music)	8	\$4,469.00		✓	✓		
11	Chinese Cultural Experience	Values Education	4	\$1,340.00	✓		✓		
12	Leadership Training	Leadership Training	12	\$5,812.00		✓		✓	
(Please insert rows above if the space provided is insufficient.)									
<b>Expenses for Category 1</b>			<b>64</b>	<b>\$28,600.00</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	N/A								
(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	N/A								
(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>\$28,600.00</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):	Mr Cassy Yu (Vice Principal)
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