

Schools are required to upload this Report on the Use of the Life-wide Learning and Sister School Grant endorsed by their SMCs / IMCs to the school website for the sake of enhancing transparency and in accordance with the established practices.

^ List of **Category of the Activity** and **Evaluation Method** for reference (Schools can select one or more suitable option(s) from the pull-down list): **【School may click on the "-" on the left to hide this part】**

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Category of the Activity:	A1 Values Education	A2 Intellectual Development	A3 Community Service	A4 Physical and Aesthetic Development		A5 Career-related Experiences	A6 Patriotic Education
	A7 Digital Education, Artificial Intelligence and STEAM Education		A8 Student Mental Health		A9 Others (Please specify in column L)		
Evaluation Method:	B1 Questionnaire	B2 School Meeting and Discussion	B3 Professional Sharing in School	B4 Interview	B5 Observation	B6 Written report and record	B7 Others (Please specify in column N)

Category 1: Details of Activities

No.	Name and Description of the Activity	Date	Objective(s) of the Activity	Target & Number of Participants (Fill in the number of participants of each type; please indicate "0" if a particular type is not involved)				Actual Expenses (\$)	Name(s) of Mainland sister school(s) (If sister school exchange activity is involved)	Category of the Activity^		Evaluation Method^		Evaluation Results (Select the suitable option from the pull-down list)	
				Students (Please specify levels and number)	Teachers	School Management	Others (Please specify target and number)			(Select one or more suitable option(s) from the pull-down list)	(If "A9 Others" is selected, please provide details in this column)	(Select one or more suitable option(s) from the pull-down list)	(If "B7 Others" is selected, please provide details in this column)		
1.1	Local Activities (including online exchanges)														
1	中五(5B)班本活動_微型賽車	17 Dec 2025	培養領導能力及體育技能	25	2			\$2,500.00		A3 Community Service A4 Physical Development A8 Student Mental Health		B1 Questionnaire B5 Observation		Fully achieved	
2	中五(5D)班本活動_製作甜品	17 Dec 2025	培養審美、領導兩方面的能力及合作精神	27	2			\$2,800.00		A3 Community Service A4 Aesthetic Development A8 Student Mental Health		B1 Questionnaire B5 Observation		Fully achieved	
3	中四(4A)班本活動_運動競技活動	18 Dec 2025	培養領導能力、體育技能及團隊精神	34	2			\$3,583.00		A3 Community Service A4 Physical Development A8 Student Mental Health		B1 Questionnaire B6 Observation		Fully achieved	
4	中四(4D)班本活動_室內戰爭遊戲	18 Dec 2025	培養領導能力、體育技能及團隊精神	31	2			\$4,650.00		A3 Community Service A4 Physical Development A8 Student Mental Health		B1 Questionnaire B6 Observation		Fully achieved	
5	中四及中五級本活動之桌上遊戲	17-18 Dec 2025, 27-28 May 2026	培養合作精神及判斷力	S4 & S5 (250)	4			\$2,322.40		A1 Values Education A2 Intellectual Development		B1 Questionnaire B7 Observation		Fully achieved	
6	本地歷史及文化深度遊	26-27 Jan 2026	認識本地建築及文化特色	S4 & S5 (250)	8			\$36,311.00		A6 Patriotic Education		B1 Questionnaire B5 Observation		Fully achieved	
7	木藝體驗	11-12 Feb 2026	認識國家傳統木藝文化及技術工藝	S4 & S5 (250)	6			\$96,800.00		A1 Values Education A4 Physical and Aesthetic Development A6 Patriotic Education		B1 Questionnaire B4 Interview		Fully achieved	
8	中五級新興運動	09 Apr 2026	培養體育技能及團隊精神	S5 (120)	8			\$13,800.00		A4 Physical Development A8 Student Mental Health		B1 Questionnaire B6 Observation		Fully achieved	
9	中五(5A)班本活動_製作甜品	27 May 2026	培養審美能力及合作精神	25	2			\$2,900.00		A3 Community Service A4 Aesthetic Development A8 Student Mental Health		B1 Questionnaire B7 Observation		Fully achieved	
10	中五(5D)班本活動_桌球初試	27 May 2026	培養領導能力及體育技能	35	2			\$2,829.00		A3 Community Service A4 Physical Development A8 Student Mental Health		B1 Questionnaire B6 Observation		Fully achieved	
11	中四(4B)班本活動_室內戰爭遊戲	28 May 2026	培養領導能力、體育技能及團隊精神	36	2			\$5,400.00		A3 Community Service A4 Physical Development A8 Student Mental Health		B1 Questionnaire B6 Observation		Fully achieved	
12	中四(4C)班本活動_多元運動競技活動	28 May 2026	培養領導能力、體育技能及團隊精神	32	2			\$5,624.96		A3 Community Service A4 Physical Development A8 Student Mental Health		B1 Questionnaire B6 Observation		Fully achieved	
13	S1 Cross-curricular STEAM Project	Sep 2025 to March 2026	Develop students' ability to carry out scietitfic investigation	All S1 (144)	3			\$599.10		A2 Intellectual Development A7 Digital Education, Artificial Intelligence and STEAM Education		B1 Questionnaire B5 Observation B6 Written report and record B2 School Meeting and Discussion		Fully achieved	

				Target & Number of Participants (Fill in the number of participants of each type; please indicate "0" if a particular type is not involved)					Name(s) of Mainland Activities ⁽⁶⁾	Category of the Activity ^A		Evaluation Method ^A		Evaluation Results
14	NFC key ring workshop	14 Feb 2026	Develop students' ability to design electronic circuit and method to prepare the hardware of NFC device	S1 to S5 students (10)	1			\$11,740.00		A2 Intellectual Development A7 Digital Education, Artificial Intelligence and STEAM Education		B5 Observation		Mostly achieved
15	NFC remote workshop	27 Feb 2026	Develop students' ability to design micro processor to connect with NFC through remote control	S1 to S5 students (11)	1			\$17,220.00		A2 Intellectual Development A7 Digital Education, Artificial Intelligence and STEAM Education		B5 Observation		Mostly achieved
16	S2 Planting Project	Dec 2025 to Mar 2026	Developm students ability to carry out scientific investigation	All S2 (141)	4			\$1,514.13		A2 Intellectual Development A7 Digital Education, Artificial Intelligence and STEAM Education		B5 Observation B1 Questionnaire		Mostly achieved
17	S3 Cross Curricular STEAM Project	Sept 2025 to May 2026	Develop students' ability related to technique used in STEAM	All S3 (126)	6			\$4,326.32		A2 Intellectual Development A7 Digital Education, Artificial Intelligence and STEAM Education		B1 Questionnaire B5 Observation B6 Written report and record		Fully achieved
18	S4 LWL service Project and booking coaches	Mar 2026 to May 2026	Develop students' awareness about people in needed	All S4 (132)	9			\$51,000.00		A3 Community Service A1 Values Education		B5 Observation B1 Questionnaire		Fully achieved
19	參觀中華彩燈設計比賽暨展覽	7 May 2026	Develop students' ability to related to product design related to STEAM and Chinese Culture	All 3B (31)	4			\$1,250.00		A2 Intellectual Development A7 Digital Education, Artificial Intelligence and STEAM Education		B5 Observation		Fully achieved
20	Biomedical Lung Imaging Workshop The activity is a Biomedical Lung Imaging Workshop to be provided for students of King's College, Queen Elizabeth School and our school, with 9 students from each school. Each class consists of at least 4 sessions of at least 5 hours each, totaling at least 20 hours of training.	2, 9, 16, 23 May 2026	Upon completion of the training, students should be able to: - Enhance their knowledge in biomedical engineering and medical imaging through project-based learning. - Understand basic principles of biomedical imaging devices. - Acquire basic programming and engineering techniques. - Utilize biomedical imaging devices to solve real-life healthcare solutions	S4-S5 (8)	2	0	0	\$29,000.00		A7 Digital Education, Artificial Intelligence and STEAM Education		B1 Questionnaire		Mostly achieved
21	Visit to CUHK AI Education and Exploration Lab	Jan - Feb 2026	Develop students' deeper understanding about the practical use of AI in education	S2 (144)				\$1,832.00		A7 Digital Education, Artificial Intelligence and STEAM Education		B5 Observation		Fully achieved
23	IPSC	23 Apr 2026	Develop students' positive attitude and stress management skills	S4-S5 (34)	2			\$7,250.00		A1 Values Education		B5 Observation		Fully achieved
24	Eldpathy	21 Jan 2026	Nurture students' empathy towards the elderly	S1 (20)	0			\$4,000.00		A1 Values Education		B5 Observation		Fully achieved

	Name and Description of the Activity	Date	Objective(s) of the Activity	Target & Number of Participants (Fill in the number of participants of each type; please indicate "0" if a particular type is not involved)				Actual Expenses (HK\$)	Name(s) of Mainland Activities/Workshops	Category of the Activity^		Evaluation Method^		Evaluation Results
				S4-S5 (12)	2					A1 Values Education		B5 Observation		
26	My Life, Understanding Death Tour	30 Mar 2026	Students learn to cherish life, the people around them and the things they have	S4-S5 (12)	2			\$5,600.00		A1 Values Education		B5 Observation		Fully achieved
27	「欺零融異」校園共融計劃：「同理一班」桌上遊戲工作坊	16 Mar 2026	Students learn to get along harmoniously with classmates and develop empathy	S4 (132)	0			\$8,000.00		A1 Values Education		B5 Observation		Fully achieved
28	升級再造環保玻璃紅磚工作坊	Mar 2026	Students can understand the concept of waste upcycling and promote a sense of environmental awareness	S2 (144)				\$15,620.00		A1 Values Education		B5 Observation		Fully achieved
29	S4 Workplace Exploration	14 Apr 2026	Expose students to real work environments, develop workplace skills, foster career aspirations	S4 (132)	4			\$10,000.00		A5 Career-related Experiences		B1 Questionnaire		Fully achieved
30	S5 Multiple Pathways Workshop	13 May 2026	Explore diverse post-secondary options, guide career planning, equip students with skills for various pathways, and promote informed decisions	S5 (110)	4			\$2,500		A5 Career-related Experiences		B1 Questionnaire		Fully achieved
31	S6 Mock Interview Workshop	12 Dec 2025	Stimulate real interview scenarios, improve interview techniques, boost confidence, and enhance students' readiness for acutal interviews	S6 (113)	4			\$24,000.00		A5 Career-related Experiences		B1 Questionnaire		Fully achieved
32	Coach to APT Satellite Co. Ltd Tai Po Industrial Estate	6 Feb 2026	Faciliate the transportation of participants to and from the site of visit	S4-S5 (20)				\$964.00		A5 Career-related Experiences		B1 Questionnaire		Fully achieved
33	Coach to CU Med	26 Feb 2026	Faciliate the transportation of participants to and from the site of visit	S3-5 (24)				\$916.00		A5 Career-related Experiences		B1 Questionnaire		Fully achieved
34	Coach to HKUMed	6 March 2026	Faciliate the transportation of participants to and from the site of visit	S3-5 (30)				\$1,700.00		A5 Career-related Experiences		B1 Questionnaire		Fully achieved
35	Transport Fee for Competition	Sept 2025 - Aug 2026	Improve musicianship for music teams	40 (S2-5)	2			\$1,850.00		A4 Physical and Aesthetic Development		B5 Observation		Fully achieved
36	秀麗筆、A4磁貼片、輕黏土、塑膠彩8色套裝	Sept 2025 - Aug 2026	Provide materials to students for their engagement in related LWL activities	S1 (144)				\$2,357.00		A4 Physical and Aesthetic Development		B5 Observation		Fully achieved
37	購買供學生學習物聯網、AI生醫感測應用的物資	Mar 2026	Provide necessary learning materials for students' participation in AI-related workshops	S1-S5 (19)				\$861.00		A7 Digital Education, Artificial Intelligence and STEAM Education		B5 Observation		Fully achieved

	Name and Description of the Activity		Objective(s) of the Activity	Target & Number of Participants (Fill in the number of participants of each type; please indicate "0" if a particular type is not involved)				Actual Expenses	Name(s) of Mainland Activities/Institutions	Category of the Activity^		Evaluation Method^		Evaluation Results
38	無人機足球訓練課程及物資	Mar 2026	Provide necessary materials to support students' participation in the related activity	S2-S5 (15)				\$30,230.00		A7 Digital Education, Artificial Intelligence and STEAM Education		B5 Observation		Fully achieved
39	Drama Workshop	Feb - Mar 2026	Improve students' knowledge and skills in drama	S1-S5 (20)				\$8,000.00		A2 Intellectual Development		B5 Observation		Fully achieved
40	Visit to Hong Kong Palace Museum (Transportation & Admission)	6 Mar 2026	Deepen students' understanding about Chinese culture	S1-S5 (27)				\$6,260.00		A1 Values Education A4 Physical and Aesthetic Development		B5 Observation		Fully achieved
41	工藝工作坊 — 竹編杯墊	4 Mar 2026	Promote Chinese culture and enhance students' sense of national identity	S4 (132)				\$17,520.00		A4 Physical and Aesthetic Development		B5 Observation		Fully achieved
42	Visit to Ho Koon Nature Education cum Astronomical Centre (Sponsored by Sik Sik Yuen)	12 Mar 2026	Arouse students' interest in astronomy	S5 (54)				\$2,150.00		A2 Intellectual Development		B5 Observation		Fully achieved
43	VEX IQ Competition (Admission)	Jan - Feb 2026	Enrich students' exposure to an international competition and build up their confidence	S2 (4)				\$1,565.00		A7 Digital Education, Artificial Intelligence and STEAM Education		B5 Observation		Fully achieved
44	中文戲劇訓練	Oct 2025 - Feb 2026	Improve students' knowledge and skills in drama	S1-S4 (11)				\$11,340.00		A2 Intellectual Development		B5 Observation		Fully achieved

(Please insert rows above if the space provided is insufficient.)														
Total actual expenses of item 1.1								\$458,184.91						
1.2	Non-local Activities													
1	北京姊妹學校歷史文化交流團 2026	2026年4月1至5日	傳承和弘揚愛國主義精神，豐富師生學習經歷，增進師生對內地的認識和了解，以及對國家的歸屬感，擴闊視野，與姊妹學校師生建立友誼，增強普通話溝通能力，培育同學正向價值觀和態度。	S3-S4 (30)	3			\$70,502.00	北京市第一零一中學	A1 Values Education		B1 Questionnaire		Fully achieved
2														
3														
4														
5														
(Please insert rows above if the space provided is insufficient.)														
Total actual expenses of item 1.2								\$70,502.00						
Total actual expenses (sum of items 1.1 and 1.2)								\$528,686.91						

Category 2: Overall Evaluation and Reflection on the Effectiveness on Grant Utilisation for Planning and Organising/Participating in [Life-wide Learning Activities](#) (Please holistically evaluate the effectiveness on grant utilisation and explore ways to further optimise its use, avoiding an in-depth analysis of each activity)

	Students’ Learning Need	Anticipated Target	Evaluation Result, Reflection and Follow-up
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Areas	Name and Description of the		Objective(s) of the	Target & Number of Participants (Fill in the number of participants of each type; please indicate "0" if a particular type is not involved)	Actual Expenses	Name(s) of Mainland sister school(s)	Category of the Activity^	Evaluation Method^	Evaluation Results
	(What is the current situation of students' participation in life-wide learning activities? Overall, what do students need in life-wide learning?)			(Overall, what specific target does the school expect to meet with the Grant to align with the seven learning goals? How does the Grant support student participation in life-wide learning activities in line with the curriculum?)			(Overall, how does the school make use of this Grant to arrange suitable life-wide learning activities for students? For students' participation in life-wide learning, to what extent do they meet the expected target? What aspects have been done well, and what aspects still need improvement?)		
Evaluation & Reflection	The current situation of students' participation in life-wide learning activities appears to be diverse and extensive. The report details a great variety of activities, engaging students across various levels from S1 to S6. The activities span across all listed categories: Values Education, Intellectual Development, Community Service, Physical and Aesthetic Development, Career-related Experiences, Patriotic Education, Digital Education, Artificial Intelligence and STEAM Education, and Student Mental Health. This comprehensive coverage suggests that the school is making concerted efforts to address a wide array of student interests and developmental needs. Overall, students need rich and diversified learning experiences that extend beyond the classroom, aiming for whole-person development and the acquisition of lifelong learning capabilities. Furthermore, in response to current educational trends and student needs, there's an increased focus on patriotic education, digital education (including AI and STEAM), and student mental health. The activities documented in the report directly align with these needs, offering practical experiences in scientific investigation (e.g., S1 Cross-curricular STEAM Project), cultural appreciation (e.g., Visit to Hong Kong Palace Museum), career exploration (e.g., S4 Workplace Exploration), and personal development (e.g., IPSC, Eldpathy, My Life, Understanding Death Tour). The varied participation numbers, from small specialised groups (e.g., 8 students in Biomedical Lung Imaging Workshop) to larger grade-level engagements, also reflect an understanding that student needs can be both general and highly specific, requiring tailored opportunities for growth and development.			Our school's overarching target with the Grant aligns with fostering whole-person development and enhancing lifelong learning capabilities in students. More specifically, the school aims to enrich students' five essential learning experiences, which include values education, intellectual development, community service, physical and aesthetic development, and career-related experiences. The activities in the report cover all these areas, demonstrating a holistic approach. The LWLSSG strongly supports student participation in life-wide learning activities in line with the curriculum by providing a consolidated and flexible funding mechanism. This consolidation allows schools to deploy the aggregate amount more precisely and flexibly. By funding a wide range of experiential learning activities, including Mainland educational exchanges, local and non-local study tours, and outdoor education camps, the Grant helps to broaden students' horizons and enhance their learning motivation. It also facilitates the procurement of necessary equipment, software, and learning resources, and covers expenses for teachers leading student activities, making it practical to implement curriculum-aligned out-of-classroom learning.			Our school effectively utilises the LWLSSG to arrange suitable life-wide learning activities by offering a broad and varied spectrum of experiences that directly address the diverse needs and development stages of students. The inclusion of local activities, such as visits and workshops, alongside the potential for non-local study tours, ensures varied exposure. Furthermore, our school's ability to engage both large cohorts and smaller, more specialised groups within its activities suggests thoughtful planning to benefit as many students as possible while also catering to specific talents or interests. For students' participation in life-wide learning, the Report v5 indicates that the activities 'largely meet their expected targets' , with all entries marked as "Fully achieved" or "Mostly achieved". This suggests effective planning and execution of activities, as well as positive student outcomes as assessed through methods like questionnaires, observation, written reports, and interviews. Aspects that have been done well include breadth and diversity, high achievement rate, curriculum alignment and student engagement. Aspects that still need improvement include a need to have more comprehensive evaluation and reflection by teachers-in-charge of each activity so as to facilitate more strategic planning and continuous improvement by the school.		

Category 3: Overall Evaluation and Reflection on the Effectiveness on Sister School Exchange Activities

No.	Areas	Content of Reflection and Follow-up
1	Form/Content of the activity	The planned content for the "Beijing Historical and Cultural Exchange Tour 2026" appears highly effective in achieving its stated objectives of fostering patriotism, enriching learning, and deepening understanding of the Mainland. The itinerary is robust, integrating visits to significant historical and cultural sites such as the Temple of Heaven, Great Wall, Forbidden City, Tiananmen Square, and National Museum. Direct engagement with the sister school, Beijing 101 Middle School, is central, featuring academic and artistic exchanges, as well as joint visits to sites like Yuanmingyuan Ruins Park. The inclusion of experiential cultural activities like dumpling making, 'Lù Da Gun' crafting, and rickshaw rides further enriches learning, aligning with the goals of promoting cultural exchanges and cultivating positive values.
2	Time arrangement of the activity	The five-day duration from 1st April to 5th April 2026 seems optimally arranged for a comprehensive cultural immersion. The daily schedule is packed, balancing extensive sightseeing with dedicated interaction opportunities with the sister school. Crucially, 'Reflection Sessions' are explicitly built into the itinerary on Day 2 and Day 4, demonstrating foresight in encouraging students to consolidate daily learning. This proactive scheduling of reflection, alongside post-tour follow-up activities like individual written reports and group presentations during assembly, aims to maximise the educational impact and ensures that students actively process their experiences rather than merely observing them, promoting lifelong learning capabilities.
3	Organisation and arrangements of the activity	The organisation of the exchange tour demonstrates strong planning and attention to detail. Queen's College has a long-standing sister school relationship with Beijing 101 Middle School since 2004, indicating a foundation of experience and regular reciprocal visits. The involvement of three accompanying teachers, including a Team Leader and Deputy Team Leader, ensures adequate supervision. The use of a professional travel agency, Hong Kong Wing On Travel Service Ltd., signifies a commitment to quality and safety. Comprehensive student preparation is evident, with a detailed handbook covering packing, safety, and conduct, promoting a smooth and well-managed experience for all participants.
4	Others (Please specify)	The tour is specifically targeted at S3 and S4 students, a stage where such experiences can profoundly impact personal development and broaden horizons. The rigorous selection process, involving e-Reply Slips, application forms, interviews, and specific deadlines, suggests a commitment to selecting motivated participants. The inclusion of pre-trip information (Beijing overview, site introductions) and mandatory post-trip reflections and presentations creates a holistic learning cycle, aiming for sustained impact beyond the trip itself.

Category 4: Under the Total Actual Expenses, the Expenditure Items with Ceilings

No.	Item	Actual Expenditure* (\$)
1	Procuring equipment, apparatus, instruments (including repair and maintenance fees), mobile applications or software, devices, consumables, and learning resources necessary for implementation of activities under the ambit of the LWLSSG (Note: The annual total expenditure should not exceed 15% of the allocation of the LWLSSG for the respective school year.)	\$1,850.00
2	Expenses on the visa for students or teachers participating in non-local exchanges or sister school exchanges in the Mainland (Note: The annual total expenditure should not exceed 5% of the allocation of the LWLSSG for the respective school year.)	\$0.00
3	Expenses on breakfasts/lunches/dinners of school principals and teachers in relation to their discharge of duties in sister school activities organised in the Mainland (Note: Bound by the limits of such expenses per occasion and per head quoted in the "Expanded Operating Expenses Block Grant User Guide for Aided Schools which have established an Incorporated Management Committee" / "Operating Expenses Block Grant User Guide for Aided Schools" .)	\$0.00
4	Expenses on food and beverage for reception in relation to exchange activities with Mainland sister schools taking place in Hong Kong (Note: The annual total expenditure should not exceed 5% of the provision for the Sister School Grant component for the respective school year, i.e. \$8,250 (for primary and secondary schools) or \$8,272 (for special schools).)	\$0.00

				Target & Number of Participants (Fill in the number of participants of each type; please indicate "0" if a particular type is not involved)		Name(s) of Mainland Sister School(s)	Category of the Activity^	Evaluation Method^	Evaluation Results (Optional)
5	For sister school exchange activities which involve only teachers/school management (Note: Schools can utilise the LWLSSG of the respective school year (bound by the provision for the Sister School Grant component for the respective school year) or the unspent balance previously retained.)							\$0.00	

* Our school **confirms** that the LWLSSG is used in accordance with the circulars, guidelines and other documents issued by the EDB and that all the expenditures, including but not limited to the expenditure items with ceilings as specified in Category 4 in this report, fall within the ambit and comply with the principles on the use of the LWLSSG. In case of inappropriate use of this Grant, our school shall make good the relevant expenses by deploying other suitable resources.

Name of Teacher Responsible for Life-wide Learning:	LING Yuen-ting	Position:	Assistant Principal
Name of Teacher Responsible for the Sister School Scheme:	LING Yuen-ting	Position:	Assistant Principal