

Domain	Item	Purpose	Actual Expenses (\$)
Category 2	To procure equipment, consumables and learning resources for promoting life-wide learning		
STEM	VR learning kits	To provide opportunities for students to enrich their learning experience as they are having a simulated experience on dissection, field trip and other experiments	NA
IT	IT facilities and telephone consumables and postage	To provide IT resources for online teaching and learning.	\$9,000
IT & STEM	Mobile learning devices for IT and STEM education	To provide IT resources for IT and STEM learning.	\$48,591
Expenses for Category 2			\$57,591
Expenses for Categories 1 & 2			\$1,205,035.5

* : Input using the following codes; more than one code can be used for each item.

Code for Expenses	
E1 Activity fees (registration fees, admission fees, course fees, camp fees, venue fees, learning materials, activity materials, etc.)	E6 Fees for students attending courses, activities or training organised by external organisations recognised by the school
E2 Transportation fees	E7 Purchase of equipment, instruments, tools, devices, consumables
E3 Fees for non-local exchange activities / competitions (students)	E8 Purchase of learning resources (e.g. educational softwares)
E4 Fees for non-local exchange activities / competitions (escorting teachers)	E9 Others (please specify)
E5 Fees for hiring expert / professionals / coaches	

Number of Student Beneficiaries

Total number of students in the school:	912
Number of student beneficiaries:	912
Percentage of students benefitting from the Grant (%):	100%

Programmes marked as “Cancelled” due to COVID-19 consideration and anti-epidemic control measures.