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4														
(Please insert rows above if the space provided is insufficient.)														
Sub-total of Item 1.2				0	\$0.00									
Expenses for Category 1				785	\$32,579.30									

Category 2: To procure equipment, consumables or learning resources for promoting life-wide learning

No.	Item	Purpose	Actual Expenses (\$)
1	STEAM equipment and materials	Learn and practise different concepts of STEM and put them in real life experiments.	\$2,720.31
2	Food & Health Science equipment	Learn and practise different concepts of food and health science and put them in real life experiments.	\$12,005.00
3			
(Please insert rows above if the space provided is insufficient.)			
Expenses for Category 2			\$14,725.31
Expenses for Categories 1 & 2			\$47,304.61

Category 3: Number of Student Beneficiaries

Total number of students in the school:	300
Number of student beneficiaries:	785
Percentage of students benefitting from the Grant (%):	262%

Name of Contact Person for LWL:	Ms Li Hei
Post of Contact Person for LWL:	Administrative Assistant

<i>* Input using the following codes; more than one code can be used for each item.</i>			
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		
E3	Fees for non-local exchange activities / competitions (students)	E7	Purchase of equipment, instruments, tools, devices, consumables
E4	Fees for non-local exchange activities / competitions (escorting teachers)	E8	Purchase of learning resources (e.g. educational softwares, resource packs)
E5	Fees for hiring expert / professionals / coaches	E9	Others (please specify)