

Smart Life Odyssey: Interactive Financial Literacy Experience

Introduction

“Smart Life Odyssey : Interactive Financial Literacy Experience” Activity (“the Activity”) is organised by the EDB and co-organised by the Unleash Foundation. The Activity centres on an original board game that simulates real-life journeys, incorporating scenarios such as consumption, saving, investment and unexpected financial events. It also integrates various fraud traps and digital security challenges, enabling students to learn through interactive experiences and fostering proper values. The Activity is conducted in two stages. The first stage consists of 10 on-campus board game workshops across Hong Kong, with each workshop accommodating up to 50 students. The second stage comprises a Student Leadership Training Day Camp, through which nominated students will complete training and school-based practicum, and subsequently serve as peer facilitators in their schools to promote financial education.

Objectives

The Activity aims to enhance students’ financial literacy through board games and leadership training, strengthening their awareness of different types of fraud, anti-fraud strategies and digital resilience, while deepening their understanding of financial technology and its everyday applications. Meanwhile, the Activity also seeks to cultivate students’ entrepreneurial spirit, opportunity awareness and responsible decision-making, as well as develop their communication, collaboration and leadership skills through peer interaction.

Details

The Activity is built around the following core elements:

- using board games as the primary learning and teaching tool to enable students to engage in game-based learning that simulates real-life scenarios and incorporates authentic financial and everyday contexts;
- arranging on-campus workshops at the participating schools;
- training student leaders to serve as peer facilitators; and
- implementing school-based practicum, with student leaders hosting activities in schools.

The Activity is divided into two stages: (1) **on-campus board game workshops**; and (2) **the student leadership training day camp followed by school-based practicum**. Details are as follows:

Stage One: On-campus Board Game Workshop (Workshop)

- One half-day on-campus workshop will be arranged for each participating school. (See Annex 3A for the application form)
- Workshop arrangements are as follows:
 - i. The workshop will be held at the participating school. A suitable venue equipped with a computer, projector and audio system must be provided;
 - ii. The workshop will take place in the afternoon and will last approximately 2.5 hours (including venue setup, briefing and board game activity time);
 - iii. Each workshop will accommodate 40 to 50 students;
 - iv. Each participating school may be allocated a maximum of one workshop. Allocation will be made on a **first-come, first-served basis** (based on the time at which the EDB receives the application email). The EDB will notify schools of the application results within two weeks after the registration deadline;
 - v. The Unleash Foundation will contact participating schools approximately three weeks before the activity date to confirm the detailed arrangements.
- **Each participating school that completes the workshop will receive six sets of the board game to support future learning and teaching.**

Stage Two: Student Leadership Training Day Camp and School-based Practicum

- Each participating school must nominate **four to six** students who have participated in the workshop to attend the Student Leadership Training Day Camp. The Day Camp aims to cultivate and empower students to host board game activities in schools in future, thereby sustaining the promotion of financial education and entrepreneurial spirit.
- Each nominated student must complete two components: **a two-day student leadership training day camp and school-based practicum.**

The two-day Student Leadership Training Day Camp arrangement is as follows:

Day One:	2 April 2027 (Friday)
Day Two:	3 April 2027 (Saturday)
Time:	9:00 a.m. to 6:00 p.m. (Tentative)
Venue:	To be announced
Content:	Aims to promote values education; covers areas such as financial literacy, entrepreneurial spirit, anti-fraud awareness and digital security, while enhancing students' leadership and communication skills.

- **Participating schools must make arrangements for the trained student leaders to facilitate at least one related board game activity in the school as part of the school-based practicum. Students will be regarded as having completed the entire training programme only upon completing the relevant school-based practicum. Schools must also arrange for representatives of the EDB and/or the Unleash Foundation to attend and observe the students' implementation.**
- Students who complete the above two training components will be awarded a certificate of completion in recognition of their achievement.
- Participating schools must designate a responsible teacher to serve as coordinator and maintain communication with the organisers.

Timeline

Date	Details
From now until 22 October 2026	Activity application period
November 2026 to March 2027	On-campus board game workshops
2 to 3 April 2027	Two-day Student Leadership Training Day Camp
April to July 2027	School-based practicum
July 2027 (tentative)	Awarding of certificates of completion

Contact Person

For enquiries regarding registration and other administrative arrangements, please contact Dr Grace WONG of the Personal, Social and Humanities Education Section, Education Bureau at 2892 6513. For enquiries about the board game, workshops, and the Student Leadership Training Day Camp, please contact the Secretariat of the Unleash Foundation at 2791 5778 or by email at info@unleashfoundation.org or foundation2010@gmail.com.

Notes

The Education Bureau and Unleash Foundation will take photographs and make video recordings during the Activity. Photos and video clips may subsequently be uploaded to government websites and displayed across different media or events. Schools are requested to inform relevant stakeholders accordingly. If individual participating students and/or stakeholders have any concerns, they should contact the Personal, Social and Humanities Education Section, Education Bureau prior to the Activity.

Personal Data Collection Statement

- Schools must provide the required personal data of students nominated for Stage Two of the Activity. Schools are responsible for ensuring that the information submitted is complete and accurate, and that consent has been obtained from the students concerned and their parents/guardians to authorise the organisers to use and disclose such data (including students' names, year levels, and schools) for purposes of communication, publicity and Activity-related purposes. Upon completion of the Activity, all collected data will be destroyed if retention is not required. If the required personal data is not provided, the student concerned may not be able to participate in the Activity.
- The names of participating students and their school may be disclosed on the organisers' websites, other websites, and/or media platforms.