

EDUCATION BUREAU CIRCULAR MEMORANDUM NO. 186/2026

From : Secretary for Education

To : Heads of Government, Aided (including special schools), Caput and Direct Subsidy Scheme Secondary Schools

Ref. : 0001-0150-8060-9100-0030-0005-P001

Date : 9 October 2026

“Bringing Financial Education to Schools” Scheme



Aims / Objectives

The purpose of this circular memorandum is to invite all secondary schools (including special schools) to participate in the “Bringing Financial Education to Schools” Scheme.

Background

2. In line with the National 15th Five-Year Plan’s explicit support for Hong Kong in consolidating and enhancing its status as an international financial centre and developing its position as an international innovation and technology centre, the Education Bureau (EDB) has been actively promoting “financial education”. This aims to enable students to acquire sound financial knowledge, methods and skills, and to foster proper financial values, attitudes and behaviours towards financial management. The EDB is also committed to nurturing students’ “entrepreneurial spirit”. By cultivating their creativity, problem-solving skills, ability to assess and take risks, and perseverance, students are equipped to respond proactively to challenges amid uncertainty and seize future opportunities. “Financial education” and “entrepreneurial spirit” complement each other and are closely connected with values education. The EDB encourages schools to integrate the two organically and promote students’ whole-person development through measures such as reviewing school curricula, encouraging teachers to participate in professional training, and arranging for students to take part in diverse learning activities.

Details

3. The Chief Executive’s 2026 Policy Address announced that the EDB would launch a new “Bringing Financial Education to Schools” Scheme (the Scheme) in collaboration with enterprises and higher education institutions in the 2026/27 school year to enhance students’ financial literacy. Through diversified strategies and a mutually coordinated approach, the Scheme promotes a range of engaging and diversified student activities that align with the school curriculum. Building on schools’ current solid foundation, the Scheme helps schools

deepen students' financial literacy and proper values, inspire innovative thinking and guide them to make good use of artificial intelligence (AI) tools for economic and business data analysis, apply design thinking to develop innovative solutions, and understand the latest trends and applications of financial technology. The Scheme comprises four student activities, as detailed below:

Activity Name	Collaborating Partner(s)	Activity Description	Annex
Financial Innovation Ideathon (2026/27)	Organised by the EDB, co-organised by Hong Kong Economic Journal Education	Under the theme “Innovate on Campus, Care for the Community”, the Ideathon encourages students to address real community needs by devising innovative solutions in areas such as environmental conservation, community support, community economy, public health, and media and information technology. Students will apply AI tools, financial knowledge and business model thinking to turn ideas into concrete and feasible community solutions.	1
“Read & Create” Financial Literacy and Entrepreneurial Spirit AI-Generated Short Video Challenge (2026/27)	Jointly organised by the EDB, the School of Business, Hong Kong Baptist University, and Hong Kong Economic Times	The activity consists of two parts, namely the “Read & Know Online Quiz Challenge” and the “Create & Show AI-Generated Short Video Competition”. The former aims to guide students to learn about the latest developments in financial technology and other innovative technologies, as well as their applications in daily life, through reading newspaper articles, thereby nurturing their financial literacy and entrepreneurial spirit. The latter encourages students to make good use of AI tools to create short videos, and to connect with and enhance their financial literacy and digital literacy through the creation process.	2

Activity Name	Collaborating Partner(s)	Activity Description	Annex
Smart Life Odyssey: Interactive Financial Literacy Experience	Organised by the EDB, co-organised by Unleash Foundation	The activity centres on an original board game that simulates real-life experiences, 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.	3
Economic Infographic Challenge (2026/27)	Organised by the EDB, co-organised by The Chinese University of Hong Kong Business School, the Department of Industrial and Systems Engineering of The Hong Kong Polytechnic University, and the Hong Kong Association for Economics Education	The activity comprises two challenges: Challenge 1 “Know More About Economic Infographics — Online Self-challenge Quiz” and Challenge 2 “Economic Infographic Design and Presentation Competition”. It aims to develop students’ data literacy, enhance their ability to read in depth, analyse and apply economic infographics, and deepen their understanding of the application of economic concepts to business and technology. Details of the activity will be announced in early 2027.	-

Kick-off Ceremony and Sharing Session

4. To facilitate schools’ understanding of the “Bringing Financial Education to Schools” Scheme, the Curriculum Development Institute of the EDB will hold a Kick-off Ceremony cum Sharing Session on 29 October 2026 (Course Code: [CDI020270315](#)). A keynote speech will be arranged to highlight the essential elements of financial education and entrepreneurial spirit that students need in the 21st century, followed by an introduction to the details of the student activities mentioned above. School personnel are welcome to enrol.



Contact Person

5. For enquiries, please contact Dr Grace WONG or Mr CHAN Ho-kong of the Personal, Social and Humanities Education Section, EDB, at 2892 6513 or at 2892 5497 respectively.

Edward KONG
for Secretary for Education

c.c. Heads of Sections – for information



The poster features a vibrant background with a school building and two students, a boy and a girl, in school uniforms. The boy is holding a tablet and pointing at it, while the girl is holding a laptop. Various icons are scattered around, including a lightbulb, a bee, a graduation cap, a handshake, a gear, a shield, a magnifying glass, and a plant. The main title is in large green characters, and the subtitle is in a purple box. There are four QR codes, each with a title and a small icon. The bottom section lists the organizing and collaborating institutions with their logos.

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與企業和高等院校合作推出的全新計劃

理財創新賽



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詳情請瀏覽計劃網頁



主辦機構：



中華人民共和國
香港特別行政區政府
教育局

協作夥伴：



香港浸會大學
HONG KONG BAPTIST UNIVERSITY
工商管理學院 SCHOOL OF BUSINESS

THE HONG KONG
POLYTECHNIC UNIVERSITY
香港理工大學
DEPARTMENT OF INDUSTRIAL AND
SYSTEMS ENGINEERING
工業及系統工程學系

hket 信報教育
香港經濟日報

香港經濟教育協會
Hong Kong Association for Economics Education

Financial Innovation Ideathon (2026/27)

Introduction

The Financial Innovation Ideathon (2026/27) (the Ideathon) is organised by the EDB and co-organised by Hong Kong Economic Journal (HKEJ) Education. Under the theme “Innovate on Campus, Care for the Community”, the Ideathon encourages students to address real community needs by devising innovative solutions in areas such as environmental conservation, community support, community economy, public health, and media and information technology. Students will apply AI tools, financial knowledge and business model thinking to turn ideas into concrete and feasible community solutions. A training session will be provided on the day of the Preliminary Round. Participating teams will then deliver a one-minute pitch and receive certificates in recognition of their performance. Teams that perform well in the Preliminary Round will advance to the Grand Final. Shortlisted teams may join the Online Mentorship Programme and receive guidance from professional mentors from sectors including finance, technology, start-ups and social enterprise, further refine their proposals and present them to the judging panel at the Grand Final cum Learning Outcome Exhibition.

Objectives

The Ideathon aims to nurture students’ financial literacy and entrepreneurial spirit, and equip them with the ability to apply AI tools, design thinking, financial knowledge and business model concepts. Through workshops and mentorship, students will be supported in turning innovative ideas into concrete and feasible community solutions. The Ideathon also helps students understand Hong Kong’s development trends in innovation and technology, financial technology and AI, and nurtures core competencies required of future talent, including digital literacy, humanistic qualities, communication skills, problem-solving skills, creativity and research skills.

Divisions

- The activity is divided into two divisions.
- Junior Secondary Division: Secondary 1 to 3
- Senior Secondary Division: Secondary 4 to 6

Presentation Language

- Participating teams may choose to present in Cantonese, English or Putonghua.

Rules

- Registration and team formation must be arranged on a school basis. All team members must be students from the same secondary school.
- Each team shall consist of 1 to 5 students and may include students from different year levels and classes within the same division; Junior Secondary and Senior Secondary students may not be grouped in the same team.
- Each school may nominate a maximum of 50 students to participate. Schools must designate one teacher-in-charge to serve as the liaison and coordinator (schools with more than 30 participating students must designate at least two teachers-in-charge). All teachers-in-charge must attend the Preliminary Round to support and supervise participating students.

Preliminary Round Arrangements

Date: 16 January 2027 (Saturday)

Time: 10:00 am – 6:00 pm (tentative)

Venue: Tung Koon Commercial & Industrial Association Lau Pak Lok
Secondary School, 1 Chik Tai Lane, Tai Wai, New Territories

- The event runs for a full day. The morning session includes a keynote speech and concurrent workshops led by speakers from sectors including finance, technology, start-ups and social enterprises, covering topics such as design thinking, financial education, entrepreneurial spirit, social innovation, business development, AI, ideation methods, market research and presentation skills.
- The afternoon session features a mentoring segment, during which participating teams may consult mentors on the feasibility of their proposals, refine their proposals, and then proceed directly to a one-minute pitch.
- Based on each team's performance in the Preliminary Round, the organisers will select approximately 20 teams to advance to the next stage: the Online Mentorship Programme and the Grand Final cum Learning Outcome Exhibition.

Online Mentorship Programme Arrangements

- The organisers will match shortlisted teams with suitable professional mentors based on the theme of their proposals, and the mentorship programme will be conducted online. Meeting dates and times will be arranged in consultation with each team, and the relevant

schools will be notified in advance. Each team must attend its scheduled mentoring session on time. No make-up sessions will be arranged for teams that fail to attend.

- The content of the mentoring sessions is intended solely to support teams in preparing for the Grand Final cum Learning Outcome Exhibition and must not be disclosed or used for any other purpose.

Grand Final cum Learning Outcome Exhibition Arrangements

Date: 20 February 2027 (Saturday)

Time: 10:00 am – 1:00 pm (tentative)

Venue: EDB Kowloon Tong Education Services Centre,
19 Suffolk Road, Kowloon Tong, Kowloon

- Shortlisted teams will present their proposals in the form of a poster. The judging panel will first assess the entries based on the poster presentations and select five teams from each of the Junior and Senior Secondary Divisions. The five finalist teams in each Division will then deliver a presentation, followed by a Q&A session, to compete for the final awards.
- Family members, teachers and classmates of participating teams are welcome to attend and share in the students' learning outcomes. All attendees may also vote on the day to select the winner of the Most Popular Solution Award.

Judging Criteria for the Preliminary Round and Grand Final

Judging Criteria	Weighting
Solution and Social Innovation	20%
Business Thinking	20%
Feasibility and Execution of the Idea	20%
Presentation and Communication	20%
Social Impact and Values	20%

Preliminary Round Awards

- All students participating in the Preliminary Round will receive a “Certificate of Participation” in recognition of their efforts. Students who meet the prescribed performance standards will be awarded a “Certificate of Satisfactory Performance” or “Certificate of Good Performance” in further recognition of their efforts and achievements.

Each team will also receive brief feedback from the judges to help them continue to improve and enhance their performance.

Final Awards

	Junior Secondary Division	Senior Secondary Division
Champion	\$1500 book voucher, trophy and certificate	\$1,500 book voucher, trophy and certificate
1st Runner-up	\$1000 book voucher, trophy and certificate	\$1,000 book voucher, trophy and certificate
2nd Runner-up	\$500 book voucher, trophy and certificate	\$500 book voucher, trophy and certificate
Best Practical Impact Award	\$300 book voucher, trophy and certificate	\$300 book voucher, trophy and certificate
Merit Award	\$300 book voucher, trophy and certificate	\$300 book voucher, trophy and certificate
Most Creative Solution Award	Trophy and certificate	Trophy and certificate
Best Presenter	Trophy and certificate	Trophy and certificate
Most Popular Solution Award	Trophy and certificate	Trophy and certificate

- The Champion, 1st Runner-up, 2nd Runner-up, Best Practical Impact Award, Merit Award, Most Creative Solution Award and Best Presenter will all be selected by the judging panel based on the teams' performance. The Most Popular Solution Award will be selected through voting by all attendees on the day of the Grand Final cum Learning Outcome Exhibition.

Timeline

Date	Details
From now until 20 November 2026	Event registration period
11 December 2026 (Friday)	Announcement of the list of the Preliminary Round participants
16 January 2027 (Saturday)	Preliminary Round
23 January – 19 February 2027	Online Mentorship Programme for shortlisted teams
20 February 2027 (Saturday)	Grand Final cum Learning Outcome Exhibition

Registration Method

Schools should complete the online registration form (*Chinese version only*) via the website or QR code below on **or before 20 November 2026 (Friday)**. Places are limited and will be allocated on a **first-come, first-served basis**.

Website	QR Code
https://forms.cloud.microsoft/pages/responsepage.aspx?id=DQSIkWdsW0yxEjajBLZtrQAAAAAAAAAAAAAO_rrW47BUMFhDOEhRNEY1QUZWQlY3RFNHSDNQMUl5Vi4u&route=shorturl	

Enquiries

For enquiries about registration and other administrative arrangements, please contact HKEJ Education at 2856 6383 or by email at eduevent@hkej.com.

Use of Submitted Entries

- Regardless of whether participating students win an award, the organisers may use all or part of the submitted entries (including the school's name) for educational promotion purposes, such as publicity, display (including but not limited to uploading to websites or social media platforms) or other non-profit purposes, and reserve the right to modify, translate, adapt, use, reproduce and distribute the entries without obtaining further consent from the participating students or their school, and without payment of any fee to the participating students or their school.

Notes for Schools

- The organisers reserve the right to amend, suspend or terminate the event at any time. Any changes will be announced on the organisers' websites.
- The organisers reserve the right to amend the awards without further notice.
- The organisers reserve the right to make the final decision on all matters relating to the activity.
- Once the online registration form has been submitted, the organisers must be notified of any changes to the information provided.
- The submission date and time of the online registration form will be based on the records of the organisers' servers.

- Participating schools must ensure that the information and content of their entries align with the aims and objectives of the EDB curriculum, and that their entries do not contain any obscene content, foul language, violent or defamatory content, or content that endangers national security, nor violate the laws of the Hong Kong Special Administrative Region; otherwise, the entries will be disqualified.
- The organisers reserve the right to reject any entry or disqualify any participant without providing an explanation.
- Participating students, their parents and their schools must agree that, once an entry is submitted, the organisers have the right to use the entry for the purposes set out in this Annex.
- The EDB and HKEJ Education will take photographs and make video recordings during the event. The relevant photographs and video clips may later be uploaded to government websites and displayed in different media/at different events. Schools should inform relevant stakeholders of this. Individual participating students and/or stakeholders who have any concerns should contact the Personal, Social and Humanities Education Section of the Education Bureau before the event.

Personal Data Collection Statement

- Participating students must provide the personal data required on the registration form and are responsible for ensuring that the information provided is complete and accurate. They must also consent to authorise the organisers to use the relevant data, including their names, year levels and schools, for purposes such as communication, announcement of results and publicity. After the event, all collected data will be destroyed if retention is not required. If a participating student fails to provide the required personal data, the organisers may not accept their entry.
- For the above purposes, the names of participating students and their schools may be disclosed on the organisers' websites, other websites and/or the media.

(Chinese version only)

主辦機構



中華人民共和國
香港特別行政區政府
教育局

協辦機構

信報教育

「理財教育進校園」計劃

理財創新賽

FINANCIAL INNOVATION IDEATHON 2026/27

校園創新，關懷社區

從社區需要出發，將創意變成可行方案

配合 公民、經濟與社會科、經濟科、企業、會計與財務概論科

全方位技能培訓

理財教育

開拓與創新精神

人工智能

活動日程

日期	重要事項
2026年	
11月20日 (星期五)	截止報名
12月11日 (星期五)	公布參與初賽名單
2027年	
1月16日 (星期六)	初賽日 上午 培訓、工作坊、導師指導 下午 1分鐘匯報 ➡ 晉級
1月16日 (星期六)	入選隊伍 網上師友計劃 金融、科技、初創及 社企專業導師指導
2月19日 (星期五)	打造更佳方案
2月20日 (星期六)	決賽暨學習成果展 海報展示 ➡ 匯報及問答

參賽資格

初中組：中一至中三學生
高中組：中四至中六學生
隊伍人數：每隊1-5人(須同校組隊)
學校名額：每校最多50名
匯報語言：粵語/英語/普通話

獎項

初中組及高中組(各設獎項)
所有參與初賽的學生均會獲發參與證書

冠軍：	\$1,500 書券、獎盃、獎狀
亞軍：	\$1,000 書券、獎盃、獎狀
季軍：	\$500 書券、獎盃、獎狀
最具實踐成效獎：	\$300 書券、獎盃、獎狀
優異獎：	\$300 書券、獎盃、獎狀
其他獎項：	最具創意方案獎/最佳匯報員/ 最受歡迎方案獎

名額有限，先到先得！

截止報名：2026年11月20日
(星期五)



查詢電話：2856 6399 電郵：eduevent@hkej.com

“Read & Create” Financial Literacy and Entrepreneurial Spirit AI-Generated Short Video Challenge (2026/27)

Introduction

“Read & Create” Financial Literacy and Entrepreneurial Spirit AI-Generated Short Video Challenge (2026/27) (“the Activity”) is jointly organised by the EDB, the School of Business, Hong Kong Baptist University, and the Hong Kong Economic Times. The Activity consists of two parts, namely “Read & Know Online Quiz Challenge” and “Create & Show AI-Generated Short Video Competition”. The former aims to guide students to learn about the latest developments in financial technology and other innovative technologies, as well as their applications in daily life, through reading newspaper articles, thereby nurturing their financial literacy and entrepreneurial spirit. The latter encourages students to make good use of AI tools to create short videos, and to connect and enhance their financial literacy and digital literacy through the creation process.

Objectives

The Activity aims to cultivate students’ reading habits and financial literacy, and to guide them in learning about the latest developments in financial technology and other innovative technologies, as well as their applications in daily life, through reading, thereby nurturing their entrepreneurial spirit. At the same time, the Activity guides students to make good use of AI tools in creation, and to connect and enhance their financial literacy and digital literacy through the creative process. The Activity also emphasises the ethical use of relevant technologies, with a view to further strengthening students’ creativity, expression and communication skills, and nurturing the core competencies needed by future talent.

Target Participants

The target participants are Secondary 3 to 5 students. Schools may enrol students in Part 1, the Read & Know Online Quiz Challenge and/or Part 2, the Create & Show AI-Generated Short Video Competition.

Part 1: Read & Know Online Quiz Challenge

Activity Content

- The organisers will provide participating schools with a reading resource kit related to financial literacy and entrepreneurial spirit (*Chinese version only*), which includes reading

materials, multiple-choice questions and short-answer questions, for schools to arrange students' self-directed learning, use in reading lessons, or integrate into subject curricula to guide students' learning.

- Upon completing the reading, students answer 10 multiple-choice questions on the Hong Kong Education City website.

Number of Participants

- There is no limit on the number of student participants from each school. Schools may encourage all Secondary 3 to 5 students to participate.
- Each student can only attempt the online quiz once. Students found to have attempted more than once will be disqualified. There is no appeal mechanism for the activity.

Format of the Activity

- Students participate on an **individual basis**.
- Students answer 10 multiple-choice questions online. The questions are drawn from more than ten newspaper articles provided by the Hong Kong Economic Times, covering the latest developments in financial technology and other innovative technologies and their applications in daily life.

Awards

- Individual Awards: Students who answer at least 50% of the questions correctly will be awarded an e-Certificate of Commendation, and students who answer at least 80% of the questions correctly will be awarded an e-Certificate of Merit.
- School Awards: Participation rates will be calculated based on the total number of Secondary 3 to 5 students in the school. The five schools with the highest rates will receive the "Most Active Participating School Award" trophy and five one-year Hong Kong Economic Times hketPRO subscriptions.

Part 2: Create & Show AI-Generated Short Video Competition

Activity Content

- Students use AI tools to create a short video of no more than 2 minutes. The theme may be drawn from the reading resource kit of the Read & Know Online Quiz Challenge, or from other content related to financial literacy and entrepreneurial spirit and their

applications in daily life, such as the latest developments in financial technology and other innovative technologies. The competition aims to encourage students to make use of AI tools to create short videos, facilitate exchanges among students and promote relevant concepts to their peers to deepen their understanding and enhance learning effectiveness.

Number of Participants

- There is no limit on the number of participating teams from each school. Schools may encourage all Secondary 3 to 5 students to participate.
- **Schools are required to nominate no more than 3 entries from all participating entries to compete for the awards.**

Competition Format

- Students shall enter the competition **in teams of 1 to 3 members**. Each participant may submit **one entry** only. All entry information and entries must be submitted **through the school**.
- The School of Business of Hong Kong Baptist University will hold two identical half-day workshops on the production of AI-generated short videos on 21 and 28 November 2026 for schools to arrange student participation as needed. The workshops aim to enhance students' digital literacy, particularly the ethical and moral use of AI tools, and cover storytelling techniques for short videos. Details and registration arrangements will be announced later by email to the teachers-in-charge.

Submission Requirements

- **Format:** Vertical video with an aspect ratio of 9:16, with a resolution of at least 1080p (1080 x 1920), to be submitted in MP4 or MOV format. Entries must be stored in online storage and made available for download by the organisers. Please enable the relevant viewing and downloading permissions in advance. Entries that cannot be viewed or downloaded due to technical issues will be disqualified.
- **Language:** Cantonese, English or Putonghua
- **Duration:** No more than 2 minutes

Rules and Regulations

- All entries must be original works created using generative AI tools. They must not have been published previously or entered into any other competitions, and must not contain any unauthorised copyrighted images.
- Participants may use any generative AI tools to produce their videos. Teams nominated by schools to compete for awards must specify, on the submission form, the names of the tools used and any editing or post-production software/tools used, and provide all prompts used in producing the video entries.
- Participants must retain their works, including the prompt instructions or textual descriptions of AI-generated content, until the end of this school year, i.e. 31 August 2027.
- Participants must ensure that the content of their entries does not infringe any copyright or intellectual property rights (please refer to the relevant ordinances). The organisers shall not be held liable for any legal liability arising from infringement of copyright or intellectual property rights by any entry.
- Participating schools must ensure that the information and content of their entries align with the aims and objectives of the EDB curriculum, and do not contain obscenity, foul language, violence, defamation, content endangering national security, or any material that violates the laws of the Hong Kong Special Administrative Region. Otherwise, the entries will be disqualified.
- Entries must not be modified after submission.
- Regardless of whether the participating students win any awards, the organisers may use all or part of the submitted entries, including the names of the schools, for educational promotion, such as publicity and display, including but not limited to uploading the entries to webpages or social media platforms, or for other non-profit purposes. The organisers also have the right to modify, translate, adapt, use, copy and distribute the entries without obtaining further consent from the participating students or their schools, and without paying any fees to the participating students or their schools.
- The organisers reserve the right to reject any entry or disqualify any participating student without giving any explanation.
- Participating students, their parents and schools must agree that, once an entry is submitted, the organisers have the right to use the entry for the purposes stated in this Annex.
- All decisions made by the organisers for the competition are final and binding.
- The organisers reserve the right to interpret and modify the rules and all other related arrangements.

Judging Criteria

Judging Criteria	Weighting
<u>Theme Selection and Video Content</u> - Closely related to financial literacy and/or entrepreneurial spirit - Accurate conceptual elaboration, inspiring content and effective promotion of relevant ideas to peers	40%
<u>Application of AI Tools and Production Skills</u> - Effective use of AI tools - Smooth visuals with well-coordinated audio-visual effects	30%
<u>Creativity and Storytelling</u> - Lively and engaging narrative approach that effectively conveys the key message - Fast-paced editing and attractive visual design	30%

Awards and Prizes

- Create & Show AI-Generated Short Video Competition features the following awards.
Prizes to be awarded to each winning team are as follows:

Awards	Prizes
Champion	The team will receive a HK\$1,000 book coupon. Each student will be awarded a certificate and a one-year Hong Kong Economic Times hketPRO subscription. The school will be awarded a trophy.
1st Runner-up	The team will receive a HK\$800 book coupon. Each student will be awarded a certificate and a one-year Hong Kong Economic Times hketPRO subscription. The school will be awarded a trophy.
2nd Runner-up	The team will receive a HK\$500 book coupon. Each student will be awarded a certificate and a one-year Hong Kong Economic Times hketPRO subscription. The school will be awarded a trophy.
Most Creative Short Video Award	The team will receive a HK\$300 book coupon. Each student will be awarded a certificate and a one-year Hong Kong Economic Times hketPRO subscription.
Most Popular	The team will receive a HK\$300 book coupon.

Awards	Prizes
Short Video Award	Each student will be awarded a certificate and a one-year Hong Kong Economic Times hketPRO subscription.
Merit Award	The team will receive a HK\$100 book coupon. Each student will be awarded a certificate and a one-year Hong Kong Economic Times hketPRO subscription.

- All students participating in the Create & Show AI-Generated Short Video Competition will receive an e-certificate of participation.
- For school awards, the participation rates will be calculated based on the total number of Secondary 3 to 5 students in the school. The five schools with the highest rates will receive the Most Active Participating School Award trophy and five one-year Hong Kong Economic Times hketPRO subscriptions.
- All entries will undergo preliminary selection by the organisers. Shortlisted entries will be uploaded to a designated social media platform for public voting, and the entry accumulating the highest number of "Likes" within the specified period will receive the Most Popular Short Video Award.

Programme Schedule and Enrolment Method

Date	Details
From 20 October to 6 November 2026	<u>Enrolment</u> Schools should log into the Hong Kong Education City website (https://www.hkedcity.net/registration/form.php?reg_form_id=1525) (<i>Chinese version only</i>) using the account of the school principal, teacher or school administrator before the deadline, and complete and submit the enrolment form according to the instructions.  Schools must provide the primary email address of the teacher-in-charge for receiving the reading resource kit, as well as information about the half-day workshops on the production of AI-generated short videos and the Create & Show AI-Generated Short Video Competition. If a school fails to complete the enrolment procedures before the deadline, the results of its students will be deemed invalid even if they have logged in and submitted their answers.

Date	Details
Mid-November 2026	<u>Release of Reading Resource Kit</u> The organisers will send the reading resource kit to the primary email address of the teacher-in-charge for schools to arrange for students to read the relevant materials.
21 and 28 November 2026	<u>Half-day Workshops on Production of AI-Generated Short Videos</u> Schools may arrange for students to attend the workshops as needed. Places are limited and will be allocated on a first-come, first-served basis. Details and registration arrangements will be announced later via the primary email address of the teacher-in-charge.
From 8:00 a.m. on 1 December to 6:00 p.m. on 14 December 2026	<u>Read & Know Online Quiz Challenge</u> Participating schools should arrange for students to log into their Hong Kong Education City student accounts within the designated period and answer the questions for the Read & Know Online Quiz Challenge through the link below. Link to the Read & Know Online Quiz Challenge webpage (<i>Chinese version only</i>): https://game.hkedcity.net/read_know_challenge/ 
13 January 2027	<u>Submission Deadline of Entries for Create & Show AI-Generated Short Video Competition</u> Schools are required to submit the information of all students participating in the Create & Show AI-Generated Short Video Competition, as well as no more than three entries nominated by the school to the organisers on or before 13 January 2027 (Wednesday). Details will be announced via the primary email address of the teacher-in-charge in due course.
Late February or early March 2027 (Pending)	<u>Award Presentation Ceremony</u> Winning schools and students of Read & Know Online Quiz Challenge and Create & Show AI-Generated Short Video Competition will be invited to attend the Award Presentation Ceremony.

Points to Note

The organisers will take photographs and make video recordings during the Activity. These photos and video clips may later be uploaded to government websites and displayed in different media and/or events. Schools should inform the relevant stakeholders accordingly. If individual participating students and/or stakeholders have any concerns, they should contact the Personal, Social and Humanities Education Section of the Education Bureau before the Activity.

Enquiries

For enquiries, please contact Mr CHAN Ho-kong of the Personal, Social and Humanities Education Section, Curriculum Development Institute, Education Bureau at 2892 5497. For enquiries about the Hong Kong Education City accounts, please email info@edcity.hk (general enquiries) or support@edcity.hk (technical enquiries).

Personal Data Collection Statement

- Participating students must provide the personal data required in the entry form and are responsible for ensuring that the information submitted is complete and accurate. They must also agree to authorise the organisers to use the relevant information for purposes such as communication, announcement of results and publicity, including the participating students' names, year levels and schools. Upon completion of the Activity, all collected data that is no longer required will be destroyed. If a participating student fails to provide the required personal data, the organisers may not accept his/her entry.
- For the above purposes, the names of participating students and their schools may be disclosed on the organisers' website, other websites and/or in the media.



「理財教育進校園」計劃

「閱·創」

理財素養及 開拓與創新精神 人工智能生成短片 挑戰賽 (2026/27)

“Read & Create”
Financial Literacy and
Entrepreneurial Spirit
AI-Generated Short Video
Challenge (2026/27)

活動對象
中三至中五級學生



01

第一部分「閱·知」網上問答挑戰賽

“Read & Know” Online Quiz Challenge

學生閱讀十數篇涵蓋金融科技及其他創新科技的最新發展及其生活應用的報章新聞，並於香港教育城網頁回答10條多項選擇題。

網上問答挑戰賽日期：2026.12.1–2026.12.14



詳情請參閱活動網頁
查詢：2892 5497

02

第二部分「創·視」人工智能生成短片比賽

“Create & Show” AI-Generated Video Competition

學生運用人工智能工具製作不超過兩分鐘的短片。短片主題可取材自「閱·知」網上問答挑戰賽的閱讀資源套，或其他與理財素養及開拓與創新精神及其生活應用相關的內容，例如金融科技及其他創新科技的最新發展等。比賽旨在鼓勵學生運用人工智能工具創作短片，促進學生之間的交流，並向同儕推廣相關概念，以加深理解及提升學習效益。

截止遞交作品日期：2027.1.13

學校可安排學生參與第一部分「閱·知」網上問答挑戰賽及／或第二部分「創·視」人工智能生成短片比賽。

報名日期：2026.10.20 – 2026.11.6

主辦機構



中華人民共和國
香港特別行政區政府
教育局



香港浸會大學
HONG KONG BAPTIST UNIVERSITY
工商管理學院 SCHOOL OF BUSINESS

hket
香港經濟日報

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.

(Chinese version only)



「理財教育進校園」計劃

Smart 人生「棋」遇： 理財素養互動體驗



以桌遊體驗理財，培養領袖才能

透過原創桌上遊戲模擬真實人生，學習消費、
儲蓄、投資、防騙的及數碼安全。



學校報名截止日期：

2026年10月22日（星期四）

工作坊名額有限，
先到先得



第一階段

到校桌遊工作坊



2026年11月至2027年3月



下午舉行、每節約2.5小時



每節40至50名學生



第二階段

學生領袖訓練日營及校內實踐



2027年4月2至3日



學生領袖接受兩天培訓，
並於校內主持最少一次桌遊活動



學生完成培訓及校內實踐可獲結業證書



查詢：教育局課程發展處——2892 6513

騁志發展基金——2791 5778

主辦機構：

協辦機構：

詳情請參閱活動網頁：



中華人民共和國
香港特別行政區政府
教育局



Personal, Social and Humanities Education Section, Education Bureau

Attn.: Dr Grace WONG (Tel: 2892 6513)

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(For Official Use Only)

Smart Life Odyssey: Interactive Financial Literacy Experience**Application Form****[Please return by email to cdopshe42@edb.gov.hk on or before 22 October 2026 (Thu).]***[Workshop allocation will be made on a first-come, first-served basis**(based on the time at which the Education Bureau receives the application email).]*

School Name : _____ (in English)

_____ (in Chinese)

Our school wishes to participate in Stage One of the “Smart Life Odyssey: Interactive Financial Literacy Experience” on-campus board game workshop and **undertakes to nominate four to six students who have joined the workshop to attend the Student Leadership Training Day Camp under Stage Two. Our school will also ensure that the trained student leaders will host at least one related board game activity in the school.**

*(Workshops are held in the **afternoon**. Each school may select up to **TWO** preferred time slots and indicate the order of preference in the boxes provided.)*

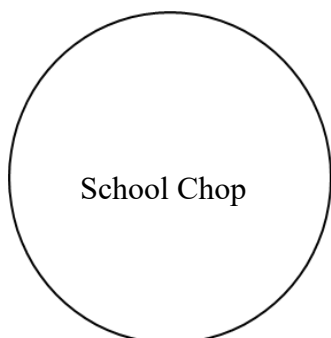
Date	Priority Order
3 November 2026 (Tue)	
10 November 2026 (Tue)	
17 November 2026 (Tue)	
1 December 2026 (Tue)	
5 January 2027 (Tue)	
19 January 2027 (Tue)	
27 January 2027 (Wed)	
2 February 2027 (Tue)	
23 February 2027 (Tue)	
2 March 2027 (Tue)	

Date	Priority Order
5 November 2026 (Thu)	
12 November 2026 (Thu)	
24 November 2026 (Tue)	
18 December 2026 (Fri)	
7 January 2027 (Thu)	
21 January 2027 (Thu)	
29 January 2027 (Fri)	
9 February 2027 (Tue)	
25 February 2027 (Thu)	
4 March 2027 (Thu)	

Teacher-in-charge

Name: Mr / Ms _____ (Eng) _____ (Chi)

Contact Tel. No.: _____ Email: _____



Signature of the Principal : _____

Name of the Principal : _____

Tel. No. : _____

Date : _____