About Dream2Story

Dream2Story ("**D2S**") is a social incubator.

At **D2S**, we dream of a Hong Kong where every youth has a chance to realise their own potential and achieve their own definition of success; no matter their background.
We focus on talented youngsters whose talent and/or social background do not lend themselves easily or naturally to the traditional social ladder via tertiary education. **We help them navigate the transition between school and work** by providing them the life skills, confidence and connections **to pursue the pathway towards their own success.** Last but not least, our **D2S:Mentors accompany them** in the first few steps of this journey as mentors and co-pilots.

About the Foundry

"**The Foundry**" is the flagship programme of Dream2Story designed to empower youths from under-resourced backgrounds in Hong Kong to (re-)gain a sense of self agency over their own post-school life. It is an experiential programme centred around a business plan challenge. Through a series of workshops, a company visit and mentorship sessions, students work in teams to bring their own dreams/passions into a business plan to be pitched against others in a competition setting. In addition to fundamental business concepts and entrepreneurial skills, students will have first hand experience in enhancing essential life skills such as communication, teamwork, critical thinking and problem-solving.

What Student Gain From Foundry Programme:

- Students showed *multiple areas of growth in a short time*
- Learned *PPT* from scratch and completed *presentations*
- Improved *public speaking* and *communication skills*
- Enhanced *teamwork* and *problem-solving abilities*
- Increased *self-awareness* and *confidence*

Target	Up to 24 groups of S4 and/or S5 students Students from under-resourced background who would benefit from similar programs otherwise unaffordable or unavailable to them (4-6 students per group)
Support	2-3 mentors + 1 teacher per group
Duration	Late February – July each year

Programme Highlight

Two to three volunteer D2S:Mentors (mostly from corporates) are assigned to lead each team together with a teacher-leader[1]. Over the course of multiple structured sessions, students are encouraged to bring their own ideas and solutions to help the team to achieve their collective goals of constructing a business plan based on their own choice of business idea. Sessions are highly interactive, designed to maximise self-discovery, expand horizons and gain self confidence – student agency is a critical element of the programme. The role of the teacher is to provide support to the Mentors and help encourage participation of students during class.

Other than the Foundry Launch Day, Company Visit Day, Sharing Day and Graduation Workshop , sessions are expected to take place at relevant school premises outside school hours.

The programme is free of charge[2] but schools may incur transportation costs to and from external venues on the Foundry Launch Day, Company Visit Day, Sharing Day and Graduation Workshop.

Commitment we need from schools

School resources	● An activity room (either a classroom or meeting room) for programme sessions ● IT equipment for students ● Endorsement on school and external activities
Teacher	● Identify 4-6 students to form a team ● Ensure students are present throughout the programme ● Liaise with Mentors on the scheduling of the programme
Students	● Commitment of approximately 90 minutes per session. ● Half day on March 7, 2026 (Foundry Launch Day) ● One day on either March 28, April 11 or 18, 2026 (Company Visit Day) ● Half day on either May 15 or 16, 2026 (Sharing Day) ● Half day on July 4, 2026 (Graduation Workshop) ● Be prepared to engage, learn and participate actively

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[1] If a school plans to field more than 1 team, each team must have a different teacher-leader.
[2] Failure to put forward a team after successful acceptance of application will incur an administrative fee of $12,000 per team.

Timetable

Date*	Process
8 Oct 2025	Application Opens
Oct / Nov 2025	Briefing, Q&A
19 Jan 2026	Application Closes
26 Jan 2026	Application Results Communicates
26 / 28 Feb 2026	Mentor/Teacher Training 1: Programme Purpose & Youth Intro
7 Mar 2026	**Foundry Launch Day**
12 / 14 Mar 2026	Mentor/Teacher Training 2: Debriefing & Syllabus Walkthrough
7 Mar 2026	Mentoring Session Starts
28 Mar 2026/ 11 Apr 2026/ 18 Apr 2026	**Company Visit Day**
15 / 16 May 2026	**Sharing Day**
Late-Jun	Mentor/Teacher Training 3: How mentors continue the journey with students
4 Jul 2026	**Graduation Workshop**
Additional Programme for Participated Students to Join after Foundry:	
14 Jul - 24 Jul 2026	*Summ-ory Batch One*
18 Aug - 28 Jul 2026	*Summ-ory Batch Two*

*The dates shown above may be subject to change. Please refer to the further update by D2S.

關於鑄夢所

鑄夢所是一個社會孵化器。

在這裡，我們夢想香港的每一位年青人都有發揮自身潛能的機會，無論他的出身或背景，都可以實現自己對成功的定義。我們關心年青人，他們充滿才華，但可惜或因天份有限，或因缺乏社會背景，而缺少機會接受高等教育，進而限制他們繼續晉升社會上遊。我們幫助他們順利完成從學校到職場的過渡，幫助他們提高生活技能、提升自信和擴大人脈，幫助他們邁向自己的成功道路。更重要的是，我們的同行導師將引領及同行，陪伴他們一同經歷這段旅程。

關於《老細體驗坊》

《老細體驗坊》是鑄夢所的領航計劃，旨在幫助香港貧困家庭的年青人（重新）獲得自我主體性，瞭解自己畢業後要過怎樣的人生。這是一個以商業計劃挑戰為主的體驗式計劃。透過一系列工作坊、公司參訪和導師指導，學生們分組合作，將自己的夢想/熱情融入商業計劃，並用比賽形式與其他組進行交流。除了學習基本的商業概念和創業技能外，學生亦能夠透過計劃提升溝通能力、團隊合作能力、批判性思維和解決問題能力等。

學生透過《老細體驗坊》計劃能收穫什麼：

- 學生在短時間內展現出多方面的進步
- 從零開始學習 *PPT* 並完成簡報
- 提升了公眾演講能力和溝通技巧
- 增強了團隊合作和解決問題的能力
- 提升了自我認知和自信

目標	最多 24 組中四和/或中五學生 來自資源短缺背景，亦無法負擔或無法獲得類似課程的同學 (每組4-6名學生)
支緩	每組2-3名導師＋1名老師
爲期	每年2月尾至7月

課程亮點

每個團隊由兩至三名(主要來自商界)D2S：義工導師，與一名學校老師一起帶領[3]。透過編排的課程，鼓勵學生提出自己的想法和解決方案，幫助團隊根據自行選擇的商業理念構建商業計劃。課程具備高度互動性，希望最大限度地幫助學生發現自我、拓展視野並獲得自信。學生主動學習是該項目的關鍵要素。老師的作用是為導師提供支援並幫助鼓勵學生在課堂上的參與。

除老細體驗啟動日、公司參訪日、分享日和未來老細啟航工作坊外，課程預計將在課餘時間在相關學校場地舉行。

計劃課程是免費的[4]，但學校可能需承擔於老細體驗啟動日、公司參訪日，分享日和未來老細啟航工作坊往返外部場地的交通費用。

學校的承諾

學校資源	用於舉辦課程的活動室（教室或會議室） 學生IT設備 對學校和校外活動的認可
老師	挑選4-6名學生組成團隊 確保學生參與整個課程 與導師聯絡以安排課程安排
學生	承諾參與每節大約 90 分鐘的課程 2026年3月7日半天（老細體驗啟動日） 2026年3月28日或4月11日或18日其中一天（公司參訪日） 2026年5月15日或5月16日其中半天（分享日） 2026年7月4日半天（未來老細啟航工作坊） 準備好積極學習和參與

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[3] 如果學校計劃派出 1 個以上的團隊，則每個團隊必須有不同的老師領導。
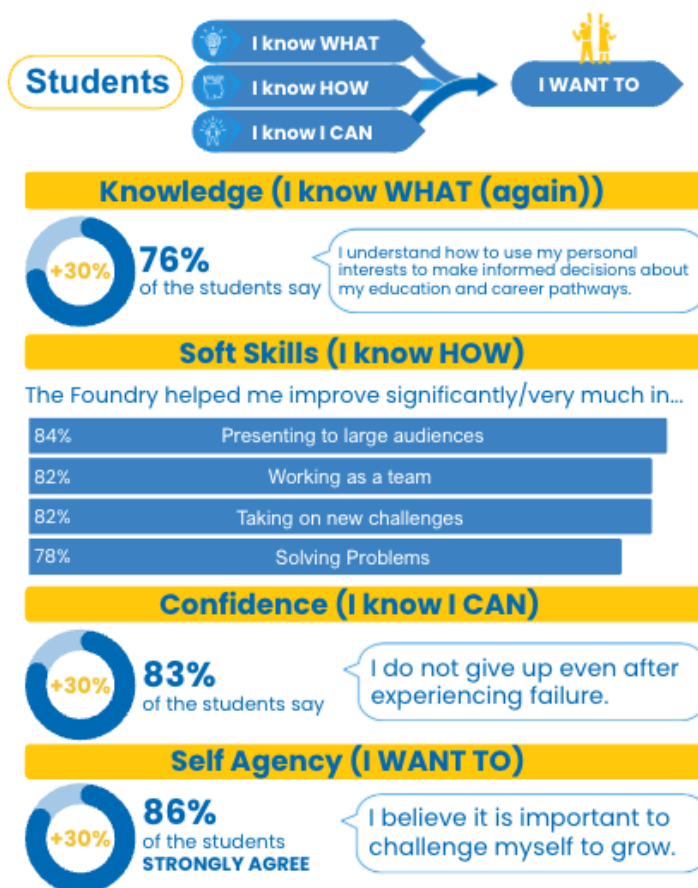[4] 成功申請後但未能提交團隊的，會被收取每個團隊 12,000 港元的行政費。

時間表

日期	內容
2025 年 10 月 8 日	申請開放
2025 年 10 月 / 11月	簡報、問答
2026 年 1 月 19 日	申請結束
2026 年 1 月 26 日	申請結果通知
2026 年 2 月 26 / 28日	第一次導師/老師培訓： 計劃簡介以及「認識」年青人
2026 年 3 月 7 日	老細體驗啟動日
2026 年 3 月 12 / 14 日	第二次導師/老師培訓： 反思討論以及大綱導覽
2026 年 3 月 7 日	課程開始
2026 年 3 月 28 日 / 2026 年 4 月 11日 / 2026 年 4 月 18 日	公司參訪日
2026 年 5 月 15 / 16 日	分享日
2026年 6 月尾	第三次導師/老師培訓： 導師如何繼續與同學同行
2026 年 7 月 4 日	未來老細啟航工作坊
為參與過老細體驗坊的學生提供的附加計劃：	
2026 年 7 月 14 日至 2026 年 7 月 24 日	鑄夢夏令營第一期
2026 年 8 月 18 日至 2026 年 8 月 28 日	鑄夢夏令營第二期

*以上日期可能會有所變更。請以*D2S*的後續更新為準。

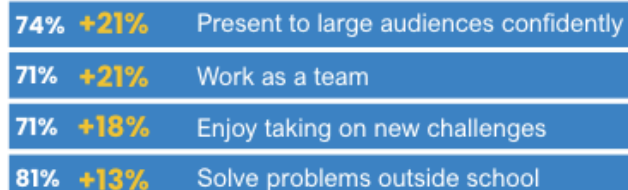**Appendix 1: Student and Teacher Feedback of Foundry 2024/25**
附件1:《老細體驗坊》2024/25 學生和老師反饋

The Foundry 2025 Impact

Students
- I know WHAT
- I know HOW
- I know I CAN
→ I WANT TO

Knowledge (I know WHAT (again))

+30% **76%** of the students say
> I understand how to use my personal interests to make informed decisions about my education and career pathways.

Soft Skills (I know HOW)

The Foundry helped me improve significantly/very much in...

84%	Presenting to large audiences
82%	Working as a team
82%	Taking on new challenges
78%	Solving Problems

Confidence (I know I CAN)

+30% **83%** of the students say
> I do not give up even after experiencing failure.

Self Agency (I WANT TO)

+30% **86%** of the students STRONGLY AGREE
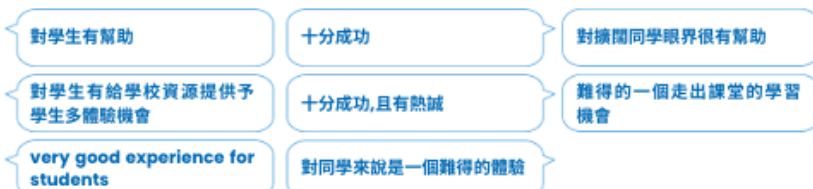> I believe it is important to challenge myself to grow.

What The Teachers Say

How would you rate student's abilities in the following areas?

"I agree/strongly agree the students are able to..."

74%	+21%	Present to large audiences confidently
71%	+21%	Work as a team
71%	+18%	Enjoy taking on new challenges
81%	+13%	Solve problems outside school

100% of the teachers would **recommend The Foundry programme** to others

How would you describe the Foundry programme in general?

對學生有幫助	十分成功	對擴闊同學眼界很有幫助
對學生有給學校資源提供予學生多體驗機會	十分成功,且有熱誠	難得的一個走出課堂的學習機會
very good experience for students	對同學來說是一個難得的體驗	

Appendix 2: Foundry 2026 Programme Structure
附件2:《老細體驗坊》2026 課程架構

The Foundry: Program Structure

Period / Date	Sessions and Key components	Core Program	Learning Modules	Homework
Late Feb – Mid May	S1: Foundry Launch Day	• Build Relationship • Set style of Foundry	None	Bring 1-2 dream(s) / interest(s)
	S2: From Dream to a Business Idea	• What's your dream? • Choose one as the team's Business Idea (BI)	• Consensus & Teamwork	Think about how to make money from the BI
	S3: Develop a Business Model	• Define the Business Model (BM)	• Profit • Business Model (BM) basics	Finalise BM as a team
	S4: Add value to your business (Social)	• Social Role of Business • Take BM into Business Presentation (BP)	• Basic concept of Social Role of Business	First Draft BM into presentation
	S5: Prepare a Presentation	• "Rehearsal" BP and presentation pack • COMPANY VISIT	• Business Model • Basic Presentation Skills	Prepare business presentation
	S6+: Mentors on standby	Students to take charge		
	SD-1: Rehearsal & Final Preparation	• Presenting your business idea	• Presentation Skills Practice	Finalise presentation and rehearsal as a team
15 May (Fri) or 16 May (Sat)	SD: Sharing Day	• Presentation	None	None
4 Jul (Sat)	GW: Graduation Workshop	• Career-related learning	Career Sharing	Know more about your interested career