



About Dream2Story

Dream2Story (“D2S”) is a social incubator.

We focus on talented youngsters (between ages of 16 and 25) whose talent and/or social background do not lend themselves easily or naturally to the traditional social ladder via tertiary education. We aim to promote social mobility through being the illustrator and navigator for the alternative social ladder that we believe already exists.

We run a 16-week Mentor-led programme called the [Foundry](#) which is based around a Business Case competition designed to help senior secondary school students gain self confidence and widen their horizon.

We have been developing a platform ([D2S:Hub](#)) to bring together as many providers of similar support services to this group of youngsters as possible so there is a one-stop shop when they leave school and want to seek help.

We have built a team of volunteer [D2S:Mentors](#) who can help these youngsters (over an extended period of time) navigate the early stages of their life journeys.

About the Foundry

“**The Foundry**” is the flagship programme of D2S. It is a 16-week experiential programme designed around a business case challenge. Through a series of workshops, company visits and mentorship sessions, students are able to expand their horizons and get a sense of the corporate world whilst unleashing their creativity, develop self confidence and business skills and nurture their entrepreneurial spirits. They may also build valuable relationships with their team mentors who might continue to provide support beyond the programme.

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 (5-6 students per group)
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Support	2 mentors + 1 teacher per group
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Duration	February – July each year
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Programme Highlight

Two volunteer D2S:Mentors (mostly from corporates) are assigned to lead each team together with a teacher-leader¹. 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. No preparation is necessary for teachers.

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

The programme is free of charge² but schools may incur transportation costs to and from external venues on Foundry Launch Day, Company Visit(Office Open Day), Sharing Day and Graduation Workshop Day.

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
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Teacher	Identify 5-6 students to form a team Ensure students are present throughout the programme Liaise with Mentors on the scheduling of the programme
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Students	Time Commitment: Approximately 90 minutes per mentoring session.
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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.



Around 3 hours for each of the Launch Day, Sharing Day and Grad Workshop Day. Launch Day: One full day at the start of the Foundry Programme.

Company Visit Day: Half day before or after the Easter Holiday.

Expectations: All participants must be prepared to engage, learn, and participate actively throughout the programme.

Programme content are structured and full attendance by participating students is highly encouraged to maximise impact.



關於鑄夢所

鑄夢所是一個社創孵化器。

我們專注於那些有才華、但因其天賦及/或社會背景而無法通過高等教育輕易或自然地進入傳統社會階梯的16-25歲的年輕人。旨在透過鑄夢所相信已存在的另類社會階梯的說明者和導航者，來促進社會流動性。

我們開展為期 16 週的由導師主導的課程，名為《老細體驗坊》。該課程以商業計劃競賽為基礎，旨在幫助高中生獲得自信並拓寬視野。

我們已經建立平台(D2S:Hub)，來匯集盡多的為這群年輕人提供類似支援服務的團體和機構，以便當他們離開學校並想要尋求幫助時可以得到一站式服務。

我們已經建立一支義工D2S:導師團隊，他們可以幫助這些年輕人(於一段較長時間)度過人生旅程的早期階段。

關於《老細體驗坊》

《老細體驗坊》是鑄夢所的旗艦課程。這是一個為期 16 週的體驗式項目，圍繞商業計劃的挑戰而設計。通過一系列研討會、公司參觀和輔導課程，學生將能夠拓展視野，了解企業世界，同時釋放創造力，培養自信心、商業技能和企業家精神。他們還可以與團隊導師建立具價值的關係，讓他們在課程以外繼續獲得支持。

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5-6名學生)
支緩	每組2-3名導師 + 1名老師
為期	每年2月至7月



課程亮點

每個團隊由兩名(主要從商界的)義工 **D2S: 指派導師**與一名教師領導一起領導³。他們會通過多個經編排的課程，鼓勵學生提出自己的想法和解決方案，以幫助團隊實現根據自己選擇的商業理念構建商業計劃的集體目標。課程具有高度互動性，旨在最大限度地發現自我、拓展視野並獲得自信。學生自發性學習是該項目的關鍵要素。教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，他們無需作額外準備。

除《老細體驗坊》啟動日、公司參觀日、分享日和未來老細啟航日外，課程預計將在課餘時間在相關學校場所舉行。

課程是免費的⁴，但學校可能需承擔於《老細體驗坊》啟動日、公司參觀日，分享日和未來老細啟航日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 對學校和學外活動的認可
老師	挑選5-6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 90 分鐘的課程 《老細體驗坊》大約三個鐘的啟動、比賽日(分享日)以及未來老細啟航日 復活節假期前後半天:公司參觀日 誠摯鼓勵參與學生全程出席，以獲得參與最大成效。

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教師領導。

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。



Appendix 1: Timetable 時間表

Enquiry and application forms available by contacting foundry@dream2story.org.
如需諮詢和索取申請表，請聯繫foundry@dream2story.org。

Date 日期	Process 程序
12 Oct 2026 2026 年 10 月 12 日	Application Opens 開放申請
Oct / Nov 2026 2026 年 9 月 / 10 月	Briefing, Q&A 簡報、問答
9 Jan 2027 2027 年 1 月 9 日	Application Closes 結束申請
22 Jan 2027 2027 年 1 月 22 日	Application results communicated 通知申請結果
Jan / Feb 2027 2027 年 1 月 / 2 月	Mentors preparation 導師準備
Feb 2027 2027 年 2 月	Teacher – Mentor planning 教師與導師規劃
27 Feb 2027 2027 年 2 月 27 日	Programme starts(Foundry Launch Day) 課程開始(《老細體驗坊》啟動日)
March/ Apr 2027 2027 年 3 月/4	One-day programme: Company Visit Day 一日活動：公司參觀日 Options to choose from April 2nd, 9th, 16th 可選日期為4月2日；4月9日；4月16日
14 / 15 May 2027 2027 年 5 月 14 / 15 日	Sharing Day 分享日
3 Jul 2027 2027 年 7 月 3 日	Graduation Workshop Day 未來老細啟航日



Appendix 2: Foundry 2027 Programme Structure

《老細體驗坊》2027 課程架構

Foundry 2027: Programme Structure

Period / Date	Sessions	Key Component	Learning Modules	Homework
Mid Feb – Mid May	S1: Foundry Launch Day	- Ice-break and team-building - Dream Bank	Create team dream bank	/
	S2: Dream to a Business Idea	- What's your dream? - Summarize the team's Business Idea (BI)	Consensus & Brainstorming	Think about how to make money from the BI
	S3: Develop a Business Model	- Define the Business Model - How to make profit?	- Business Model(BM) basics - Profit Making	First Draft BM into presentation Prepare for the company visit
	S4: Purpose	- Refine your purpose - Your business final review	- Purpose - Business final review	Finalize the PPT slides
	S5: Prepare a Presentation	- Story - Finalize BP and presentation	- Communicate your story - 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
14 May (Fri) or 15 May (Sat)	SD: Sharing Day	Presentation	/	/
3 Jul (Sat)	GW: Graduation Workshop	Post-Foundry Engagement(mentor-mentee)	/	Know more about interested career