

## **Media Release**

# **Central Singapore CDC & UOB Present Inaugural Hackathon for ‘My Digital Bootcamp’, Empowering Students to Tackle Climate Change**

*More than 1,000 primary school students from lower-income backgrounds participated in transformative two-day camps aimed at nurturing digital-making skills for Season 3 of ‘My Digital Bootcamp’*

**SINGAPORE, 11 March 2024** – About 200 primary school students from lower-income families in Singapore’s Central District gathered at the Hackathon for ‘My Digital Bootcamp’ to identify relevant climate-related issues and design solutions that address them. Under the guidance of sustainability experts, the students created prototypes using IT skills and upcycled materials.

The Hackathon falls under the auspices of ‘My Digital Bootcamp’, a collaboration between Central Singapore CDC and UOB. Now in its third season, this is the first time ‘My Digital Bootcamp’ has embedded a Hackathon component that serves as the finale to the season. More than 1,000 children have attended Season 3 of ‘My Digital Bootcamp’.

The third season of ‘My Digital Bootcamp’ started in March 2023. Students were identified to attend short workshops to equip them with digital and soft skills to be future-ready.

The coaching included exposure to complementary soft skills such as logical reasoning, pattern recognition, algorithm design, relationship management and communication skills, among others.

This Hackathon event is a culmination of a year-long effort. Groups of students will compete to develop solutions in four categories:

- Create a linguistic device
- Design smart homes for people with disabilities
- Create an AI device that helps in garbage disposal
- Design fun games to help those like refugees cope with difficult times  
(See *Appendix C* for project descriptions).

The Hackathon primer started on 9 March 2024 (Saturday). The students gathered at Pathlight School for workshops for refresher sessions, covering team building, digital lessons and brainstorming sessions. This dovetails into the latest session comprising building prototypes.

**Ms Denise Phua, Mayor of Central Singapore District**, said: “Central CDC’s ‘My Digital Bootcamp’ is a signature offering to provide enrichment opportunities for children who otherwise would not have access to such digital skills learning treats. Its new Hackathon component brings the Bootcamp to a new level and lets our children have a go at innovative problem-solving in new domains like sustainability and climate action.

We are so grateful for the strong steadfast support from UOB who has been generously supporting our disadvantaged young for many years.

We welcome other businesses to join UOB and Central CDC to ensure that as many children as possible are not left behind in our fast-moving tech-enabled society.”

UOB has donated \$1.5 million across three seasons of ‘My Digital Bootcamp’, with \$500,000 attributed to Season 3. In Season 3, over 30 employee volunteers from UOB also befriended the students, distributed participation kits and meals, and helped to guide the students through their learning.

**Mr Leonard Tan, Head of Group CSR, Group Strategic Communications and Brand, UOB** said: “UOB is committed to supporting the social development of the communities that we operate in. We are proud to be a

longstanding supporter of 'My Digital Bootcamp', a programme that helps to develop young minds and build their confidence to thrive in an increasingly digital world. It is a testament to UOB's promise to do right by our community by equipping children with digital tools and skills and developing them to their full potential."

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# END #

'My Digital Bootcamp' is one of 1 of 52 programme offerings under Central Singapore CDC that aims to better support its residents in their journey of lifelong learning. Interested primary schools with and community organisations serving children from lower-income families in Central Singapore District can write to [PA\\_CentralSingapore@pa.gov.sg](mailto:PA_CentralSingapore@pa.gov.sg). More details can be found in Annexes below.

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**About Central Singapore Community Development Council**

Situated at the heart of Singapore, Central Singapore Community Development Council (CDC) serves close to one million residents living in Ang Mo Kio, Bishan-Toa Payoh, Jalan Besar and Tanjong Pagar Group Representation Constituencies (GRCs), and Kebun Baru, Marymount, Potong Pasir, Radin Mas, as well as Yio Chu Kang Single Member Constituencies (SMCs).

The CDC envisions itself as a Do-Good district that aims to help our residents live The Better Life. It works in close partnership with schools, voluntary welfare organisations (VWOs), grassroots organisations (GROs), government and commercial agencies to fulfil its mission as an Aggregator of needs and resources; Builder of capability/capacity in partners and networks; and Connector of communities. To achieve its vision, Central Singapore CDC implements programmes to provide support to residents under five key pillars:

- I. **Financial Wellness**  
Support for the lower-income and lower-skilled
- II. **Physical Wellness and Sustainability**  
Advocate eating well, living well and thinking well
- III. **Socio-emotional Wellness and Inclusiveness**  
Build and maintain positive relationships
- IV. **Lifelong Learning**  
Encourage learning, regardless of age
- V. **Service to Others**  
Inculcate a spirit of volunteerism and giving

### **About the 'My Digital Bootcamp'**

Started in 2019, 'My Digital Bootcamp' is one of 52 programmes by Central Singapore CDC to build better lives for our residents. In partnership with UOB, this programme provides learning opportunities for children from lower-income families who may not have access to these opportunities by:

- a) Exposing and equipping children with digital-making skills; and
- b) Allowing them to understand the current digital landscape.

The skills covered in the thematic, immersive bootcamp goes beyond the current school and community-based coding programmes. Children also take home a Home-Based Learning Digital-Making Kit, complete with a Learning Management System.

### **About UOB**

UOB is a leading bank in Asia. Operating through its head office in Singapore and banking subsidiaries in China, Indonesia, Malaysia, Thailand and Vietnam, UOB has a global network of around 500 offices in 19 countries and territories in Asia Pacific, Europe and North America. Since its incorporation in 1935, UOB has grown organically and through a series of strategic acquisitions. UOB is rated among the world's top banks: Aa1 by Moody's Investors Service and AA- by both S&P Global Ratings and Fitch Ratings.

For nearly nine decades, UOB has adopted a customer-centric approach to create long-term value by staying relevant through its enterprising spirit and doing right by its customers. UOB is focused on building the future of ASEAN – for the people and businesses within, and connecting with, ASEAN.

The Bank connects businesses to opportunities in the region with its unparalleled regional footprint and leverages data and insights to innovate and create personalised banking experiences and solutions catering to each customer's unique needs and evolving preferences. UOB is also committed to help businesses forge a sustainable future, by fostering social inclusiveness, creating positive environmental impact and pursuing economic progress. UOB believes in being a responsible financial services provider and is steadfast in its support of art, social development of children and education, doing right by its communities and stakeholders.



**Caption:** Mayor Denise Phua and Mr Leonard Tan (Centre), Head of Group CSR, Group Strategic Communications and brand, UOB, posing for a photo with students and trainers.





**Caption:** Mayor Denise and Mr Leonard interacting with students at a workshop.



**Caption:** Participants put their heads together to come up with exciting prototypes.

**‘My Digital Bootcamp’ Hackathon Overview**



<b>Date</b>	: <b>First Run:</b> Saturday, 9 March 2024 Monday, 11 March 2024	<b>Second Run:</b> Tuesday, 12 March 2024 Wednesday, 13 March 2024
<b>Time</b>	: <b>8.00am to 5.00pm</b>	
<b>Venue</b>	: <b>Pathlight School (Campus One)</b> 5, Ang Mo Kio Avenue 10, Singapore 569739	
<b>About the Hackathon</b>	: <p>Sponsored by UOB, the Hackathon is a <b>NEW</b> addition to Season 3 of ‘My Digital Bootcamp’, tailored for children from lower-income families following the successful bootcamps held in 2023.</p> <p>The 2-day Hackathon complements the bootcamp <b>by taking the children’s learning to the next level through real-life scenarios</b>, where they can apply their digital-making skills in a collaborative and creative environment, fostering innovation and problem-solving abilities.</p> <p>The first run took place on 9 and 11 March 2024. The second run will take place on 12 and 13 March 2024.</p> <p>Students formed groups to compete in four categories:</p> <ul style="list-style-type: none"> <li>• Create a linguistic device</li> <li>• Design smart homes for people with disabilities</li> <li>• Create an AI device that helps in garbage disposal</li> <li>• Design fun games to help refugees cope with difficult times</li> </ul>	
<b>Attendees</b>	: Around 200 primary school students	

## FULL HACKATHON PROGRAMME

### DAY ONE

**Objective:** Each group of 5 participants will be equipped with the essential digital-making skills for their assigned group mission.

Time	Venue	Programme
08.00am – 8.45am	Spine	<b>Registration &amp; Breakfast</b>
08.45am – 9.15am		<b>Opening of Hackathon</b>
8.45am – 9.00am: Mass Energiser Game		Introduction of Hackathon storyline & missions, through skit & performance by GUILD team (one of the 'My Digital Bootcamp's' trainers).
09.15am – 10.00am	Computer Labs / Rooms	<b>Team-Building Activities</b>
10.00am – 12.30pm		<b>Digital-Making Workshop (Skill 1)</b>
		Participants will learn the first digital-making skill required for their assigned group missions.
12.30pm – 01.00pm	Canteen	<b>Lunch</b>
01.00pm – 01.15pm	Computer Labs / Rooms	<b>Siesta Recharge</b>
01.15pm – 03.00pm		<b>Digital-Making Workshop (Skill 2)</b>
		Participants will learn the second digital-making skill required for their assigned group missions.
03.00pm – 03.30pm	Canteen	<b>Tea Break</b>
03.30pm – 04.45pm	Computer Labs / Rooms	<b>Ideation &amp; Planning</b>
		Each group member will <b>select their specialised role (see Annex B)</b> for the group mission.  They will <b>engage with GUILD's human library</b> to gain insights into the issue, aiding them in <b>brainstorming and designing impactful solutions</b> for the following day.
04.45pm – 05.00pm		<b>Closing</b>

### DAY TWO

**Objective:** Each group of 5 participants will collaborate to develop and present innovative solutions related to their assigned group mission.

Time	Venue	Programme
08.00am – 8.45am	Spine	<b>Registration &amp; Breakfast</b>
08.45am – 9.15am		<b>Mass Energiser Game</b>
09.15am – 12.30pm	Computer Labs / Rooms	<b>Ideation &amp; Building of Prototypes</b>  Under the guidance of trainers, each group of participants will develop their prototype in relation to their assigned mission.
12.30pm – 01.00pm	Canteen	<b>Lunch</b>
01.00pm – 02.00pm	Computer Labs / Rooms	<b>Ideation &amp; Building of Prototypes (Continued)</b>
02.00pm – 02.30pm		<b>Demo Training &amp; Preparations</b>  Each group of participants will <b>receive guidance on delivering an engaging demonstration</b> of their prototype solution, and will have the chance to <b>present their work and receive feedback</b> from other teams.
02.30pm – 03.30pm		<b>Demo</b>  Each group of participants will demonstrate their prototype solution to the trainers.
03.30pm – 04.00pm	Canteen	<b>Tea Break</b>
04.00pm – 05.00pm	Auditorium (Shaw Foundation)	<b>Certificate Ceremony &amp; Closing</b>



**HACKATHON STORYLINE & GROUP MISSIONS**

It is the year 2054. The failure of the world to take sufficient action to stop climate change has led to the triggering of a climate tipping point. As global temperatures rise by 3 degrees Celsius, extreme weather ravages the world. Droughts and floods destroy crops around the world, leading to food shortages.

Here in Singapore, we are running low on food as many countries stop exporting food to us. Yet, there are more mouths to feed as disasters in neighbouring countries have led to a flood of refugees coming to our shores in the hope of finding safe shelter.

In the midst of this crisis, you have decided to join a group of brave young inventors to serve the people – the **Ground-Up Troopers of Singapore (GUTS)**!

The GUTS team has decided to take on **4 critical missions (colour-coded below)**:

	<p><b>MISSION 1</b> <b>COMMUNICATORS</b></p>  <p><b>CREATE A COMMUNICATION DEVICE...</b> SO PEOPLE FROM DIVERSE LINGUISTIC BACKGROUNDS &amp; ALL WALKS OF LIFE CAN COMMUNICATE!</p>	<p><b>MISSION 2</b> <b>FARMERS / ARCHITECTS</b></p>  <p><b>DESIGN SMART HOMES OR FARMS...</b> THAT ARE ECO-FRIENDLY &amp; ACCESSIBLE FOR PEOPLE WITH DISABILITIES!</p>	
	<p><b>MISSION 3</b> <b>ROBOTIC ENGINEERS</b></p>  <p><b>CREATE A ROBOT...</b> WITH ARTIFICIAL INTELLIGENCE THAT COLLECTS &amp; CORRECTLY SORTS RUBBISH ITSELF!</p>	<p><b>MISSION 4</b> <b>GAME DESIGNERS</b></p>  <p><b>CREATE FUN GAMES...</b> TO UPLIFT CLIMATE REFUGEES WHO ARE GOING THROUGH DIFFICULT TIMES!</p>	

**'MY DIGITAL BOOTCAMP' PROGRAMME OVERVIEW**

<b>Project Name</b>	'My Digital Bootcamp' Season 3
<b>Objective of Project</b>	<p>To allow children from disadvantaged backgrounds to learn new digital-making skills through:</p> <ul style="list-style-type: none"> <li>● Thematic Storylines</li> <li>● Modular Skills-Based Workshops</li> <li>● Home-Based Learning</li> <li>● Hackathon</li> </ul>
<b>Who Can Benefit?</b>	<p>Open to children in Central Singapore district who are:</p> <ul style="list-style-type: none"> <li>● Singaporean or Permanent Resident</li> <li>● 10 to 12 years old (or in Primary 4, 5, or 6)</li> <li>● From families with total household monthly income of S\$6,900 &amp; below, or S\$1,725 &amp; below per family member</li> </ul>
<b>Project Period</b>	March 2023 to March 2024
<b>Application Process</b>	<p>Students must be nominated by their school or organisation.</p> <p>Interested primary schools and community organisations with children from lower-income families in Central Singapore District can write to Mr Qamar Firdaus or Ms Melissa Wong at <a href="mailto:PA_CentralSingapore@pa.gov.sg">PA_CentralSingapore@pa.gov.sg</a>.</p>
<b>Sponsor &amp; Amount</b>	<p>S\$500,000 for 'My Digital Bootcamp' Season 3, sponsored by UOB.</p> <p>Total Sponsored Amount: <b>S\$1.5 Million</b></p>

## 'MY DIGITAL BOOTCAMP' FACTSHEET

### WHY 'MY DIGITAL BOOTCAMP'?

In the current digital landscape, children build strong digital literacy and computational thinking skills through various learning opportunities. These include enrichment classes and camps provided for by the school, and holiday programmes which the parents/guardians enrol the child in.

'My Digital Bootcamp' provides children from disadvantaged backgrounds with access to similar digital learning opportunities.

This is one of the initiatives under Central Singapore CDC's SkillsFuture Junior movement. Children from disadvantaged backgrounds are equipped with relevant 21<sup>st</sup> century skills. This movement complements the long-term national SkillsFuture efforts: to give Singaporeans from all walks of life the opportunity to develop skills relevant to the future.

### WHAT IS 'MY DIGITAL BOOTCAMP' (SEASON 3) AND HOW IS IT CONDUCTED?

Launched in March 2023, Season 3 of 'My Digital Bootcamp' is an experiential and hands-on day camp that **equipped children with digital-making skills**, helping them to **understand the current digital landscape**.

In the third iteration of 'My Digital Bootcamp', children were exposed to all-new digital-making skills and storylines. Children went through one of these storylines: **Space Time Adventure**, or **Heroes of Planet Earth (HOPE)**.

Each child was equipped with **4 different digital-making skills** and received a specially curated **home-based learning (HBL) Digital-Making Kit**, completed with a **learning management system**.