

MEDIA RELEASE – FOR IMMEDIATE RELEASE

# UOB and Central CDC to Empower 1,000 Central District Children with Digital-Making Skills

*My Digital Bootcamp Season 4 weaves art into digital bootcamp, expands to include lower primary students* 

**SINGAPORE, 5 September 2024** – Up to 1,000 children from lower-income families in Central Singapore District will gain access to digital-making skills and the arts through the fourth run of *"My Digital Bootcamp"*. The programme is a collaboration between Central Singapore Community Development Council (CDC) and UOB. It is part of Central Singapore CDC's SkillsFuture Junior movement. The movement aims to equip young residents with digital and soft skills to be future-ready in an increasingly technologically-advanced society.

### Immersive Learning Experiences

2 Through thematic bootcamps held from now to March 2025, the children will be equipped with digital-making skills and given an understanding of the current digital landscape in a fun and engaging manner. These bootcamps complement school- and community-based coding programmes. This marks the first time that **'My Digital Bootcamp'** is offered to lower primary students. In addition, digital art will be woven into the latest curriculum to provide the children with additional exposure to ignite their creativity.

3 Participants can choose from either of two immersive narratives: To save the world from a malevolent force known as "The Glitch" in **Digital Defenders: Rise of The Super Squad** or join the **Amazing Tech Titans** to solve global challenges (more information in Annex C).

#### Modular Workshops

4 Participants partake in skills-based modular workshops to learn digital-making skills, such as Artificial Intelligence (AI), robotics, web development, game design and coding. Through the bootcamp, they will also be exposed to soft skills such as creativity, logical reasoning, pattern recognition, relationship management and communication skills, among others.

- 5 At each two-day bootcamp, participants will attend four workshops comprising:
  - Two Core modules (with a Digital Art component)
  - Two **Elective** modules (chosen from six different workshops) (more information in Annex C)



#### Learning Beyond the Bootcamps

6 To encourage learning beyond the Bootcamp, each child will bring home a Home-based Learning (HBL) digital-making kit so they may continue practising what they have learnt. These kits are configured according to the two narratives, with different contents for the two storylines (more information in Annex C).

#### Strong Partnership between Central Singapore CDC and UOB

7 **"My Digital Bootcamp"** was made possible through Central Singapore CDC's longstanding partnership with UOB. A steadfast supporter since the programme's inception in 2019, UOB has donated \$2 million across four seasons of "My Digital Bootcamp", with \$500,000 attributed to Season 4. Close to 5,000 children across 50 schools and organisations will benefit over the 4 seasons.

8 Earlier today, the second day of "*My Digital Bootcamp*" Season 4 kicked off at Townsville Primary School with a cheque presentation ceremony. It was attended by **Mrs Josephine Teo**, Minister for Digital Development and Information & Second Minister for Home Affairs, Grassroots Advisor to Jalan Besar GRC GROs, **Ms Denise Phua Lay Peng**, Mayor of Central Singapore District, and **Ms Rosalind Lee**, Head of Enterprise Banking, UOB.

9 Close to 60 students from Townsville Primary school and Pathlight School attended four workshops held concurrently. The students brought their imagination to life with digital skills taught.

10 **Mrs Josephine Teo** said: "Technology is a big part of our daily lives. Digital inclusion plays a pivotal role in ensuring that its benefits are gained by all segments of society. That's why programmes like *"My Digital Bootcamp"* are so important in ensuring that our children can have access to digital skills regardless of their background. We want them to be future-ready. That is one step closer to realising a Singapore where everyone can live meaningful and fulfilled lives, enabled seamlessly by technology, offering exciting opportunities for all.

11 **Ms Denise Phua, Mayor of Central Singapore CDC**, said: "*My Digital Bootcamp*" equips children from underserved backgrounds with crucial digital skills, ensuring they are not left behind in our tech-focused world. By merging art with technology, our expanded curriculum sparks creativity and inspires innovative uses of digital tools. We deeply appreciate UOB's ongoing support in empowering these young learners and warmly welcome invite more businesses to join us and contribute to our community's growth."



### 12 Mr Leonard Tan, Head of Group Corporate Social Responsibility, UOB said:

"UOB is proud to be a longstanding supporter of "My Digital Bootcamp". This is a programme that develops young minds and equips our children with digital and soft skills so they can thrive in an increasingly digital world. It is a testament to UOB's promise to do right by the communities around us and commitment to invest in the future of our youth."

"My Digital Bootcamp" is one 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 <u>PA\_CentralSingapore@pa.gov.sg</u>. More details can be found in Annexes below.

Encl. -

Annex A: Photos/Clippings from "My Digital Bootcamp" Season 4 Annex B: "My Digital Bootcamp" Programme Overview Annex C: Summary of "My Digital Bootcamp" Storylines, Workshops and Digital-Making Kits

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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. Today, 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.



ANNEX A

## Photos/Clippings from My Digital Bootcamp Season 4

Please refer to link below for photos/clippings of My Digital Bootcamp Season 4:

https://drive.google.com/drive/folders/1DUbE0caE64sC5bcfhxZG3-N3VKQhEjTL?usp=sharing



#### ANNEX B

## OVERVIEW OF 'MY DIGITAL BOOTCAMP (SEASON 4)'

Started in 2019, 'My Digital Bootcamp' is one of 52 programmes that Central Singapore CDC has 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 (HBL) Digital-Making Kit.

For Season 4, up to 1,000 children will go through the programme. 'My Digital Bootcamp' is open for sign-ups from interested community organisations and/or schools in Central Singapore District.

# MY DIGITAL BOOTCAMP (SEASON 4) WHY 'MY DIGITAL BOOTCAMP'?

A joint initiative by Central Singapore Community Development Council (CDC) and UOB, **My Digital Bootcamp** aims to prevent children from lower-income families from being left behind in an increasingly technologically advanced society.

**My Digital Bootcamp** is also part of Central Singapore CDC's SkillsFuture Junior movement which aims to equip children from disadvantaged backgrounds with relevant 21<sup>st</sup> century skills. This complements the long-term national SkillsFuture efforts in giving Singaporeans from all walks of life the opportunity to develop skills relevant to the future.

#### WHAT IS 'MY DIGITAL BOOTCAMP' AND HOW IS IT CONDUCTED?

**My Digital Bootcamp** is an experiential and hands-on day camp which equips children with digitalmaking skills and enable them to understand the current digital landscape.

It features three components:

- 1. Thematic Storylines
- 2. Modular Skill-Based Workshops
- 3. Home-Based Learning Digital-Making Kits

For Season 4, participating partners will select 2 Core and 2 (out of 6) Elective modules for their bootcamps. Each bootcamp will be conducted across two full days or four half-days.

#### HOW TO SIGN UP FOR 'MY DIGITAL BOOTCAMP'?

**My Digital Bootcamp (Season 4)** is open to primary children from a school, community or grassroots organisations based in Central Singapore District, who fulfil the following criteria:

- Singaporean or Permanent Resident
- 7 to 12 Years Old (or in Primary 1 to 6)
- Lower-Income Families



Nominations are through schools, community or grassroots organisations based in Central Singapore district only.



#### ANNEX C

#### **THREE COMPONENTS FOR SEASON 4 Thematic Storylines** THE DIGITAL DEFENDERS **RISE OF THE SUPER SQUAD** THE DIGITAL DEFENDERS **AMAZING TECH TITANS** In the year 2100, the world had transformed into a The time for Positive Change is NOW! You have digital wonderland. Cities sprawled across been selected to join this team of Amazing Tech cyberspace, their neon-lit skyscrapers casting Titans and will learn important digital-making and pixelated shadows on virtual streets. But with 21<sup>st</sup> century skills as you embark on four critical missions to solve different challenges. You will great advancements came great threats. In the bustling metropolis of NeoByte City, a malevolent also acquire a special stone once you have force known as "The Glitch" emerged, threatening completed a mission. Collect all 4 stones to gain to corrupt the very fabric of this digital realm. Ultimate Power against the Super Villains and you will be the next Singapore's Tech Titan!

| Modular Skill-Based Workshops |  |
|-------------------------------|--|
| Lower Primary (P1 to P3)      |  |

| Cores                               |                                       |  |  |
|-------------------------------------|---------------------------------------|--|--|
| Module 1: 3D Pen Design             | Module 1: Sketchpad 2D Design         |  |  |
| Module 2: CodeMonkey Game Design    | Module 2: Minecraft Education         |  |  |
| Electives                           |                                       |  |  |
| Module 3: Conductive Tape Circuits  | Module 3: STEM & VEXCode VR           |  |  |
| Module 4: Cardboard Electronics Kit | Module 4: AI with PictoBlox           |  |  |
| Module 5: Strawbees Engineering     | Module 5: Fun with Drones             |  |  |
| Module 6: Magnetic Robotic Kits     | Module 6: Robotics with VEX 123       |  |  |
| Module 7: Makey Makey Game Kit      | Module 7: Coding with Ozobot          |  |  |
| Module 8: Web HTML5 Development     | Module 8: MODI iOT Kit Digital-Making |  |  |
| Upper Primary (P4 to P6)            |                                       |  |  |
| Co                                  | res                                   |  |  |
| Module 1: Stop Motion Studio        | Module 1: 3D Creation with Tinkercad  |  |  |
| Module 2: Mobile App Development    | Module 2: Minecraft Education         |  |  |
| Elec                                | tives                                 |  |  |
| Module 3: Tinkercad 3D Design       | Module 3: Game Design with Roblox     |  |  |
| Module 4: Plywood Electronics Kit   | Module 4: micro:bit Digital-Making    |  |  |
| Module 5: Conductive Pen Design     | Module 5: Be a Competent Drone Pilot  |  |  |
| Module 6: DIY Plywood Drones        | Module 6: Build Homes with MODI iOT   |  |  |
| Module 7: MakeCode Arcade           | Module 7: Robotics with VEX GO        |  |  |
| Module 8: micro:bit Toy-Making      | Module 8: Build Cars with MODI iOT    |  |  |
| Digital-Making Kits                 |                                       |  |  |
| 3D Pen + Filament                   | micro:bit V2                          |  |  |
| micro:bit V2.2                      | microcontroller                       |  |  |
| micro:bit Expansion Board           | PIR Sensor                            |  |  |
| Ultrasonic Sensor                   | NeoPixel LED Strip                    |  |  |
| Cardboard Soccer Game               | Servo Motor                           |  |  |
| Plywood Remote Control Tank         | Expansion Board                       |  |  |
| CodeMonkey Account (1 Year)         | Jumper Wire                           |  |  |