YOUTH ACTION CHALLENGE SEASON 5 PROJECTS

THEMES & SUB-THEMES

I. **CARING & INCLUSIVE SOCIETY**
   I. INTERGENERATIONAL BONDING
   II. CARING FOR CAREGIVERS

2. **FOOD SECURITY**

3. **WELL-BEING & RESILIENCE**
   I. FINANCIAL LITERACY
   II. HEALTHY LIVING

4. **DIGITAL INCLUSION & SAFETY**

CARING & INCLUSIVE SOCIETY- INTERGENERATIONAL BONDING

Team Name	Summary
ORAL HEALTH MATTERS	OralHealthMatters aims to be the go-to provider for oral health educational programs for the elderly and caregivers, addressing the lack of such programs for marginalized populations facing mobility challenges. OralHealthMatters intends to upscale its initiatives, reaching out to more beneficiaries such as Persons with Intellectual Disabilities (PwIDs) and eventually expanding programs to children in orphanage homes in developing countries.
ElderExplorers	ElderExplorers aims to empower communities through intergenerational bonding and innovative dementia care/prevention programs. The project plans to facilitate meaningful interactions between younger and older generations, promote understanding, empathy, and mutual support through shared learning sessions and community events. Additionally, ElderExplorers intends to provide support for individuals affected by dementia and raise awareness about dementia through workshops and collaborations with healthcare professionals.
OpenJio: Facilitating Intergenerational Bonding	OpenJio aims to connect Gen-Xers (44 – 59y/o) with the younger generation through an interest-based matching platform, allowing them to sign up for discounted workshops pursuing common interests in small groups. The platform includes a friends-feature to facilitate organic interactions pre and post workshop, with the goal of cultivating pursuits outside of work and preventing outcomes such as early-onset dementia or social isolation.

CARING & INCLUSIVE SOCIETY - INTERGENERATIONAL BONDING

Team Name	Summary
TinkerThings	TinkerThings aims to empower youth stakeholders by developing a two-part train-the-trainer program and a simulated experienceship platform, enabling them to lead engagements in their schools and co-create community activities with seniors. The project addresses the need for civic responsibility, reciprocity, and healthy youth-adult partnerships, drawing insights from activities with youth organizations and more.
ReminAI	ReminAI aims to bridge the inter-generational gap by incorporating artificial intelligence into reminiscence therapy, a method of regressing dementia amongst seniors and keeping the mind fit. As the first commercial organization to undertake this initiative, ReminAI seeks to facilitate dialogue between youth and seniors, with preliminary data indicating strong interest from elderlies in embarking on such journeys through time.
Rosemadame Craftwork	Rosemadame Craftwork aims to raise awareness about dementia and actively involve youth in the dementia scene. The program equips youth with knowledge about dementia and introduces the Fidget Blanket as an educational and engagement resource, providing insights into the challenges faced by seniors with dementia and facilitating meaningful interactions between seniors and youths.
XGen Connect	XGen Connect aims to complements existing projects by consolidating resources and guiding ground-up community leaders, with the long-term outcome of empowering seniors to run their own initiatives, creating a positive loop where youths spearhead activities before seniors take over. Additionally, the platform introduces a novel feature of micro-jobs allocated under community projects, enhancing the significance of these tasks and fostering greater community engagement and support.

CARING & INCLUSIVE SOCIETY- CARING FOR CAREGIVERS

Team Name	Summary
Our Main Oasis	Our Main Oasis (OMO) aims to provide a safe space for caregivers to express their authentic emotions about their caregiving struggles, filling a vital gap in existing caregiver support groups and communities. The project seeks to connect caregivers with shared experiences and provide a platform for them to feel less alone and helpless.
CAREtalyst	CAREtalyst aims to help youths across all schools understand and connect with caregivers by providing a platform for communication and raising awareness for the struggles of caregivers. The project addresses the limited existing projects for youth to interact with and learn from caregivers, focusing on providing a caregiver's shadowing program for youth, stress-relieving platforms and events for existing caregivers, and embedding caregiver knowledge in school CCE/via curriculum.
MemoryMates	MemoryMates aims to simplify intergenerational bonding by creating a web-based application that connects youths, seniors, and intergenerational programs, providing a toolkit for independent and flexible engagement in intergenerational activities. The app facilitates the matching of users with suitable projects and offers tools and resources for independent intergenerational engagement, aiming to deepen existing relationships and foster new connections.

CARING & INCLUSIVE SOCIETY- CARING FOR CAREGIVERS

Team Name	Summary
Accessible Adventures	Project Accessible Adventures aims to curate Lifestyle Guides for Persons with Disabilities (PWDs) primarily using wheelchairs in Singapore, facilitating efficient navigation of lifestyle places. The project's roadmap includes three phases: Prototyping in the Solution Development phase, Growth & Partnerships phase focusing on user base growth and financial sustainability through partnerships, and Scaling & Expansion phase involving expansion to other PWDs and mobility demographics, and automation of guide content update through user-generated content.
SOLEIL	SOLEIL is an interactive learning platform designed to impart essential caregiving knowledge and skills through immersive scenario-based learning. The project plans to collaborate with reputable caregiver training providers, include dedicated discussion channels for each topic, and partner with caregiving agencies and volunteers to reach caregivers. The goal is to train over 200 caregivers by February 2025, addressing potential cost barriers faced by many caregivers.
VENKA Media	Venka Media aims to highlight social issues and empathetic action-taking, with content specifically curated for youth. The project is committed to cultivating empathetic changemakers for the next generation through easily accessible content and discussions, fostering social cohesion through the transformative power of media and exclusive "Close Circle Chats."

FOOD SECURITY

Team Name	Summary
Greenairy: Accessible farming education	Greenairy introduces hydroponic farming technology and a gamified educational app in schools, empowering students to learn about farming and sustainability. The project allows students to grow their own plants, take part in sustainability challenges, engage in quizzes, and discuss sustainability concepts, fostering a deeper sense of environmental stewardship and ownership.
Bloom Superfoods	Bloom Superfoods is on a mission to combat the massive food waste crisis in Singapore by repurposing 'ugly foods' from local markets and suppliers into delightful, affordable superfoods, starting with Açaí bowls. The project aims to revolutionize campus snacking, nourish students with premium ingredients, and champion a sustainable, responsible food culture on university campuses, offering affordable açaí bowls contributing to reducing waste and promoting sustainability.
Fogo Fungi	Fogo Fungi aims to bridge the awareness and information gap by setting up a network of engaging community farms, starting with mushroom display chambers, to ease the younger generation's connection with their food and encourage the choice of local produce. The project's solution utilizes the fascinating resource of mushrooms and offers engaging farming experiences curated for the younger generation, with successful workshops, mushroom kit sales, and secured urban mushroom farm sites, promoting locally grown produce.

FOOD SECURITY

Team Name	Summary
ACCESS Sustainability	ACCESS Sustainability aims to establish Asia's first organic and styrofoam waste processing facility, utilizing darkling beetle larvae to break down organic waste and styrofoam into high-quality insect frass, serving as a replacement for fertilizer, and insect meal for the aquaculture industry.
Tim Out of the Box	Tim Out of the Box aims to tackle the issue of poor nutrition by making fresh vegetables more affordable and accessible through a digitalized wet market delivery service. The project involves local agricultural businesses by highlighting local produce and creates an ecosystem of change by employing youth delivery riders, providing them with flexible jobs and competitive wages.
Karang Foodie	Karang Foodie aims to deepen understanding of farmer profiles and product specifications, fulfill demand by sourcing from a range of farms, and empower farmers with targeted insights to maximize utilization rate and streamline business planning. The project addresses the challenge of decentralized access to local produce among businesses, aiming to increase farmers' preparedness for market disruption and enable capacity building for farmers.

FOOD SECURITY

Team Name	Summary
the moonbeam co.	The moonbeam co. aims to repurpose excess produce and create high-value products that can be consumed instead of being wasted, with a focus on creating products with greater value, both in terms of quality and novelty, making them more appealing to consumers. The project has established partnerships with local food producers to repurpose their excess produce, ensuring that it does not go to waste.
DreamGreen	Project DreamGreen aims to create lasting change in the attitudes and behaviors of everyday Singaporean families toward sustainable living by facilitating learning experiences that allow them to grow their own produce while bonding and learning together. The project focuses on preschool and lower primary children in neighborhoods, ensuring inclusivity and bringing sustainability awareness to families not part of existing eco-centric groups. Through mobile app gamification and curated workshops, families are engaged in meaningful activities including gardening strategies, mindfulness practices, and ideas for cooking and enjoying the harvested greens.
Verde	Verdé aims to transform Singapore's food landscape by addressing the challenge of decentralized access to local produce among businesses, responding to increasing ESG pressures and offering an efficient way to procure fresh, locally sourced produce. The project's overarching goal is to enhance resilience in the local food supply chain and promote eco-friendly practices, backed by partnerships with farms and F&B establishments.

WELL-BEING & RESILIENCE - FINANCIAL LITERACY

Team Name	Summary
Financial Crusaders	Financial Crusaders is dedicated to addressing the financial literacy gap among students by creating an interactive and user-friendly educational game. The project aims to offer practical money management experiences, such as budgeting and saving, in a fun and engaging manner, providing students with valuable life skills in a relatable format, seeking to empower students with essential financial knowledge and decision-making capabilities.
Finapp	FinApp is dedicated to addressing the prevalent issue of financial illiteracy among Singapore's youth, aiming to bolster their financial acumen and decision-making capabilities. FinApp's mission is to foster independence and informed financial decisions. The project delivers bite-sized, easily digestible financial content (Finbits) and provides intuitive financial tools for effective personal finance management, encapsulating a user-centric approach to create a financially informed community.
FundED	FundED is dedicated to establishing a financial literacy community for youths by offering activity-based lessons, seminars, and digital resources to nurture financial savvy and long-lasting connections. The project addresses the need to equip financially illiterate youths with the knowledge to plan and manage their finances effectively, filling a gap in existing financial literacy initiatives for this specific age group.

WELL-BEING & RESILIENCE - FINANCIAL LITERACY

Team Name	Summary
Prosperall	'ProsperAll is dedicated to offering a multifaceted approach to dealing with the issue of financial illiteracy through multiple differing solutions, including a hybrid platform, educational social media content, as well as a sandbox environment for young adults to gain vital finance-related information and be more financially literate.
Savvy Savers	'Savvy Savers presents a comprehensive solution through three pillars: the 2D1N (Save-and-Go) Camp, the Savvy Insights Podcast, and a 1-stop platform, the Telegram Community. In collaboration with SmartCo, the initiative conducts interactive camps aligned with Singapore's curriculum, imparting practical skills for informed decision-making, while the Telegram community fosters peer-to-peer learning and the podcast features experts, ensuring enjoyable financial insights.
Ties of Love	Dream Big, Dream On! by Ties of Love is an experiential career program designed to bring youths aged 12-16 on various job tasters, providing them with real-world exploration opportunities to better understand the intricacies of working life. This initiative aims to support single parents and families in the community.

WELL-BEING & RESILIENCE - FINANCIAL LITERACY

Team Name	Summary
TYLC	TYLC aims to pioneer the Financial Literacy Train the Trainer Programme in Institutes of Higher Learning, focusing on Junior Colleges, to enhance financial literacy among youths, especially those with limited income or resources. By utilizing gamification and workshops, TYLC empowers youths to build better financial habits and engage in effective financial planning, addressing the limitations of existing methods and offering structured guidance to bridge the gap in financial education.
Unicorn	Team Unicorn aims to become the trusted companion for parents and children in the realm of financial literacy, making financial knowledge fun, easy, and relevant for the current generation. The project seeks to partner with financial institutions, schools, and parents to empower youth with financial literacy knowledge through fun and engaging learning packages and card games.
Youth.ly Collective	'To ensure a smooth transition into adulthood and empower informed financial decision-making for students between 15-19, Youth.ly Collective is building a financial literacy education model. The project collaborates closely with industry partners to provide specific FinLit content and training Financial Ambassadors in schools, aiming to normalize and mainstream basic financial literacy skills as a subject, addressing the potential financial burdens faced by the next generation without sufficient financial literacy knowledge.

WELL-BEING & RESILIENCE - HEALTHY LIVING

Team Name	Summary
ADDHOC	Addhoc is a social media application designed to assist Persons With Disabilities (PWDs) in finding employment and making workplaces physically and mentally accessible. The platform provides support, insight, and information on topics such as job training and inclusivity, with the aim of increasing manpower and inclusivity in every workplace.
Team Zenned - Counting Sheep Project	The Counting Sheep Project aims to be an entry point for fun conversations and activities about sleep among Singaporeans, providing a platform for those facing sleep concerns to learn more about achieving better sleep while feeling less alone in their journey. The project curates and facilitates holistic and comprehensive experiences that combine multi-sensory engagement with research-backed techniques to help users achieve their sleep goals through sleep wellness workshops and online community engagements.
F.E.L.T. (Friends Exploring Life Together)	F.E.L.T aims to provide personalized and comprehensive support to help improve young adults' friendship satisfaction through friendship coaching and befriending experiences. The project has launched an online training and plans to introduce additional online trainings and in-person friendship coaching, aiming to improve friendship satisfaction by increasing friendship knowledge and self-awareness.

WELL-BEING & RESILIENCE - HEALTHY LIVING

Team Name	Summary
GenVoice	GenVoice is developing an AI-powered Voice & Emotion Analysis app that offers enhanced interactivity through an audio-based AI avatar, providing comprehensive reports assessing holistic metrics and recommending personalized reading materials. This scalable tool aims to elevate training quality, boost productivity, and improve social-emotional skills, employability, and independence, with a focus on enhancing communication and public speaking skills in various settings.
Hare Fitness	Project Hare Protein aims to revolutionize sports nutrition with a focus on convenience and customization, leveraging extensive industry experience and a robust network of gym owners across Singapore. The project envisions scaling efforts, enhancing brand awareness, and diversifying smoothie offerings, with a revenue model revolving around smoothie sales and incorporating subscription plans, affiliate marketing, and cross-marketing strategies.
RunAI	RunAI addresses the common challenge of people losing interest in running by enhancing the experience with interactive audio gamification and customized training plans, aiming to keep runners engaged and motivated.
Saturday Socials	Saturday Socials fills the gap for young adults to connect meaningfully with others as they undergo the challenging period of transitioning to adulthood. The platform organizes diverse activities every month across Singapore for youths to meet others while trying something new, providing a non-pressurizing and warm environment for social interaction.

WELL-BEING & RESILIENCE - HEALTHY LIVING

Team Name	Summary
Oceans	Project Oceans is a free and accessible app designed to enhance sleep routines, specifically tailored for students, offering daily sleep goals and unlocking hidden treasures upon accomplishment. The app pioneers in motivation and transformation, turning bedtime into a rewarding quest, allowing collaboration with friends and family, and engaging in friendly competition on the app's leaderboard to make the pursuit of healthier sleeping habits fun and achievable.
SportsFinder	SportsFinder is a match-finding tech service that connects sports players across Singapore, aiming to become a sports-tech app that promotes mental and physical well-being through streamlined and convenient connections. With a Telegram community of over 160 users, the initiative plans to launch the 'Social Courts' initiative and hold regular community sports tournaments, making sports more inclusive and engaging for the community.
VitaliTEA	VitaliTEA harnesses the power of Traditional Chinese Medicine (TCM) to enhance mental well-being among stressed youths, offering a unique blend that combines an effective TCM formula with oatmilk, creating a milk tea that appeals to youth. The project aims to expand its availability in cafes and host wellness workshops for youths, with the mission to positively impact as many stressed youths in Singapore as possible.

WELL-BEING & RESILIENCE - HEALTHY LIVING

Team Name	Summary
Voyager: A Goal Companion for ADHD students	Voyager aims to enable a data-driven approach to goal completion for ADHD students through a personalisable goal tracker and review system, providing feedback and promoting self-management. The project seeks to complement formal therapy interventions and has engaged with wellbeing-focused organizations and ADHD support groups for potential partnerships to enhance publicity and knowledge sharing.
Waves	Waves is a fun gamified app designed to empower pre-uni and post-secondary students to improve their mental well-being by tapping into their five senses and fostering a supportive community. This all-in-one platform aims to provide consistent support for emotional self-awareness and effective progress tracking, addressing the prevalent mental health challenges faced by youths in Singapore.
amble	amble aims to revolutionize online connections by prioritizing meaningful conversations over traditional matchmaking, catering to individuals seeking genuine human connection. With a focus on facilitating deep and vulnerable discussions, amble's platform encourages users to engage in thought-provoking conversations, unlocking conversation milestones to create new and meaningful adventures. The project targets individuals who value authentic connections and aims to inspire joyful relationships through advanced product features, a dedicated app, unique card games, and engaging events and workshops.

DIGITAL INCLUSION & SAFETY

Team Name	Summary
DatastorySG	Datastorysg aims to make learning about data and AI tools more accessible through structured term-long, hands-on programs, with the goal of mitigating the risks of technology-induced disparities and addressing existing societal gaps. The project hope to ultimately unlock the potential of data and AI tools to benefit communities.
Digi-Up!	Digi-Up! is dedicated to upskilling and empowering individuals aged 55 and above, helping them adapt to the digital era and overcome challenges in navigating technology and digital platforms. The project provides an engaging and practical solution that combines education with entertainment, enabling elderly individuals to acquire essential digital skills and build confidence in using technology, ultimately fostering independence in the digital realm.
Resumify	Resumify aims to create a digitally inclusive society and workforce in Singapore by providing an AI-powered one-stop job portal for persons with disabilities (PWDs) and ex-convicts, addressing longer job seeking periods and unfair hiring biases. The platform offers end-to-end services, from resume enhancement to job referrals, utilizing natural language processing and a fine-tuned GPT-4 model optimized for local context.

DIGITAL INCLUSION & SAFETY

Team Name	Summary
Kiap	Kiap aims to empower parents and ignite early learning for young children through captivating printables and parent-child bonding activities, prioritizing a simple blended learning adventure that fosters strong family connections. By emphasizing parent-child collaboration and physical-virtual play, Kiap provides a refreshing alternative to existing options, promoting stronger parent-child bonds and holistic development.
AI Responsibly	AI Responsibly aims to bridge the gap in AI ethics and responsible usage education for secondary school students through interactive workshops and a comprehensive digital toolkit. The workshops provide a balanced understanding of AI's benefits and risks, featuring activities like round-robin discussions on digital footprints and simplified technical explorations of AI tools.
MatchWise	To address the financial security challenges faced by seniors due to inflation and longer life expectancy, MatchWise provides a job platform catering to seniors aged 50 and above, offering contract/full-time employment opportunities and gig work for flexibility. The platform optimizes work application processes, partners with progressive employers, and ensures a friendly user experience, aiming to improve placement rates and provide upskilling opportunities for this underserved segment.

PROJECT CLOSURE REPORT

YOUNG CHANGEMAKERS (YCM)

Instructions:

1. Project Closure Report, supporting documents and survey feedback must be submitted within **two (2) months** from the completion of your project. Below checklist detailed all the required documents.

2. Please **check the below boxes** to indicate completion and submission of documents and surveys

Closure Documents and Survey Feedback	Submitted (to check on the boxes)	Remarks
Submitted on OurSG Grants portal *Note: The maximum upload file size for OurSG Grants portal is 25MB. Please email to partnership_enquiries@nyc.gov.sg and indicate Project title under email subject for any documents exceeding 25MB.*		
1. YCM Project Closure Report	☐	
2. Signed and Endorsed Statement of Accounts (SOA) **To note:** Applicant need not submit **r**eceipts/Invoices supporting the SOA. However, receipts/invoices are to be retained <u>for six (6) months from the submission of YCM Closure Report</u>. Upon NYC's request for a sample check, softcopy receipts (digitally signed and certified as true copy by grant recipient or team treasurer) are to be submitted.	☐	
3. A copy/ screenshot of bank details (bank logo, name and account number clearly reflected).	☐	
4. At least 10 best project photos with <u>captions</u> • *Photos should be of high resolution and reasonable quality (at least 1MB each)* • *Photos of participants in action, interacting with others, are preferred (please minimise posed shots)*	☐	
Completed via the below links		
5. Completed YCM grant feedback form	☐	
6. Completed YCM Survey (by all team members)	☐	

PROJECT CLOSURE REPORT

At NYC, we believe in a world where young people are respected and heard, and have the ability to influence and make a difference to the world. Together with our partners, we develop a dynamic and engaging environment where young people can realise their aspirations and play a part in making Singapore an endearing home for all.

I   Particulars of Team Leader

Name	Team Name (if applicable)

II   Details of Project

Project Title & Ref No:	Project Venue
Project Start Date	Project End Date
Collaborating Partners (if any)	

Youth Leaders [Organising Committee i.e. Project Team]			Youth Volunteers [Youths who help out for the projects but are not part of the Organising Committee]		
No. of youth in (Pre-IHL – Sec Sch, JC)	No. of youth in (IHL – ITE, Poly, Uni)	No. of Young Working Adults	No. of youth in (Pre-IHL – Sec Sch, JC)	No. of youth in (IHL – ITE, Poly, Uni)	No. of Young Working Adults

Youth Participants [Youths who participate/benefit from the projects] *e.g. participant of workshop*			No. of Non-youth Beneficiaries	Pls indicate the beneficiaries (e.g. children, seniors, persons with disabilities, general population, etc)
No. of youth in (Pre-IHL – Sec Sch, JC)	No. of youth in (IHL – ITE, Poly, Uni)	No. of Young Working Adults		

Updated Feb 2020

PROJECT CLOSURE REPORT

PROJECT CLOSURE REPORT (YOU MAY ATTACH ADDITIONAL INFORMATION AS ANNEXES)

Has the project met its objectives?

Project Objectives	Actual Outcomes

a. What are some of the positive experience gained while doing this project?

b. What are some of the challenges faced? How did you overcome them?

c. If you were to implement this project again, what could be done better?

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PROJECT CLOSURE REPORT

Please write a 100-word reflection on what the team has learnt through the project (this may be published for publicity purposes).

Please include one or two 50-100 word personal anecdotes of how this project has inspired / positively impacted a youth participant or beneficiary.

☐	**have plans to scale up my project.** *[Pls tick (✓) this box, if applicable.]*
	If so, please share with us your plans and the types of assistance you might require from NYC (e.g. funding, networks, publicity, mentorship, etc.) in the box below, and we will get in touch with you:

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