



Implementation period: 17 December 2023 to 16 December 2025

Teen Talk Elite Mentorship Programme BDF220013 The Law Society of Hong Kong



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Introduction

- Project aimed at enhancing **legal awareness** and **anti-drug resilience** among youth through mentorship, interactive activities, and multimedia education.
- Targeted **secondary and tertiary students** with law-related anti-drug messaging and real-life legal career exposure.
- Conducted under the **Beat Drugs Fund** to support the government's anti-drug and legal education initiatives.



Project Content

A multi-activity programme including:

- **Anti-drug video series** (3 videos launched online)
- **Teen Talk Elite Mentorship Programme** (4 gatherings, 4 game days, 2 presentation contests)
- **Life & career planning + drug resilience sessions**
- **Full-day interactive carnival & graduation ceremony**
- **Greater Bay Area (GBA) study tour**



Project Content

Video Production

Three Anti-Drug videos were produced and broadcasted to combat prevalent misconceptions about cannabis and "Etomidate" ("space oil" drugs). Using an engaging Q&A format hosted by a solicitor, these videos formed a targeted educational tool to increase knowledge, correct misunderstandings, and deter drug abuse among youth and the wider public.

Mentorship Gatherings

Four gatherings and four game days were held for mentors and mentees, focusing on anti-drug talks, crime investigation simulations, team building and challenges, as well as the delivery of anti-drug message to the mentees.

Two presentation contests were held in which mentees submitted proposals to promote anti-drug education to a specific target audience.

Life & Career planning + Drug Resilience sessions

A webinar was held to strengthen mentees' resilience against substance abuse. Speakers analyzed current drug trends and explained the legal consequences to the participants.

Life and Career Planning Session was held with a panel of legal professionals to share diverse career journeys and insights to offer mentees guidance and inspiration for their future professional development in the legal sector.

Carnival & Graduation Ceremony

Mentees were grouped and tasked to design and run game booths focused on anti-drug messaging and health promotion.

Each group took turns presenting on stage to explain the creative concept behind their game and campaigned for votes from attendees and visitors in contention for the "Most Popular Award".

GBA study tour

Teen Talk overnight study tour brought together students from Hong Kong and Shenzhen for cross-cultural exchange.

Through visits to legal institutions and presentation contest, students explored different legal frameworks and opportunities in the Greater Bay Area.



Anti-Drug Videos Promotion Series

Production of a series of three anti-drug videos in Q & A format hosted by solicitors targeted educational tool designed to increase public knowledge.





1st Gathering on 17 December 2023

Students were paired up with mentors who will share his/her life and professional experience to help build up their positive life values, cultivate their law abidance mindset and resilience against drug abuse and committing drug-related crimes.



2nd Gathering on 27 July 2024

All participants should submit the proposals on the topic of “假如你是代表香港律師會的青年禁毒大使，請以「共同打擊毒禍，培養守法意識」為主題，建議向某特定群組宣傳禁毒 / 有關毒品禍害的宣傳形式或訊息。”





3rd Gathering on 7 September 2025

Opening ceremony was held in Pat Heung @ JPC Training Camp, interactive ice-breaking game with anti-drug theme were conducted with all mentees.



GROUP PHOTO



4th Gathering on 18 October 2025

At the end of the life and career planning session, mentors and mentees gathered to discuss about the ideas and execution plan of Game Booth to be held at the Ceremony and Carnival on 14 December 2025 in Central Market.





1st Game Day on 20 April 2024

Mentees visited Fire and Ambulance Services Academy to understand the law enforcement process and the importance of staying away from drugs and other crimes. Talks on anti-drugs were also organised during the events. Speakers were Mr Matthew Ng, Vice-Chairman of Teen Talk Organising Committee and Mr Ng Wan-hei, Ambulance Officer.



2nd Game Day on 3 November 2024

Mentees visited Hong Kong Customs College and participated in a range of educational and engaging activities, including passenger and cargo clearance and customs investigation work. Apart from the engaging games, the students attended talks of anti-drug and national security law delivered by Mr Matthew Ng, Vice-Chairman of Teen Talk Organising Committee and Mr James Wong, Member of Teen Talk Organising Committee.





3rd Game Day on 7 September 2025

Mentees visited the JPC Leadership Training Camp and participate in Chinese-style drills, performing synchronised movements to cultivate discipline and unity, group adventure challenges and a crime scene investigation (CSI) simulation.



4th Game Day on 9 November 2025

Mentees visited the Ma Hang Prison, Correctional Services Museum and Hong Kong Correctional Services Academy to participate in a specially designed “Mission in Prison” game, team building exercises and “former inmates’ sharing.





1st Presentation Contest on 27 July 2024

A semi-final competition for mentees, all participants should submit the proposals on the topic of “假如你是代表香港律師會的青年禁毒大使，請以「共同打擊毒禍，培養守法意識」為主題，建議向某特定群組宣傳禁毒 / 有關毒品禍害的宣傳形式或訊息。”



2nd Presentation Contest on 16 November 2024

A Grand Final for mentees, nominated mentees were formed as a group to present their ideas on stage to compete for the awards.





Life and Career Planning Session on 18 October 2025

The event featured a panel discussion with guest speakers who shared valuable career planning insights with mentees. The panel included:

- A senior solicitor, who discussed her career journey and experience.
- A trainee solicitor, who explained his motivation for entering the legal sector.
- A solicitor who shared her perspective on changing career paths before entering the law.



Drug resilience capacity building session on 27 September 2025

During the Drug Resilience Capacity Building session, mentees will attend sharing sessions. Had invited guest speakers to deliver messages to mentees on preventing drug abuse.

Speaker 1: Ms Winkie LI, Senior Inspector, Narcotics Bureau

Topic: Sharing the current social situation on drug addiction.

Speaker 2: Mr Matthew NG, Partner, Cheng & Ng Solicitors

Topic: Sharing about anti-drugs from the legal perspective.





Full day interactive-based event cum ceremony on 14 December 2025

Activities include game booths incorporating anti-drug elements.

Mentees were grouped and tasked with designing and running a thematic game booth focused on anti-drug messaging and health promotion, competing for awards such as "Most Popular Award", "Creative Anti-Drug Award" and "Health Promotion Award".

Each group took turns presenting on stage to explain the creative concept behind their game and campaigned for votes from attendees and visitors in contention for the "Most Popular Award".



Output and Outcome Evaluation

■ Evaluation methods

Pre- and post-test surveys using validated Beat Drugs Fund question sets, coupled with quantitative tracking of participation and output delivery against pledged targets.

■ Output and outcome benchmarks

All targets specified in the project's Implementation Plan (IP), with a 60% success rate defined as the benchmark for participant knowledge and attitude change.

■ Evaluation results

The project successfully met or exceeded all primary output targets for participation and delivery. Outcome indicators showed positive shifts in knowledge and attitudes, with most meeting the 60% target. Detailed results are shown in the following slides.



Output Evaluation

	Expected Result	Achieved Result	Remark
Output Indicator 1 Production of a series of three anti-drug videos	Target 10,000 secondary and 200 tertiary students.	Production of a series of three anti-drug videos (100%) with accumulated views of 269,500. 10,240 views were from secondary students (102.4%) and 1,493 views were from tertiary students (746.5%).	
Output Indicator 2 Conducted 4 times of gatherings between mentors and mentees. Conducted 4 times of game day, 2 times of presentation contest with anti-drug element, 1-time of life and career planning session and 1-time of Drug Resilience Capacity Building Session	4 times of gatherings target 80 secondary and 20 tertiary students, with the actual no. of participants reach up to 280 man-times. 4 times of game day, 2 times of presentation contest with anti-drug element, 1 time of life and career planning session and 1 time of Drug Resilience Capacity Building Session target 80 secondary and 20 tertiary students, among which 80 students engage in the above activities	4 times (100%) of gatherings between mentors and mentees for 186 secondary (232.5%) and 20 tertiary students (100%), with the actual no. of participants reach up to 293 man-times (104.6%). 4 times (100%) of game day, 2 times (100%) of presentation contest with anti-drug element, 1-time (100%) of life and career planning session and 1-time (100%) of Drug Resilience Capacity Building Session for 217 secondary (271.3%) and 23 tertiary (115%) students, among which 240 (300%) students engage in the above activities.	



Output Evaluation

	Expected Result	Achieved Result	Remark
Output Indicator 3 1 ceremony and 1 full day interactive activity-based event intercept with elements of legal knowledge and anti-drug elements	Target 1,500 secondary and 200 tertiary students, among which 1,190 students engage in the above activities.	2,640 secondary and 225 tertiary students, thus a total of 2865 students engage in the above activities (241%).	
Output Indicator 4 1 time of visit for secondary school students guided by mentors to GBA with elements of legal knowledge and anti-drug	Target 55 secondary school students guided by mentors to GBA with elements of legal knowledge and anti-drug, among which 50 students engage in the activity.	60 secondary school students from Hong Kong guided by mentors to GBA with elements of legal knowledge and anti-drug, among which 80 students (including 20 students from Mainland China) engage in the activity (120%).	



Outcome Evaluation

	Expected Result	Achieved Result	Remark
Outcome Indicator 1 Participants gained knowledge about the harm of drugs	60% of participants show gain knowledge / statistical significant gain in knowledge as indicated by paired t-test	60% of participants gained knowledge about the harm of drugs	
Outcome Indicator 2 Participants show reduction in permissive attitude towards smoking Cannabis	60% of the participants show reduction in permissive attitude / statistical significant reduction in permissive attitude as indicated by paired t-test	63.6% of participants gained knowledge about the harm of drugs	
Outcome Indicator 3 Participants gain knowledge about Cannabis-related harm	60% of participants gain knowledge / statistical significant gain in knowledge as indicated by paired t-test	59.1% of participants gained knowledge about the harm of drugs .	
Outcome Indicator 4 Participants show improvement in self-efficacy on drug avoidance	60% of participants gain knowledge / statistical significant gain in knowledge as indicated by paired t-test	60% of participants gained knowledge about the harm of drugs .	



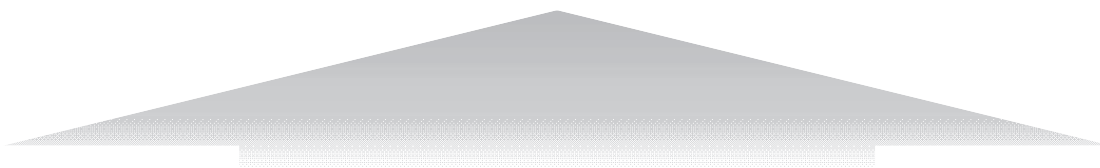
Experience Gained

- Reason behind success
- Reason behind underachievement of target
- Lesson learnt



Experience Gained

Reason behind success



Multi-Sector Collaboration:

The joint efforts of the legal profession, law enforcement and educational institutions

Interactive Design:

interactive game days fostered teamwork, critical thinking, and deeper internalization of anti-drug messages.

Blended Digital & Physical Outreach:

The video series provided scalable, lasting educational content, while in-person events built practical skills.

Mentor Engagement:

Solicitors and mentors provided real-world insights, created a rich, credible learning ecosystem.



Experience Gained

Reason behind underachievement of target



**Underachievement of
Lower tertiary student**

Challenge:

Lower tertiary student turnout in some activities.

Challenge:

A prevailing mood of community grief necessitated a respectful pause on large-scale promotional activities.

Response:

Enhanced promotion through university law faculties and targeted electronic direct mails.

Response:

Scaled back large promotions, focused on respectful engagement and below-the-line outreach.



Experience Gained

Lesson Learnt

Digital + physical blend:

Videos provide lasting resource beyond one-off events.

Lesson Learnt

Peer influence works:

Mentee-led game booths attracted classmates and extended reach.

Lesson Learnt

Early tertiary engagement needed:

Future programmes should recruit tertiary students earlier via faculty partnerships.



Conclusion

- **Recommendation:** Continue and expand reach of mentorship programme to more schools of different banding.
- **Proposal:** Include more cross-border exchanges (e.g., GBA) to broaden legal perspectives.
- **Sustainability:** Explore integration with school legal studies curricular and ongoing lawyer-youth mentorship schemes.