Financial Quotient Education

Bamzonia powered by Da Vinci Education

Da Vinci Education partners with Bamzonia in UK to launch a gradually important Value Education Concept - Financial Quotient to children and teenagers in Hong Kong!

**Da Vinci Education** is an educational services provider long established in Hong Kong. It is well-known with NET service scheme and various kinds of English related courses among the schools. In foreseeing the weakening of value and moral education of our children and teenagers, Da Vinci Education started to launch beyond-English programme [Small Step Big Difference] which was the one being greatly supported by almost 800 teenagers during year 2011 to 2013. This programme not only allows our teenagers to notice our current social and community issues but also provides them chances to adapt English in the real life! This is the most effective way in acquiring proficient command of All-round English!

To further promote the public concern on value and moral education, Da Vinci Education collaborates with Bamzonia in UK to power up the already UK popular FQ Education System in order to allow our children and teenagers to enjoy their future with the advantages and benefits from FQ cultivation!

**Bamzonia** is a comprehensive online course of personal financial education. It is designed for UK school students from 7 to 16. Nowadays, personal financial education is one of the main school subjects under UK education curriculum.

Bamzonia combines a digital game with classroom-online lessons and quizzes to keep students engaged and involved while learning. Effective learning driven by Interest!
About the Digital Game - the Island of Bamzonia

My name is Guru. I am the governor of the Island of Bamzonia. The economy of my island is in deep trouble and I seek for the help from your students to rebuild and develop it.

Your students will need to rebuild the infrastructure by installing amenities, housing and public services. As they do this, they will see the island’s measures of Health, Wealth and Happiness improve.

Rebuilding an economy takes Zonian credits! To earn these, your students need to take classroom online lessons and then answer quizzes.

About the Classroom-online Lessons and Quizzes

The lessons are contained in three modules:

- ★ Discover Bamzonia - ages 7 to 11
- ★ Build Bamzonia - ages 11 to 14
- ★ Live Bamzonia - ages 14 to 16

Each module contains 15 or 16 lessons, and each lesson is followed by 15 questions quiz.

The lessons are interactive and use fictional characters and situations to illustrate the concept being taught. Teachers are given a Comprehensive Lesson Plan to accompany each classroom-online lesson.
About the Teachers’ Pages

Minimize the amount of Lesson Preparation:

- There are list of lessons plans accompanying all lessons.
- Each lesson plan includes the suggestions of group discussion, pair-up activities and homework which can be delivered with the online lessons in a classroom environment.
- The online lessons are interactive. Q & A games are integrated to keep students involved in the lessons.
- Online quizzes are come after lessons. Teachers can go through the quizzes with students in class and then students can do the quizzes again as a homework by using individual login for earning Zonian credits to rebuild and develop the Island of Bamzonia.

Close Monitoring of Student Progress:

- The teacher login gives access to the lesson plans and a dashboard which allows the teacher to control and monitor each student progress.
- Teachers can lock and unlock lessons for individuals and groups according to students’ abilities, award extra credits to outperformed students, and monitor class and individual scores as well as progress in the quizzes and the island game.
- All marking is automatic. Teachers can receive full knowledge of student progress in Report and Measure. Reports can be printed out in Excel or CSV format for your school’s record.