BRILLIANT BAGS

This activity is suitable for students in Year 7 & 8. EBP staff will facilitate.

Aim

The aim of this activity is to encourage business awareness. This activity will develop:

- Enterprise skills
- Problem solving skills
- Presentation skills
- Leadership skills
- Time management skills
- Communication skills
- Team building skills
- Awareness of employability skills

Background / Preparation

- A 3 hour session held in the Hall
- Pupils work in a group of approximately 6, with a maximum of 60 at any one event
- The school is responsible for grouping the children as instructed in the letter of agreement prior to the event and for providing some materials
- The EBP is responsible for delivering the event.

- An activity to encourage business awareness
- Pupils are arranged in groups of 6. Each group is a company which make gift bags and are in direct competition with the other companies.
- The companies are given a number of tasks to complete with in an allotted time to encourage students to manage their own time.
- The role of the Business Ambassador is to act as a judge marking the students as they are working on the given tasks and to assess the students employability skills
- Students are then asked to sell themselves, their company and their product to the Business Ambassadors using presentation skills.

CAREER SPEED DATING

This activity is suitable for Key Stages 3, 4 & 5. EBP staff will facilitate.

Aim

The aim of this activity is to raise awareness of the range of possible career choices. This activity will develop:

- Talking and listening skills
- Note taking skills
- Awareness of skills needed in employment
- Awareness of qualifications needed for various careers
- Awareness of choices to be made on leaving school

Background /Preparation

- A half-day session held in the Hall
- Students will be put into groups of about 6
- The school is responsible for grouping the children as instructed in the letter of agreement prior to the event and providing tables and chairs as instructed
- The EBP is responsible for delivering the event and providing a question booklet for each student.

- Business Ambassadors each sit at a table.
- The groups of students talk to each Ambassador in turn, using the questions in the booklet as a prompt and noting down the answers.
- After a short period of time the students move onto the next Ambassador, as in a Speed Dating event.
- At the end of the event each student will have a booklet completed with answers from a range of occupations.

CLOWNING AROUND

This activity is suitable for Key Stage 2. EBP staff will facilitate.

Aim

The aim of this activity is to enable the students to participate in a manufacturing simulation. This activity will develop:

- Team building skills
- Problem solving skills
- Communication skills
- Ability to follow instructions
- Leadership skills
- Financial awareness

Background / Preparation

- A 2-3 hour session held in the Hall
- Students work in groups of 4 5
- The school is responsible for grouping the children as instructed in the letter of agreement prior to the event.
- The EPB is responsible for delivering the event and providing materials.

- Students are arranged in groups of 5-6. Each group is a company which makes a clown mobile from the pack provided.
- Each team appoints an accountant, buyer, sales executive and quality controller.
- Each team is given a small amount of 'money' and must buy the materials, follow the assembly instructions closely and financially manage their team.
- The finished mobile is then sold to the Business Ambassadors.
- The team that has the largest amount of money at the end of the activity is the winner.

TETRAHEDRON

This activity is suitable for Key Stage 2 & 3. EBP staff will facilitate.

Aim

The aim of this activity is to challenge the pupil's problem solving skills and improve their team working and communication. This activity will develop:

- Team building skills
- Problem solving skills
- Communication skills
- Leadership skills
- Awareness of employability skills
- Health and safety awareness

Background / Preparation

- A 2 3 hour session held in the Hall or Gym ceiling must be over 4m high
- Pupils work together usually in form class (maximum no. 30)
- The EBP is responsible for delivering the event

- Designed to help students first of all work alone and solve problems then learn it's often easier to solve a problem by working as part of a team, the activity is about teamwork, problem solving and adherence to health and safety issues.
- Students will participate in some maths, technology and science because of the elements of materials and their uses.
- Students will be taught how to make their first tetrahedron.
- Students are then asked to work in pairs, then in groups to gradually build the 3 dimensional construction
- When the construction is completed the students are asked to test their work by raising the tetrahedron to the ceiling, do a full rotation then flip it over.
- Photographs are often taken (by the school) at this point with the students standing in their structure.
- Students then work together as a team to safely dismantle the structure

STEM EVENT

This activity is suitable for Key Stages 3, 4 & 5. EBP staff will facilitate.

Aim

The aim of this event is to raise awareness of the importance of Science, Technology, Engineering and Maths subjects and the extent to which they are found within the world of work.

This activity will develop:

- Awareness of the importance of STEM subjects
- Awareness of skills needed in employment
- Awareness of qualifications needed for various careers
- Awareness of choices to be made when choosing GSCE subjects
- Awareness of breadth of career progression pathways

Background /Preparation

- A half or full day event held in classrooms
- Northumberland EBP will work with the school to source Business Ambassadors who will deliver workshops relevant to STEM subjects appropriate for the age of the students
- The EBP will liaise with the school to ensure the students are briefed on the workshops and allocated to appropriate workshops
- The school will ensure that each workshop has any necessary equipment/resources available

- The students move around the school to participate in their allocated workshops at the agreed times.
- Each Business Ambassador stays in their classroom and will deliver the same workshop a number of times.
- The workshops are typically 1 hour long and are designed to be engaging and, where possible, interactive.