

# Year 5

## Future Career Slides



# Freya the firefighter



## Types of firefighter

- **wholetime firefighters** - work for the fire service full time and usually cover urban areas.
- **retained firefighters** - are on-call responders who usually cover rural areas. You'll typically live or work within five minutes or one mile of the fire station and respond to pagers when an emergency call is received. You'll either be self-employed or work for an employer willing to allow you to leave work immediately to attend an emergency.

## Responsibilities

Firefighters carry out a range of tasks. Some of these you'll do every day, while others are less frequent. They include:

- responding immediately and safely to emergency calls and requests for assistance
- attending emergency incidents including fires, road accidents, floods, terrorist incidents, spillages of dangerous substances, and rail and air crashes
- rescuing trapped people and animals
- minimising distress and suffering, including giving first aid before ambulance crews arrive
- safeguarding your own and other people's personal safety at all times
- cleaning up and checking the site after dealing with an incident
- taking time to become familiar with local streets, roads and buildings so you can respond to emergency calls with speed and efficiency
- inspecting and maintaining the appliance (fire engine) and its equipment, assisting in testing fire hydrants and checking emergency water supplies
- undertaking drills and physical training and taking part in training on techniques, use of equipment and related matters
- maintaining the level of physical fitness necessary to carry out all the duties of a firefighter

# *Freya the fire fighter*



## Salary

There is a nationally-agreed salary structure for firefighters, as follows:

The starting salary for a trainee firefighter is £24,191. When fully trained, this rises to £32,244. Higher rates apply for overtime.

Crew manager salaries range from £34,269 (development) to £35,747 (competent). Watch manager salaries range from £36,521 to £39,974. A station manager's earning potential is between £41,578 and £45,861 plus overtime rates, subject to the officer's level of competence.

Further advancement to the role of group manager and then area manager attracts salaries of between £47,887 and £61,667, depending on the level of competence

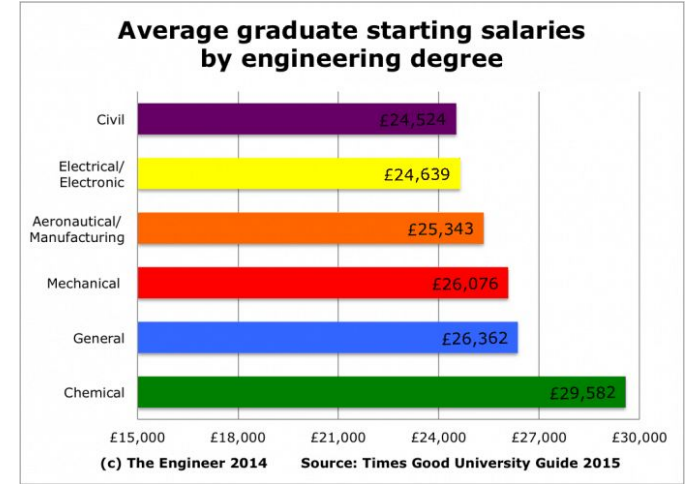
# Engineering- amy

## Different engineering jobs

- Mechanical
- Electric
- Biomedical
- chemical



In my opinion I think engineering is a job for everyone. There are only a small amount of women who want to be engineers but won't because they think people will bully them for it - true fact



## Salary:

The average engineer salary in the United Kingdom is **£40,000 per year or £20.51 per hour**. Entry level positions start at £32,000 per year while most experienced workers make up to £60,009 per year.

# I would like to be a dance instructor - Nahla

## AMAZING things they can do :

~ they can invite people from all over the world for a workshop to show what type of dancer they are they could be urban , hip hop , house , light feet anything the opportunities are endless

~ they can also do some REALLY good moves like : up - tap - out , indi step , farmer , padabora and now you see me now you dont along with heels

~ they are so kind and talented

There salary is ...

Equity, the trade union for the performing arts, has negotiated minimum weekly pay rates with the Independent Theatre Council (ITC).

Minimum weekly pay rates for a commercial theatre production are £367.20 to £497.25, depending on the capacity of the venue.

For performances at a West End theatre you can command a weekly rate of £583.38 to £834.49, depending on the size.

For film work, you can earn a minimum of £882 per week, rising to £2,234.40, depending on the overall film budget.

## *Dance instructor- Amelia*

- acro
- hip hop
- modon
- tap
- jaze
- disco



*I want to be a dance teacher because i love making kids happy and it is so fun .*

*I will do lods of different things*



# Thomas (game designer)

As a game designer, you'll bring ideas, build prototypes, create interactive narration and develop the game's mechanics. You'll design systems that are easily maintainable, expandable and comfortable to use, while injecting fun into the user experience.

## Responsibilities

As a game designer, you may work on a design that you've conceived yourself or from a pre-approved idea, such as a game based upon a film. Whatever your role, you'll need to:

- use your creativity to design games for a range of devices and platforms that engage and capture the imagination of the user
- consider, plan and detail every element of a new game including the setting, rules, story flow, props, vehicles, character interface and modes of play
- put together a concept document and use this to convince the development team that the game is worth proceeding with
- conduct market research to understand what your target audience wants
- transform a rough idea into a detailed concept and then implement it
- write scripts and design storyboards
- work collaboratively with others, including game developers, artists and programmers, to produce a prototype - a small-scale playable version of the game
- make adjustments to the game design specifications to reflect developments as the project moves forward
- train quality assurance (QA) testers to play the game so they can test it properly
- lead on the user experience (UX) design of the game, ensuring players have the best experience
- work alone or within a larger team overseen by a lead

## Salary

- Salaries for entry-level positions, such as a junior/intern, typically range from £17,000 to £18,000. Salaries for quality assurance (QA) tester roles, another common way into games design, are approximately £18,000 to £22,000.
- Level designers can expect to earn in the region of £20,000 to £35,000.
- The average salary for a game designer is £30,000, although you can earn up to £45,000. As a senior game designer you could earn up to £65,000.

Salaries vary depending on a range of factors such as your skills and experience, the size of company you work for, the type of game you work on, and location.

Benefits, especially with the larger companies, can be very generous. These can include relocation packages, access to games

## Working hours

You'll typically work between 30 and 40 hours per week on average. Flexible working hours may be available. You may need to work weekends and evenings as deadlines approach.

The majority of game designers are employed full time, with a small number being self-employed or working part time.

## Qualifications

Although you don't need a degree to become a game designer, according to the UKIE, over 80% of game designers do have an undergraduate degree. Games-specific degrees are particularly useful. Relevant subjects include:

- computer games art
- computer games design
- computer games development
- computer games technology
- computer science
- interactive media

*Dance instructor-Georgia*

***Styles of dance:***

- hiphop

-afro

-comercial

-jazz

-ballet

-theatre



*I want to be a dance teacher because when i am mad dance calms me down and i want to make other children happy*

***Salary:***

The average dance teacher salary in the United Kingdom is **£37,700 per year or £19.33 per hour**. Entry level positions start at £31,522 per year while most experienced workers make up to £48,842 per year.





## *Georgia - part 2*

### ***Working hours***

All contracts are for **37 hours a week**

### ***Qualifications***

- knowledge of the fine arts.
- knowledge of teaching and the ability to design courses.
- the ability to use your initiative.
- excellent verbal communication skills.
- the ability to work well with others.
- leadership skills.
- the ability to teach pupils how to do something.

# Erin

# Engineer

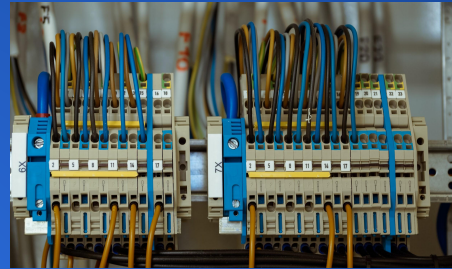
## Responsibilities

You'll need to:

- discuss proposals with clients
- work with colleagues to design new systems, circuits and devices or develop existing technology
- test theoretical design
- write specifications and technical reports
- follow defined development processes
- systematically improve the detailed design of a piece of electronic equipment
- ensure that a product will work with devices developed by others, can be made again reliably, and will perform consistently in specified operating environments
- create user-friendly interfaces
- ensure safety regulations are met
- carry out project planning and prepare budgets
- supervise technicians, craftspeople and other colleagues.

Different jobs

Mechanical engineers,Electrical,chemical,



## Salary

- Starting salaries for electronics engineers are around £21,000 to £25,000.
- With experience and working at an incorporated engineer level, you could earn £28,000 to £40,000.
- As a senior engineer you can expect a salary of between £40,000 and £65,000, with chartered engineers earning a salary at the top end of this scale.

Salaries vary from company to company, with some sectors attracting higher salaries due to demand.

Income figures are intended as a guide only.

# Orla street dancer

Prepare for and attend auditions and casting sessions. if you want to be a street dance you need to learn these mooves: up tapout , farmer and baby freeze.





# Dancer (Bryona)

1-to be a dancer you have to be light on your feet.



## Kianna (make-up artist)

*On major feature films, with budgets over £30 million, a trainee make-up artist can earn £140 for a ten-hour day, while a key hair and make-up artist with several years' experience, will earn £410*



*Make-up artists working in fashion can earn £450 a day for an event like London Fashion Week, and around £275 for other events. For fashion editorial work head make-up artists earn £170 to £320 per day, depending on the designer*

# Bella (make-up)



*Working as a makeup artist you'll need to*

- *communicate with clients to clarify visual requirements*
- *read scripts to ascertain the materials and look required, considering budget implications and identifying areas where research is required*
- *produce and sketch design ideas for hairstyles and make-up*
- *ensure continuity in hair and make-up, liaising with other members of the design team to ensure the overall look/effect is consistent and coherent*
- *demonstrate and implement a practical understanding of lighting, the photographic process, colours and the impact of special effects/make-up processes on the skin*

Makeup is a thing that you put it on your face.



# Ella (dancer)

## Responsibilities

As a dancer, you'll need to:

- *prepare for and attend auditions and casting sessions*
- *get ready for performances by rehearsing and exercising*
- *perform to live audiences and for television, film and music video productions*
- *study and create choreography*
- *discuss and interpret choreography*
- *learn and use other skills such as singing and acting - many roles, for example in musical theatre, require a combination of performance skills*





Eve

# Radio Presenter

## Responsibilities

- generating and researching ideas for programmes and pitching for commissions
- developing content, writing material for scripts, bulletins and links
- sourcing potential contributors and interviewees
- selecting music appropriate to the programme, the audience and the station



## Salary

- Salaries vary depending on the employer and location. Within a local, commercial station your salary may be between £13,000 and £16,000.
- Starting as a broadcast assistant at the BBC you can expect to earn a minimum salary of £15,700 for local stations, or £20,000 within London.
- Once you have relevant experience, radio producers at the BBC can achieve salaries of £21,000 to £37,000, depending on the level of responsibility and whether you're based in London. Commercial stations pay towards the lower end of this scale.

Eve

# Radio Presenter

## Working Hours

Working hours may be long and unpredictable

## Qualifications

This area of work is open to all graduates but a degree in radio or media production may increase your chances. Degrees in broadcast journalism or media studies may also be useful.

## Skills

- excellent written and oral communication skills
- the ability to work as a part of a team and also independently
- good organisational skills and an ability to cope under pressure



# Oscar farm manager

- plan finances and production to maintain farm progress against budget parameters
- market the farm's products
- buy supplies, such as fertiliser and seeds
- plan activities for trainee staff, mentoring and monitoring them
- monitor animal health and welfare, including liaising with vets
- Assistant or trainee farm managers may expect to start on salaries of £20,000 to £22,000.
- Once the position of farm manager has been achieved, salaries are in the region of £23,000 to £35,000.

- With significant experience of more than ten to 15 years, farm managers may earn over £50,000. In senior consultancy or advisory roles, pay may reach £70,000.

You'll be on call day and night, seven days a week. The work pattern is seasonally influenced, often with 16-hour days at busy times, such as harvesting and lambing.



# Leah (horse rider)

If they eat too much grass they can get Colic.



# Game Developer / Archie

## Salary

- Typical starting salaries are around £19,000 to £25,000.
- Once you have a few years' experience, you may earn a salary of £35,000 to £50,000.
- One you're in a senior position, such as team leader or technical director, your salary can range from £55,000 to in excess of £75,000.

## Working hours

Developers often work a 40-hour week, although the role offers some flexibility and you won't necessarily work 9am to 5pm. You may have to work extra hours when deadlines approach. On these occasions you could work over the weekend and into evenings.

## Responsibilities

As a game developer, you'll need to:

- design, develop and deliver systems and high-quality code using programming languages, such as C++ and C#
- perform code reviews to ensure code quality
- refactor code to improve the design of existing code
- quality test coding in a systematic and thorough way to find problems or bugs and record precisely where the problem was discovered
- debug programs and solve complex technical problems that occur within the game's production
- collaborate with games development team members to meet the needs of a project
- work closely with designers, artists and other staff involved in the design process to create a quality product to schedule
- perform effectively under pressure and meet deadlines to ensure a game is completed on time.





# george-Game developer

## Salary

- Typical starting salaries are around £19,000 to £25,000.
- Once you have a few years' experience, you may earn a salary of £35,000 to £50,000.

## Working hours

Developers often work a 40-hour week

## Skills

You will need to have:

- technical ability, in particular familiarisation with a range of programming languages and/or software packages
- teamworking skills to liaise with other developers and other teams involved in making a game



# Crystal (teaching assistant)

make sure that the pupils you support can engage in learning and stay on task during the lesson or activity so that they can become independent learners.

Salary level 1 £18,300 level 2 £18,880-£19,000  
level 3 £19,260- £25,000 full time

