

Vision Statement

“To encourage children to be aspirational, successful and well prepared for the next steps of education and the adult world”

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Milestones and Learning Outcomes

Key Events and Experiences

Year 5

DREAM -

Pupils should be able to begin to explain what interests them about particular jobs.

Identify possible new jobs that may be needed in the future.

Understand how working life may change for them when they embark on their careers.

Year 6

EXPLORE -

Pupils should be able to take on different roles within groups, including leader.

Explore how people relate to each other, particularly in a work setting.

Recognise unfair barriers to opportunity and will be willing to challenge them.

Year 7

ENQUIRE -

Pupils should be willing to challenge themselves and try new things.

Learn from setbacks and challenges.

Be aware that many jobs require learning, skills and minimum qualifications.

Be aware of the range of different sectors and organisations where they can work.

Year 8

ASPIRE -

Pupils should be able to manage the transition into high school and prepare for choosing their GCSE's.

Be aware of the main learning pathways (eg. University, college and apprenticeships).

Be aware of the range of ways that organisations undertake recruitment and selection.

Identify common sources of information about the labour market system.

Year 5

Primary Enterprise World - National Life Programme: Giving children an insight into the working life of families around the country as well as an understanding of how to budget, spend and save.

Make £5 Grow - A project aimed at creating the next young entrepreneurs! All children are given £5 to create a business and make profit with. Children will take their business to Newcastle's Grainger market where they sell to the general public and find out about other businesses in the market.

Year 6

Primary Enterprise World - Clown company: Children work together in groups to make clowns to sell to real-life employers in a dragons den style activity. Children learn about marketing, advertising, teamwork and leadership as part of the day.

Inspiring Futures: Children complete a 6 week project within Citizenship lessons on inspiring them to make the right decision for their futures by finding out about different routes they can take into employment.

Year 7

Primary Enterprise World - Pyramid Challenge. Children learn the importance of teamwork in this hands-on activity. Financial skills are also gained as the children have to purchase their materials to complete the challenge.

Tenner Challenge - Similar to Year 5, children are given £10 to create a business and make a profit through selling their products and services to parents and other pupils in school. Can they consider their target market and learn key sales skills to make a project in this exciting project?

Year 8

Primary Enterprise World - Duck Factory. Replicating the world of work, pupils are given tasks to complete throughout the working day as well as being fined for unsatisfactory work. Quality is paramount in this task as well as persuasion skills to sell their products to real-life employers.

Careers in the Curriculum - Children will receive a dedicated 6 week unit of work focusing on personal skills as well as learning about routes into higher and further education.

Inspiring and preparing young people for the world of work.