

Intent:

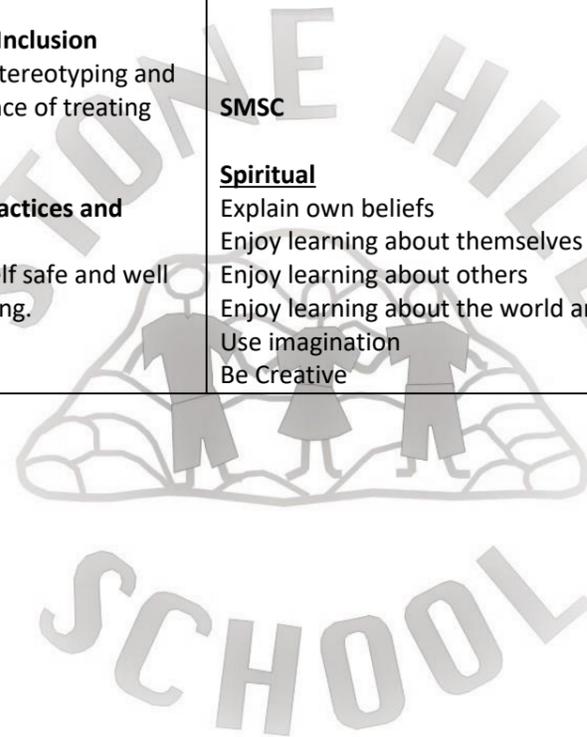
The Key Stage 3 Careers, Employability and Enterprise curriculum has been designed to enable children to further explore careers and future aspirations, whilst also providing them with a solid basis of knowledge of how to access labour market information. The curriculum intends to raise aspirations, promote discussion, as well as introduce them to a wide range of different pathways. Children will study the future job market; how role models affect aspirations; how skills relate to different careers and will also explore how life skills can support success. Children will also be introduced to online destination platform, Job Explorer Database (JED).

In Year 7, children will begin to develop aspiration, ambition and achievement in careers, learning and the world of work. In Year 8, children will begin to explore, investigate and understand the opportunities, responsibilities and experiences that careers and the world of work have to offer. In Year 9, children will focus their learning on developing a range of career management, employability and enterprise skills.

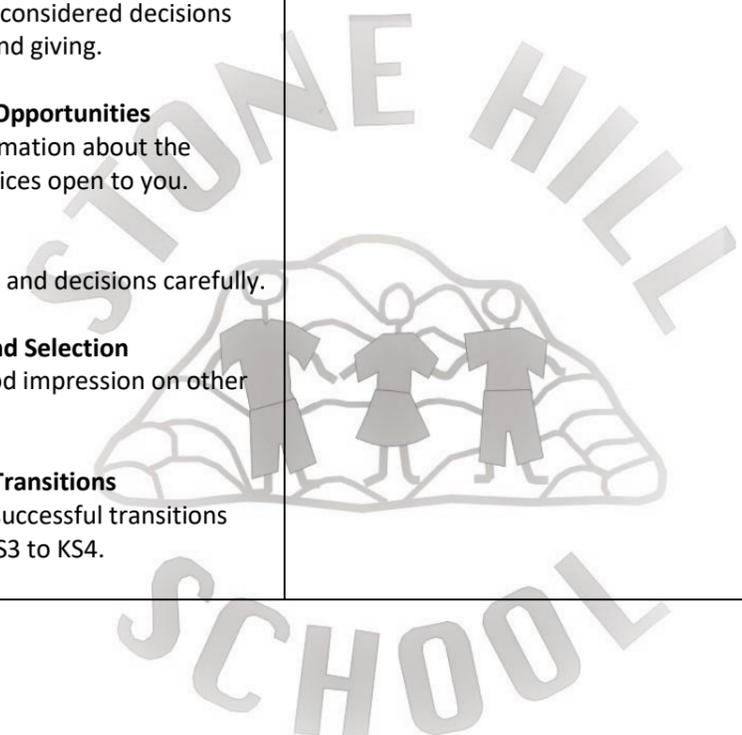
Enterprise is about trying new things, working with others, using initiative and having ambition. At Stone Hill School, Enterprise is about 'Making Ideas Happen!'. The intent of the Enterprise curriculum across Key Stage 3 is to support the development of eight core competencies, identified as critical components of what it means to 'be enterprising'. These are: problem solving, communication, teamwork, resilience, confidence, initiative, organisation and creativity. Throughout KS3, children are taught important Enterprise competencies through everyday curriculum activities and one off events, developing links with local Enterprise education providers wherever possible.

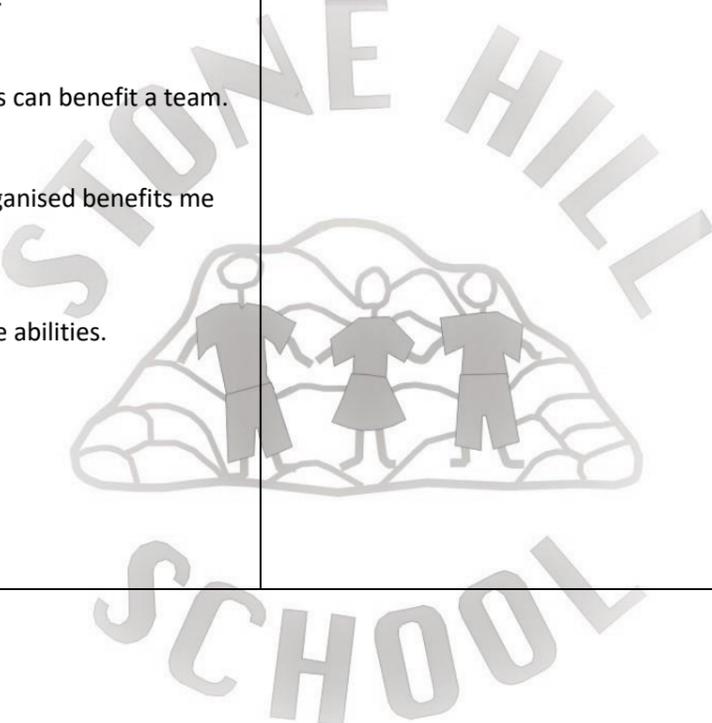
Year	Week/s	Topic/Theme <i>Key vocabulary including Tier 3 subject specific words</i>	Learning Outcomes Knowledge and Skills To know, to use, to apply...	Links to: Literacy, Numeracy, SMSC, Gatsby Benchmarks
Year 7 Careers and Employability	All year	Developing yourself through careers, employability and enterprise education. Vocabulary Self-awareness, self-determination, self-improvement, careers, employability, enterprise.	Self-Awareness Describe what you are like, what you are good at and what you enjoy doing. Self Determination Explain how to get what you want. Self-Improvement as a Learner Identify what you are learning from careers, employability and enterprise activities and experiences.	Literacy Reading Look at pictures Decoding Reading with support Reading independently Talk or write about text/pictures Ask questions Answer questions Give opinion Listen to an opinion Develop vocabulary Comprehend Infer information Research Writing Write with support Write independently Write for a purpose Present work Correct own work Act on feedback Summarise GPS / Spoken Language Use correct punctuation Speak coherently Take part in discussion Use new vocabulary Present information and opinions
Year 7 Enterprise	1 - 7	George's Marvellous Medicine Industry Visit – Food manufacturing and production Design and develop a soup recipe Research ingredients Making of soup Costing of soup Marketing and promotion Project write-up Project presentations Vocabulary Enterprise, problem solving, communication, teamwork, resilience, confidence, initiative, organisation, creativity, design, research, marketing, promotion, presentation.	Problem Solving I know what is meant by a problem. Communication I know the different ways in which people communicate, e.g., speaking, listening, writing, through body language, etc. Teamwork I know what makes a team, e.g., shared ethos, clearly defined roles, etc. Resilience I know what resilience is. Confidence I know what it means to be confident. Initiative I know that instructions are given for a reason. Organisation I know what it means to be organised. Creativity I know how to describe what it means to be creative.	Numeracy

<p>Year 8 Careers and Employability</p>	<p>All Year</p>	<p>Learning about careers and the world of work.</p> <p><u>Vocabulary</u> Career, work, business, industry, labour market, equality, diversity, inclusion, safe practices, work environment.</p>	<p>Exploring Careers and Career Development Give examples of what it means to have a career.</p> <p>Investigating Work and Working Life Give examples of what people like and dislike about the work they do.</p> <p>Understanding Business and Industry Describe a local business, how it is run and the products and/or services it provides.</p> <p>Investigating jobs and Labour Market Information (LMI) Describe the main types of employment in your area: past, present and emerging.</p> <p>Valuing Equality, Diversity and Inclusion Recognise the harm caused by stereotyping and discrimination and the importance of treating people fairly.</p> <p>Learning about safe working practices and environments Be aware of how to keep yourself safe and well when you are learning and playing.</p>	<p><u>Measurement Skills</u> Estimate length/capacity/mass/time/temp Measure length/capacity/mass/time/temp Record length/capacity/mass/time/temp Sequence events</p> <p><u>Statistics Skills</u> Draw a pictogram/bar/tally/line/pie chart Interpret a pictogram/ bar/tally/line/pie chart</p> <p><u>Statistics Knowledge</u> Know how to group tally marks into 5s. Know that graphs have scales. Know that pictogram icons can be worth more than one.</p> <p>SMSC</p> <p><u>Spiritual</u> Explain own beliefs Enjoy learning about themselves Enjoy learning about others Enjoy learning about the world around them Use imagination Be Creative</p>
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<p>Year 8 Enterprise</p>	<p>1 - 7</p>	<p><i>Inventors and Entrepreneurs (Video Game)</i></p> <p>Introduce enterprise skills. Boat Builder's (STEAM Activity). Share project tasks with group. Show a clip of Dragons' Den to aid understanding of the task. Video game planning. Industry visit linked to game design. Logo design. Console design. Plan storyboard of game play. Decide on and write up the rules of the game and instructions. Character design. Game case cover design. Create a presentation showcasing video game development and design. Present work to the Dragons.</p> <p><u>Vocabulary</u> Enterprise, problem solving, communication, teamwork, resilience, confidence, initiative organisation, creativity, design, research, marketing, promotion, presentation.</p>	<p>Problem Solving I can recognise potential problems in a task and understand why they have happened.</p> <p>Communication I can explain the different forms and uses of communication, e.g., informing, explaining, describing, etc.</p> <p>Teamwork I can be an active member of a team.</p> <p>Resilience I can talk positively about how wellbeing may be maintained.</p> <p>Confidence I can describe my personality, strengths and preferences.</p> <p>Initiative I can follow instructions.</p> <p>Organisation I can prioritise tasks to suit the needs of the team/situation.</p> <p>Creativity I can use resources in a creative way.</p>	<p>Reflect on own success</p> <p><u>Moral</u> Recognise right and wrong Respect the law Understand consequences Investigate moral and ethical issues Offer reasoned views</p> <p><u>Social</u> Socialise with other pupils and other people Mix with pupils or other people from different ethnic backgrounds Volunteer Cooperate with others Resolve conflict Accept British values Engage in British values Accept the rule of law Demonstrate mutual respect Contribute positively to life in modern Britain</p> <p><u>Cultural</u> Participate positively in art Participate positively in music Knowledge of different socio-economic groups in the local community Knowledge of different socio-economic groups in Britain</p> <p><u>Gatsby Benchmarks</u></p> <ol style="list-style-type: none"> 1. A stable careers programme 2. Learning from career and labour market information 3. Addressing the needs of each pupil 4. Linking curriculum learning to careers 5. Encounters with employers and employees 6. Experiences of workplaces 8. Personal guidance
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<p>Year 9 Careers and Employability</p>	<p>All year</p>	<p>Developing your career management and employability skills.</p> <p><u>Vocabulary</u> Career, employability, initiative, enterprise, financial capability, saving, spending, choice, opportunity, planning, deciding, applications, selection, transition.</p>	<p>Making the most of Careers Information, Advice and Guidance Be aware of where to get impartial information and support when you need it and how to make good use of it.</p> <p>Preparing for Employability Identify key qualities and skills that employers are looking for.</p> <p>Showing Initiative and Enterprise Show that you can use your initiative and be enterprising.</p> <p>Developing Personal Financial Capability Show that you can make considered decisions about saving, spending and giving.</p> <p>Identifying Choices and Opportunities Be able to compare information about the secondary education choices open to you.</p> <p>Planning and Deciding Know how to make plans and decisions carefully.</p> <p>Handling Applications and Selection Know how to make a good impression on other people.</p> <p>Managing Changes and Transitions Identify ways of making successful transitions such as the move from KS3 to KS4.</p>	
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<p>Year 9 Enterprise</p>	<p>1 – 7</p>	<p>Non Chocolate, Chocolate Bars</p> <p>Identify enterprise skills / competencies. Team Task – Float the Boat (STEAM Activity). Introduce project. Industry Visit linked to confectionary production and manufacturing. Product development - pupils to decide on flavours and textures for their product. Posters - pupils plan and produce their posters to advertise their product. Packaging - pupils plan and produce their packaging design. Production - batch production of non-chocolate chocolate bar. Focus Group/Market Research - feedback from customers. Market research analysis. Presentation of work in the conference room.</p> <p>Vocabulary Enterprise, problem solving, communication, teamwork, resilience, confidence, initiative organisation, creativity, design, research, marketing, promotion, presentation.</p>	<p>Problem Solving I understand how a potential problem may affect the overall outcome.</p> <p>Communication I recognise why communication skills benefit all of us.</p> <p>Teamwork I understand why being in a team is a benefit.</p> <p>Resilience I am able to highlight my strengths.</p> <p>Confidence I recognise my weaknesses.</p> <p>Initiative I recognise why instructions can benefit a team.</p> <p>Organisation I understand how being organised benefits me and others.</p> <p>Creativity I recognise my own creative abilities.</p>	
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Intended impact:

Children will have knowledge and experience of a range of careers within the labour market. Children will be able to evaluate their own skills and will be aware of skills and qualities required for employment. Children will have aspirations and ambitions for future employment and will be aware of a wide range of different pathways into further education and employment. Children will have developed a range of career management, employability and enterprise skills that will enable them to access Careers and Employability education at Key Stage 4.

Children will develop progressive skills, knowledge and attitudes in the eight core enterprise competencies that will allow them to access Enterprise at KS4:

Problem Solving: The ability to collect and examine information, think creatively, and analyse situations to generate solutions to problems.

Communication: The ability to listen, write and speak effectively to present and exchange information and ideas in a creative, clear and concise manner.

Teamwork: The ability to build team engagement, collaborate, share knowledge and explain ideas to others whilst recognising your own and others creativity.

Resilience: The ability to persist when facing setbacks whilst adjusting to pressure and creatively adapting to different/varying circumstances.

Confidence: The self-motivation and ability to generate and retain strong self-belief in personal skills, capabilities and likelihood of success.

Initiative: The ability to take initiatives, evaluate and calculate risks, and do more than is required in the pursuit of successful outcomes whilst understanding the need for original and creative solutions/ideas.

Organisation: The ability to effectively manage tasks, plan and prioritise actions within a time schedule and set smart goals whilst using creativity to enhance the outcomes of tasks.

Creativity: The use of imagination or original ideas to create something; inventiveness.

