



HEADQUARTERS LONDON DISTRICT



G9 ENGAGEMENT TEAM

COMPENDIUM OF ACTIVITES AND DELIVERABLES

VERSION: 1.0 OCT 20

INTRODUCTION

As an engagement team we are continuously looking at how we can broaden the utility and reach of our delivery portfolio whilst ensuring we continue to meet our 3 objectives:

- Participants and staff have fun and / or a memorable encounter with our team
- They are informed of the opportunities the army can offer them and debunk or demystify any ideas and preconceptions they may have.
- As individuals, they discover something about themselves.

We regularly review and critique our content for currency, quality and execution so that both schools and participants get maximum benefit from their attendance.

All military staff and civil servants attending and delivering our events are registered and experienced STEM ambassadors with the appropriate Disclosure and Barring Service (DBS) clearance.

If you would like to book the Regional Engagement Team (RET) to deliver any of the activities in your establishment then contact: mehmet.kavaz603@mod.gov.uk

SAFEGUARDING AND PARTICIPATION

The safety and wellbeing of all the young people we are inspiring is at the centre of everything we do. Some activities include a low level of physical participation and this is covered by a standard risk assessment (AF5010). On the day on the activity, a dynamic assessment is conducted to reaffirm any initial risks and to consider any change to circumstances or conditions that may affect this initial evaluation. Where required, any changes will be implemented to ensure the risk is brought back in line and within acceptable tolerance thresholds.

There is no waiver or disclaimer available for the school or organisation to allow anyone to take part in the activities, regardless of ability. With this in mind the level of physicality involved will be discussed with the teachers/community leaders. If they feel any participant (young or old) may be affected (physically, medically (*eg food allergies*) or mentally) they must inform the activity Leader who will endeavour to make allowances. This will be achieved by either removing that part of the activity completely or amending their participation to an acceptable level so as to meet the satisfaction of the participant, teacher or community leader

If this is not identified it will be deemed that all participants are capable of undertaking the activity to the level of physicality agreed upon between the team and the organisation

RESIDENTIAL EVENTS

These activities can be physically demanding, all those attending must be medically fit and capable of participating fully. All teachers/adult mentors will be strongly encouraged to participate in all the activities alongside the participants.

COST/FEES

These activities are completely **free of charge** to the individual or the organisation and are covered by the Minister of Defence.



COVID-19 Addendum



Everyone's actions have helped to reduce the transmission of coronavirus in our communities. Fatalities and infection rates continue to fall. The government has set out its plan to return life to as near normal as we can, for as many people as we can, as quickly and fairly as possible in order to safeguard livelihoods, but in a way that is safe and continues to protect our NHS¹.

SCHOOLS

In regard to schools, the Government has announced the intention to implement a phased return and has provided guidance on the return of children to schools and childcare. From the mid-June, secondary schools and further education colleges will also prepare to begin some face-to-face support with Year 10 and 12 pupils. The LONDIST engagement team remain poised and ready to support teachers and the government in implementing their education recovery strategy.

OUR ACTIVITIES

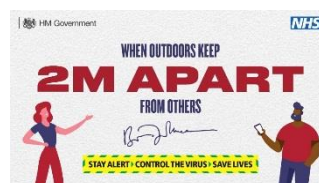
In order to comply and conform to Government social distancing and infection control guidelines we have reviewed our activities. The safety of both the staff and participants is our key driver and those tasks that we feel we are able to deliver safely are highlighted in this activity brochure. As standard control measures we will ensure:

- ✓ Participants and staff remain 2m apart throughout the event
- ✓ ALL equipment is cleaned before and after each event using an anti-septic solution
- ✓ ALL participants and staff will wear disposable gloves (those with latex allergies will not participate in the activity)
- ✓ Hand cleaning gel readily available for post-event hand cleaning

IN CONCLUSION

Despite a slight revision of our delivery methodology, we remain confident that we can still deliver an activity that is not only safe but resonates and interests' staff and participants alike and hits our 3 main tenets:

- Participants and staff have fun and / or a memorable encounter with our team
- They are informed of the opportunities the military can offer them and debunk or demystify any ideas and preconceptions they may have.
- As individuals, they discover something about themselves.



¹ https://www.gov.uk/coronavirus?gclid=CjwKCAjwq832BRA5EiwACvCWsVIUG_gIURwww59wkFnA-3tWDkeATR6yJBJAD71Mqi1MLWqoAvMQXBoC4t4QAvD_BwE

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COMMAND TASKS / TEAM BUILDING EXERCISES

Serial	Name of Deliverable / Activity	Suitable for age / year Gp	Group size
001	STEPPING STONES	11-12 yo (Yr 7) >	8-10

Pictures of the activity being delivered



Brief description of the activity

(to include the size of the area required, whether indoors / outdoors, any special requirements such as power source required etc)

Built around a scenario and within a time constraint, participants must get vital equipment and personnel across a contaminated area using only the limited kit provided. Complexity can vary depending upon the age and ability of those taking part.

This event can be delivered both indoors and outside and requires no other provision other than an area of approx.. 25m²

Skills development

(this section identifies which skills and attributes are being challenged, tested or developed)

- Team Work
- Physical fitness
- Communication skills
- Problem solving

Serial	Name of Deliverable / Activity	Suitable for age / year Gp	Group size
002	TYRE TOWER	11-12 yo (Yr 7) >	8-10

Pictures of the activity being delivered



Brief description of the activity

(to include the size of the area required, whether indoors / outdoors, any special requirements such as power source required etc)

This is a classic problem-solving task where participants are to move 5 numbered tyres from 1 cone to another whilst observing certain rules and within a given time constraint.

This event can be delivered both indoors and outside and requires no other provision other than an area of approx. 25m²

Skills development

(this section identifies which skills and attributes are being challenged, tested or developed)

- Team Work
- Communication skills
- Problem solving

Serial	Name of Deliverable / Activity	Suitable for age / year Gp	Group size
003	MINEFIELD	Primary >	8-10

Pictures of the activity being delivered



Brief description of the activity

(to include the size of the area required, whether indoors / outdoors, any special requirements such as power source required etc)

Built around a scenario and within time constraints, participants are blind-folded and must follow verbal instructions from their team members to successfully navigate a notional minefield.

This activity can be delivered both indoors and outdoors with now special provision other than an area of approx.. 25m²

Skills development

(this section identifies which skills and attributes are being challenged, tested or developed)

- Team Work
- Physical fitness
- Communication skills
- Coordination

Serial	Name of Deliverable / Activity	Suitable for age / year Gp	Group size
004	AIR-DROP	Yr 7 >	8-10

Pictures of the activity being delivered



Brief description of the activity

(to include the size of the area required, whether indoors / outdoors, any special requirements such as power source required etc)

Built around a scenario and within time constraints, participants are briefed to recover a number of objects from an 'out-of-bounds area using basic tools and equipment.

This activity can be delivered both indoors and outdoors with no special provision other than an area of approx.. 25m²

Skills development

(this section identifies which skills and attributes are being challenged, tested or developed)

- Team Work
- Time management
- Logical thinking
- Problem solving
- Coordination

Serial	Name of Deliverable / Activity	Suitable for age / year Gp	Group size
005	CAMOUFLAGE NET RELAY	Primary >	6-10

Pictures of the activity being delivered



Brief description of the activity

(to include the size of the area required, whether indoors / outdoors, any special requirements such as power source required etc)

This is essentially a relay race through the cam-net retrieving various pieces of military equipment.

This can be used as a stand-alone activity or combined with Sudoku to make the event even more challenging or interesting according to the age/ability of the participants.

The activity can be delivered both indoors and outdoors if there is appropriate coverage on the floor such as grass or gym mats.

Skills development

(this section identifies which skills and attributes are being challenged, tested or developed)

- Team Work
- Physical fitness
- Communication skills

Serial	Name of Deliverable / Activity	Suitable for age / year Gp	Group size
006	LEADERSHIP PRESENTATION AND LEADER LED ACTIVITIES	Yr10 & 11 >	>20

Pictures of the activity being delivered



Brief description of the activity

(to include the size of the area required, whether indoors / outdoors, any special requirements such as power source required etc)

This activity lasts approximately 4 hours.

The first part is a classroom-based activity where leadership is debated, typically around different styles of leadership, are leaders born or made etc.

The second part of the session sees the participants broken down into small teams where they conduct a series of leader led or leaderless command tasks.

Skills development

(this section identifies which skills and attributes are being challenged, tested or developed)

- Team Work
- Time management
- Logical thinking
- Problem solving
- Leadership
- Followership
- Coordination

Serial	Name of Deliverable / Activity	Suitable for age / year Gp	Group size
007	LONDON CHALLENGE	14-17yo	>60

Pictures of the activity being delivered



Brief description of the activity

(to include the size of the area required, whether indoors / outdoors, any special requirements such as power source required etc)

This is a multiple activity day where participants are grouped and go around a 'round-robin' series of activities (which includes lunch) and generally includes:

First Aid, STEM, Fieldcraft / observation, Cooking-in-the field, Indoor assault course.

Skills development

(this section identifies which skills and attributes are being challenged, tested or developed)

- Team Work
- Time management
- Logical thinking
- Planning
- Social skills
- Often hitherto undiscovered practical skills
- Coordination

Serial	Name of Deliverable / Activity	Suitable for age / year Gp	Group size
008	Planning Skills	9>	

Pictures of the activity being delivered

Awaiting pictures

Brief description of the activity

(to include the size of the area required, whether indoors / outdoors, any special requirements such as power source required etc)

A planning skills lesson using the army planning tool “7 Questions” to teach a logical and effective way of planning virtually anything! The process is explained and demonstrated then the participants are broken into groups and given a task to plan for. They then present their plan back and explain their reasoning

Skills development

(this section identifies which skills and attributes are being challenged, tested or developed)

- Logical thinking
- Problem solving
- Team working
- Planning
- Situational Awareness
- Following processes

STEM AND CLASSROOM BASED ENRICHMENT ACTIVITIES

Serial	Name of Deliverable / Activity	Suitable for age / year Gp	Group size
009	MTa STEM KITS TOWER / CAR / CATAPULT	Yr 7 >	6-8 max

Pictures of the activity being delivered



Brief description of the activity

(to include the size of the area required, whether indoors / outdoors, any special requirements such as power source required etc)

Built around a scenario and against a time constraint, participants are to construct a workable machine to achieve the specified mission. This activity can be made more challenging to suit the audiences age and ability by introducing additional technical requirements into the build specification.

This activity can be delivered both indoors and outdoors and will require an area of 14approx.. 25m²

Skills development

(this section identifies which skills and attributes are being challenged, tested or developed)

- Team Work
- Time management
- Logical thinking
- Problem solving
- Communication skills
- Engineering
- Manual dexterity
- Coordination

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Serial	Name of Deliverable / Activity	Suitable for age / year Gp	Group size
010	JUNGLE MAP & CIRCUIT BOARD	Yr 7 > (11 yo)	6-8 max

Pictures of the activity being delivered



Brief description of the activity

(to include the size of the area required, whether indoors / outdoors, any special requirements such as power source required etc)

Built around a scenario and from limited information; participants are to re-construct either a jungle map or an electrical circuit within a given timeframe.

This activity can be delivered both indoors and outdoors and will require an area of 15pprox.. 25m²

Skills development

(this section identifies which skills and attributes are being challenged, tested or developed)

- Team Work
- Time management
- Logical thinking
- Planning

Serial	Name of Deliverable / Activity	Suitable for age / year Gp	Group size
011	LOCKED BOXES		6-8 max

Pictures of the activity being delivered



Brief description of the activity

(to include the size of the area required, whether indoors / outdoors, any special requirements such as power source required etc)

Using a series of clues the participants attempt to open several locked boxes, reassemble a fragmented message and crack a code.

This activity can be delivered both indoors and outdoors and will require an area of 16prox.. 25m²

Skills development

(this section identifies which skills and attributes are being challenged, tested or developed)

- Team Work
- Time management
- Logical thinking
- Problem solving
- Communication skills

Serial	Name of Deliverable / Activity	Suitable for age / year Gp	Group size
012	SUDOKU	Primary >	8-10

Pictures of the activity being delivered



Brief description of the activity

(to include the size of the area required, whether indoors / outdoors, any special requirements such as power source required etc)

A number sequencing / matching activity where the objective is to retrieve the numbers in a given order and within a time constraint to complete a numbered grid or order.

This activity can be delivered both indoors and outdoors and will require an area of 17prox.. 25m².

Skills development

(this section identifies which skills and attributes are being challenged, tested or developed)

- Team Work
- Time management
- Memory / recall

Serial	Name of Deliverable / Activity	Suitable for age / year Gp	Group size
013	FORENSICS	Yr 7 > (11 yo)	24 - 30

Pictures of the activity being delivered

Awaiting pictures

Brief description of the activity

(to include the size of the area required, whether indoors / outdoors, any special requirements such as power source required etc)

This 2-hour activity is based around a Royal Military Police (RMP) theoretical investigation set in an army barracks. Students are presented with various types of evidence recovered from a crime scene and then, using their powers of deduction identify the perpetrator of the crime.

This is a classroom-based activity that requires a projector and screen. The Brigade Engagement Team bring their own laptop and supporting ephemera.

Skills development

(this section identifies which skills and attributes are being challenged, tested or developed)

- Observation • Memory • Listening • Problem solving
- Communication skills

Serial	Name of Deliverable / Activity	Suitable for age / year Gp	Group size
014	BUILD-A-BARRACKS	10	>40

Pictures of the activity being delivered

Awaiting pictures

Brief description of the activity

(to include the size of the area required, whether indoors / outdoors, any special requirements such as power source required etc)

This is a project management exercise that enables teams of 6 to form a project group tasked with the virtual construction of a barracks. This activity is based along the lines of "The Apprentice". Participants are broken into groups consisting of a Project Manager, Finance Controller, Media Manager, Designer etc. They will receive a directive, procure location and materials etc, plan, design and build the barracks, then brief back on the process and present their findings. Allow half a day

Skills development

(this section identifies which skills and attributes are being challenged, tested or developed)

- Teamwork
- Critical Thinking
- Listening
- Problem solving
- Communication skills

Serial	Name of Deliverable / Activity	Suitable for age / year Gp	Group size
015	TOP TRUMPS	Yr7 >	10-12

Pictures of the activity being delivered



Brief description of the activity

(to include the size of the area required, whether indoors / outdoors, any special requirements such as power source required etc)

Participants are given 1 of several scenarios which require them to choose the appropriate vehicle to carry out the task given its specific role and technical specification. This activity can be further enhanced by spreading the cards around and the participants having to reconstruct them to complete their task.

This activity can be delivered both indoors and outdoors and will require an area of approx. 5m².

Skills development

(this section identifies which skills and attributes are being challenged, tested or developed)

- Team Work
- Time management
- Logical thinking
- Problem solving
- Communication skills

Serial	Name of Deliverable / Activity	Suitable for age / year Gp	Group size
016	GEOGRAPHY – In country brief	Yr8 >	Max 30

Pictures of the activity being delivered

Under development

Available from Feb 2021

Brief description of the activity

(to include the size of the area required, whether indoors / outdoors, any special requirements such as power source required etc)

This is currently under development.

Skills development

(this section identifies which skills and attributes are being challenged, tested or developed)

- Team Work • Time management • Logical thinking • Planning
- Social skills • Project Management • Linking geography to real life scenario's

Serial	Name of Deliverable / Activity	Suitable for age / year Gp	Group size
017	BATAK and Wire Buzzer Game	KS 1-5	Max 20

Pictures of the activity being delivered



Brief description of the activity

(to include the size of the area required, whether indoors / outdoors, any special requirements such as power source required etc)

This activity combines 2 games that test reaction speed and hand eye coordination.

This is predominantly a classroom-based activity because the BATAK requires mains power however, the wire buzzer game is stand-alone and can be used both indoors or outside.

Skills development

(this section identifies which skills and attributes are being challenged, tested or developed)

- Reaction time
- Hand / eye coordination

Serial	Name of Deliverable / Activity	Suitable for age / year Gp	Group size
018	Citizenship Military Aid to Civil Authority - UK OPs based scenario	9>	>45

Pictures of the activity being delivered

Awaiting pictures

Brief description of the activity

(to include the size of the area required, whether indoors / outdoors, any special requirements such as power source required etc)

Each of the workshops can be used within an easy to follow three-lesson plan, the second of which is delivered by an Army representative. The workshops have been designed to work with each other or as a stand-alone session.

- Workshop 1: How does a local council ask the Army for emergency help? This would be teacher delivered.
- Workshop 2: How does a local council negotiate to receive Army help? This would be delivered by an Army representative.
- Workshop 3: How can people (students) help when their community is in need? This would be teacher delivered. Each of the sessions are designed to last between 45mins - 60mins.

Skills development

(this section identifies which skills and attributes are being challenged, tested or developed)

- Understanding disasters
- Problem solving
- Team working
- Assessment skills
- Social Skills
- How government works
- How the military support communities

Serial	Name of Deliverable / Activity	Suitable for age / year Gp	Group size
019	Global Issues Workshop	10>	>30

Pictures of the activity being delivered

Under development

Available from Jan 2021

Brief description of the activity

(to include the size of the area required, whether indoors / outdoors, any special requirements such as power source required etc)

This is a lesson that looks at the definitions of conflict, types of armed conflict, causes of conflict and why the UK has Armed Forces, an overview of international bodies (UN etc) and a review of a recent war. The students then work in teams to see what Courses Of Action they would have taken at the time. The aim is to encourage students to think about the world around them and encourage an interest in current affairs. Allow 90 mins

Skills development

(this section identifies which skills and attributes are being challenged, tested or developed)

- International Relations • Conflict resolution • Critical thinking • Social Skills • Cause and effect • Decision making • Justification and Explanation

Serial	Name of Deliverable / Activity	Suitable for age / year Gp	Group size
020	EX VIKING ADVENTURE - Maths Challenge	10>	>60

Pictures of the activity being delivered

Awaiting pictures

Brief description of the activity

(to include the size of the area required, whether indoors / outdoors, any special requirements such as power source required etc)

Mathematical planning exercise designed to show the practical application of maths in everyday life based on a Travel & Tourism theme whereby teams must plan an Adventure Training Package to Norway for troops using Public Funds. They will be given financial/mathematical problems to solve, resources to use and clues to guide them.

Skills development

(this section identifies which skills and attributes are being challenged, tested or developed)

- Logical thinking
- Problem solving
- Team working
- Planning
- Maths
- Time and resource management
- Budgeting
- Public spending control

Serial	Name of Deliverable / Activity	Suitable for age / year Gp	Group size
021	Frontline Science (Biology, Chemistry Physics)	9>	>30

Pictures of the activity being delivered

Awaiting pictures

Brief description of the activity

(to include the size of the area required, whether indoors / outdoors, any special requirements such as power source required etc)

3 science based challenges (biology, chemistry and physics) focused on a humanitarian mission scenario. These show the real outcomes of practical science as part of the Army. The activities have been expertly designed and developed in collaboration with the Defence Science and Technology Laboratory and the Institute of Naval Medicine.

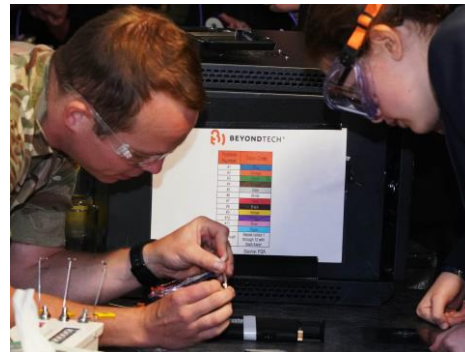
Skills development

(this section identifies which skills and attributes are being challenged, tested or developed)

- Understanding of materials and their suitability
- Following direction
- Design
- Practical applications
- Nutrition

Serial	Name of Deliverable / Activity	Suitable for age / year Gp	Group size
022	Army STEM Day	9>	>250

Pictures of the activity being delivered



Brief description of the activity

(to include the size of the area required, whether indoors / outdoors, any special requirements such as power source required etc)

A full day of lessons at Woolwich Barracks consisting of STEM based activity some of which is classroom based and some are outdoors delivered by Corps Engagement Teams from across the army. There will be activities such as Scratch Coding, Robotics, Bridge Building, Obstacle Course, problem solving and much more! This is a very packed day and participants get a huge amount of value from it. It is also an opportunity to see what a real life barracks environment is like.

Skills development

(this section identifies which skills and attributes are being challenged, tested or developed)

• Problem solving • Team working • Planning • Maths • Social Skills • Project Management • Physical activity

ADVANCED STEM

Serial	Name of Deliverable / Activity	Suitable for age / year Gp	Group size
023	TEDS	Y12>	>30

Pictures of the activity being delivered

Awaiting pictures

Brief description of the activity

(to include the size of the area required, whether indoors / outdoors, any special requirements such as power source required etc)

The Royal Electrical and Mechanical Engineers deliver the Basic Engineering Course as a foundation in vehicle mechanics. The course is run over 5 days from 08h30 to 17h00 either in a military establishment (usually an Army Reserve Centre) or other suitably and similarly secure location. Students undergo training and education in vehicle mechanics using the Quadzilla Beach Buggy as the platform. They are taught the fundamentals of Mechanical Engineering and vehicle construction as well as safe handling of the vehicle over an off-road circuit.

Skills development

(this section identifies which skills and attributes are being challenged, tested or developed)

- Practical engineering
- Team working
- Maths
- Concentration
- Social Skills
- Problem Solving
- Use of tools
- Workshop Safety
- Vehicle Mechanics

Serial	Name of Deliverable / Activity	Suitable for age / year Gp	Group size
024	Corps Engagement Teams	Y9>	>80

Pictures of the activity being delivered



Brief description of the activity

(to include the size of the area required, whether indoors / outdoors, any special requirements such as power source required etc)

Visits to schools from the various from Corps Engagement Teams from The Royal Signals, Royal Engineers, Royal Electrical & Mechanical Engineers, Royal Artillery, Royal Armoured Corps, Infantry, Adjutant General Corps and the Royal Logistics Corps. They will showcase the skills and trades available within their respective corps with hands on activities for participants to enjoy. These events can last from 2 – 4 hours and are suitable for Y 9 upwards

SPORTS ENGAGEMENT

Serial	Name of Deliverable / Activity	Suitable for age / year Gp	Group size
025	Physical Training Session	Y5>	>60

Pictures of the activity being delivered

Awaiting pictures

Brief description of the activity

(to include the size of the area required, whether indoors / outdoors, any special requirements such as power source required etc)

A 45 minute Physical Training Session including a talk on the benefits of physical activity, health and fitness and nutrition and how it is important not just in the army but in everyday life

Skills development

(this section identifies which skills and attributes are being challenged, tested or developed)

- PHSE

Serial	Name of Deliverable / Activity	Suitable for age / year Gp	Group size
026	Sport Coaching Sessions (Football, Rugby, Cricket, Netball, Basketball, Boxing)	Y9>	

Pictures of the activity being delivered

Awaiting pictures

Brief description of the activity

(to include the size of the area required, whether indoors / outdoors, any special requirements such as power source required etc)

Sessions can be arranged for visits from the various military sports teams which can include coaching session. There are also opportunities to visit events such as the Tri Services T20 Cricket at Lords.

Skills development

(this section identifies which skills and attributes are being challenged, tested or developed)

- PHSE

LIFE SKILLS

Serial	Name of Deliverable / Activity	Suitable for age / year Gp	Group size
027	LifeMAPS	10>	>60

Pictures of the activity being delivered



Brief description of the activity

(to include the size of the area required, whether indoors / outdoors, any special requirements such as power source required etc)

The Army and the Metropolitan Police deliver the LifeMAPS course for schools. The course is designed to take up to 60 vulnerable young people from school years 10, 11 and 12 (14 - 17 years old) out of their environment for a week and offer them a challenging and rewarding experience themed on a military training scenario. Participants undergo a series of activities and tasks involving Map reading, Obstacle course, Team Tasks, Fieldcraft and Shelter construction, Field Hygiene, Cooking in the field, Observation Skills, Drill and physical training, First Aid and STEM lessons, Physical Training and Drill.

Skills development

(this section identifies which skills and attributes are being challenged, tested or developed)

- Improved self-efficacy, self-confidence,
- military values and standards
- Improve life choices
- Improve police relations
- Provide hope
- Improve behaviour
- Increase school attendance

Serial	Name of Deliverable / Activity	Suitable for age / year Gp	Group size
028	Army Challenge Weekend	10>	>60

Pictures of the activity being delivered



Brief description of the activity

(to include the size of the area required, whether indoors / outdoors, any special requirements such as power source required etc)

Challenge Weekends at military training establishments in the South East of England. The course runs from arrival on at approx. 19h00 on the Friday evening to dispersal at approx. 13h00 on the Sunday afternoon. Course is a course designed to take up to 30 young people from school years 10 - 12 (14 - 17 years old) out of their environment for a weekend and offer them a challenging and rewarding experience themed on a military training scenario as with LifeMAPS. Activities include Map reading, Obstacle course, Team Tasks, Fieldcraft and Shelter construction, Field Hygiene, Cooking in the field, Observation Skills, Drill and physical training.

Skills development

(this section identifies which skills and attributes are being challenged, tested or developed)

- Teamwork, • military values and standards • Self-reliance • Self-confidence

Serial	Name of Deliverable / Activity	Suitable for age / year Gp	Group size
029	Discussions	6>	>60

Pictures of the activity being delivered



Awaiting pictures

Brief description of the activity

(to include the size of the area required, whether indoors / outdoors, any special requirements such as power source required etc)

Class discussions/presentations focussing on the following

- Personal Responsibility
- Appearance & Bearing
- Values and Standards

These are designed to encourage young people to think about the importance of these topics in life

Skills development

(this section identifies which skills and attributes are being challenged, tested or developed)

- PHSE & Citizenship

EMPLOYMENT SKILLS

- **Mock Interviews** - this activity emulates employment interviews to develop and prepare young people for the world of work post education.
- **Speed Networking** - a variety of employers are cross examined by (usually a small number of) students on their industry expertise, professional backgrounds routes into the industry, qualifications and skills required etc.
- **CV Workshops** - a session designed to help young people understand how to create a stand-out CV and covering letter.

- **Assembly presentations**
 - Opportunities in the Armed Forces
 - Apprenticeships
 - Values and Standards
 - Inclusion

