

# WORKSHOPS



<p>Year 10 Year 11 Year 12</p>	<p><b>APPRENTICE CHALLENGE:</b> In teams, learners will design, market and pitch their ideas to a panel. Learners will take the role of project managers, delegate tasks, work in sub-teams and work to deadlines. This workshop will develop core skills for entry into the workforce.</p>	<p>BENCHMARK 1: A STABLE CAREERS PROGRAMME</p> <p>BENCHMARK 5: ENCOUNTERS WITH EMPLOYERS AND EMPLOYEES</p>
<p>Year 12</p>	<p><b>ESCAPE ROOM:</b> Teams race against the clock to solve problems and challenges to crack the code. Learners will work under pressure and to their strengths, requiring everyone's input to achieve.</p>	<p>BENCHMARK 1: A STABLE CAREERS PROGRAMME</p> <p>BENCHMARK 5: ENCOUNTERS WITH EMPLOYERS AND EMPLOYEES</p>
<p>Ideal for students with SEN or learning needs</p>	<p><b>ANIMAL HYBRIDS:</b> Learners will utilise their creativity and imagination to create an animal hybrid as team. They will focus on their time management skills and develop an effective pitch to feedback to the group.</p>	<p>BENCHMARK 1: A STABLE CAREERS PROGRAMME</p> <p>BENCHMARK 3: ADDRESSING THE NEEDS OF EACH STUDENT</p> <p>BENCHMARK 5: ENCOUNTERS WITH EMPLOYERS AND EMPLOYEES</p>