PARKER BROTHERS GAME OF OPTIONAL GOALS

CAREERS

Careers CPD...take two!

Benchmark 4 – Careers in the Curriculum

This was your challenge...

- Select a specific group you teach and focus on adding LMI into your lessons.
OR
- Find an opportunity to speak with students and engage with them about careers

- Talk to them about your previous job/s?

- Share with them the skills you possess that allow you to be successful? How can they develop them?

- What impact will this have......

Feedback…

- How did you get on?

- In groups of 4-5, share your feedback and select a spokesperson who is happy to share with us all.

The careers programme…

- A story of 2 halves

- The operational programme - https://www.kingswolverhampton.co.uk/careersinfo

- The strategic plan for careers –

1.1 - Implement raising achievement strategies across all teams within the school so that ambitious targets are achieved

1.3 Increase the academic focus on high attaining pupils

1.5 Secure improved KS4 outcomes

1.7 Use data analysis to identify target groups for support/intervention and regularly reviewing the impact of these

1.9 Increase the focus on destination information and careers education across the school

2.8 Develop teaching strategies and resources to meet the needs of SEND pupils

2.9 Develop teaching and learning strategies which stretch, challenge and support PP pupils

3.4 Use data and intervention strategies on behaviour and safety across all Key Stages, to implement specific and targeted interventions

4.3 Continue to develop strong partnerships locally and nationally

4.6 Improve communication between the school and the community

Gatsby Benchmarks...

1	2	3	4
A STABLE CAREERS PROGRAMME	LEARNING FROM CAREER AND LABOUR MARKET INFORMATION	ADDRESSING THE NEEDS OF EACH PUPIL	LINKING CURRICULUM LEARNING TO CAREERS
5	6	7	8
ENCOUNTERS WITH EMPLOYERS AND EMPLOYEES	EXPERIENCES OF WORKPLACES	ENCOUNTERS WITH FURTHER AND HIGHER EDUCATION	PERSONAL GUIDANCE

Benchmark 4...

Evidence shows that the most effective programmes incorporate careers education into the school curriculum in 3 ways -

- Career learning delivered as a subject
- Career learning delivered through other subjects
- Career learning delivered through co-curricular activities

We do all 3 but it is important that they are linked and that they inform each other.

What impact can it have…

- Cognitive, i.e. transforming how they think about themselves, their careers and the subjects they are studying.

- Behavioural, i.e. developing their career management, employability and study skills.

- Practical, i.e. enabling them to make successful transitions into positive, sustained and personally-valued destinations.

Career learning delivered as a subject... impact

- Personal effectiveness - leads to greater, self-awareness, self-confidence, self-esteem, self-control and self-efficacy.

- Career readiness - increases understanding of occupations, decision-making, planning, self-presentation and transition preparedness.

- Educational outcomes - can contribute to improvement in attendance, reduced dropout, attainment and progression to personally valued educational destinations.

Career learning delivered through other subjects and through co-curricular activities.. impact

- Make learning more accessible and boost attainment.

- Strengthen engagement in learning building on students' interests and enjoyment.

- Promote positive attitudes towards a subject and encourage the take-up of progression pathways in and through the subject.

Careers week and our Careers Ambassadors...

Work zone – Helen Ryan

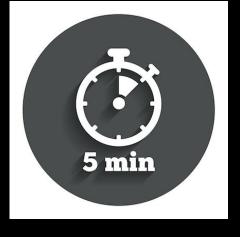Creative zone - Charlotte Mould

World zone – Chris Williams

English – Sophie Key

Maths – Lilian Larbi

Science – Michael Cummings

You have been given an alphabet sheet. For each letter in the alphabet, you must identify a career. For example, A could be Architect.

If you can find a career for every letter in the alphabet then you will be awarded with a commendation point.

Good luck!

Stretch – Which career on your list appeals to you the most? *[You must explain your answer]*

The UK Creative Economy 2017
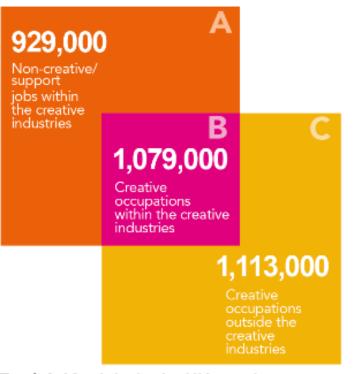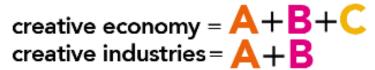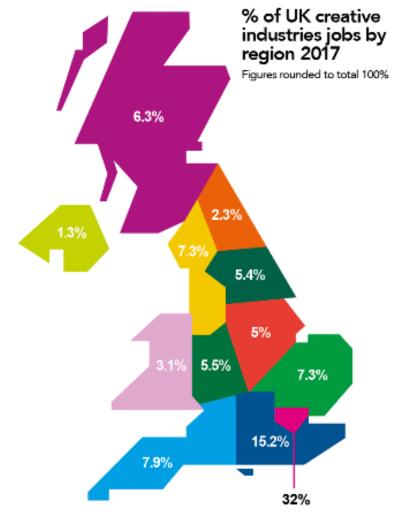
JOBS
The Creative Economy 2017

3.12
MILLION JOBS

1 IN 11
UK JOBS

80k
CREATIVE ECONOMY JOBS ADDED IN 2017

EMPLOYMENT

Employment in the UK creative economy 2017

A
929,000
Non-creative/support jobs within the creative industries

B
1,079,000
Creative occupations within the creative industries

C
1,113,000
Creative occupations outside the creative industries

Total **3.12m** jobs in the UK creative economy

creative economy = **A + B + C**
creative industries = **A + B**

REGIONS

% of UK creative industries jobs by region 2017

Figures rounded to total 100%

6.3%
1.3%
2.3%
7.3%
5.4%
5%
3.1%
5.5%
7.3%
7.9%
15.2%
32%

Skills shortages in key areas of the digital economy mean there are many different IT careers available.

- applications development
- computer forensics
- content management
- cyber security and risk management
- data analysis and analytics
- game development
- hardware engineering
- information management

- IT consultancy (business and technical)
- IT sales
- multimedia programming
- software engineering (designing, building, developing and testing)
- systems/network management
- technical support
- telecommunications
- web design/development.

Challenge…..

Are there any jobs that don't involve maths???

Pick one of the jobs you have looked at and create a piece of writing which indicates why you should be chosen for the job.

Things to include:
✓ Sophisticated Vocabulary
✓ Creativity
✓ Language Devices
✓ Explain in detail
✓ Sophisticated Punctuation

Memory Game – You have 30 seconds to remember as many of these pictures as you can.

Resources for you…

I have some resources…. I have shared them with you.

Please feel free to use them in your normal curriculum lessons!

Your task for today – select a resource that you are going to use this this half term (and use it this half term). Please complete the staff code and year group columns this afternoon to show your intent. Please feel free to select multiple but as a minimum one! Once you have used it please add a comment in the feedback column to inform other staff's use.

Feedback…

- Thank you to the 13 people that completed the feedback survey for the last session!

- Don't worry, it is still live! And I will send another one out after tonight's session!