

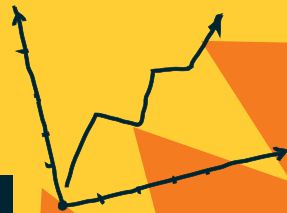
RESILIENCE
COMMUNICATION
FINANCIAL CAPABILITY
INITIATIVE
PROBLEM SOLVING
TEAMWORK
ORGANISATION
CONFIDENCE

SUCCESS!



**LEARNER
DEVELOPMENT
JOURNEY**

**SKILLS FOR
WORK AND LIFE**



Young Enterprise: Developing Skills for Work and for Life

Young Enterprise is the **UK's leading enterprise and financial education charity**. We deliver a range of **accessible programmes for 4-25 year olds**, from one day masterclasses to year long projects.

Since 1962, we've worked with over 4 million young people to empower them to develop the knowledge, skills and attitudes they need to succeed in the world of work. Each year we work with 250,000 young people, with the support of 5,000 volunteers and 3,500 business partners.

We know from our research that Young Enterprise education programmes work:

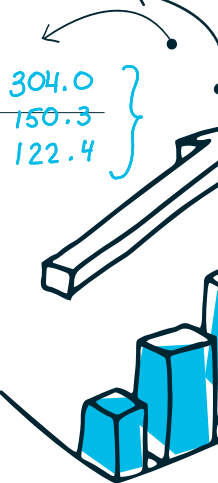
- **90%*** of teachers agreed that taking part increased self awareness in participants' own capabilities and potential
- **94%*** of teachers agreed that taking part raised awareness of participants' own strengths and weaknesses
- Students who take part in multiple enterprise education activities are **5 times** less likely to become NEET (Not in Education, Employment or Training)**

All our programmes deliver employability skills as part of our Learner Development Journey. A recent survey conducted for Young Enterprise by Opinium found that 70% of employers have difficulty finding good quality applicants for entry level jobs.

Our programmes support teachers and lecturers to ensure that students leave education prepared for work and for life.

"Young Enterprise gives a fantastic opportunity for students to develop their employability skills."

Teacher, South West





Key Features

Our programmes:

- are underpinned by a guiding principle of Learning by Doing
- are supported by a comprehensive range of materials
- are supported by business volunteers who lead discussions, deliver activities and enrich the programme by sharing their own experiences and knowledge
- have flexible delivery timescales with modules which can be mixed and matched to suit your individual needs
- are mapped to the Young Enterprise Learner Development Journey

Key Benefits

Our programmes:

- help you deliver the government's statutory guidance on careers advice and inspiration
- help students and teachers/lecturers track progress and embed learning through our Learner Development Journey (see p4)
- support you to deliver aspects of the curriculum – our Company programme is mapped by a number of exam boards to their qualifications
- are recommended by teachers – **95%*** would recommend a Young Enterprise programme
- and by students – **90%*** would recommend Young Enterprise to their friends and family



* evaluation of Company programme participants and teachers 2013/14

** Education and Employers Taskforce (2012) 'It's Who You Meet'

The Young Enterprise Learner Development Journey

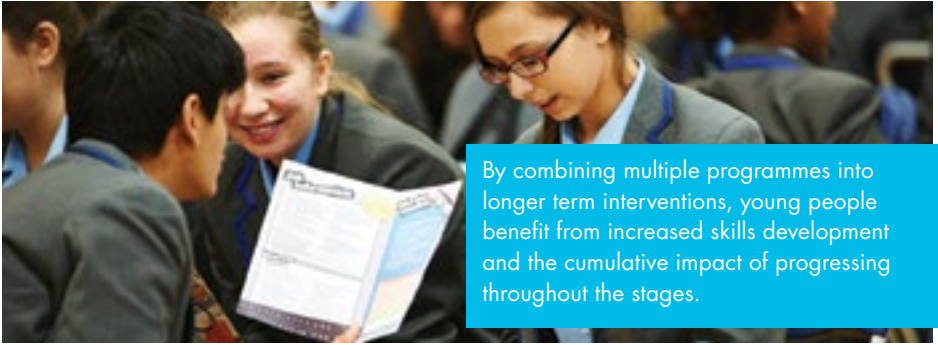
Young Enterprise has created a **Learner Development Journey**, which maps intended learning outcomes for all programmes against **eight key employability competencies**. These are endorsed by findings from the Confederation of British Industry (CBI) and informed by other employability skills related research.



THE EMPLOYABILITY COMPETENCIES

Participating in Young Enterprise programmes provides young people with an opportunity to understand, develop and apply employability competencies that are highly valuable to employers and further learning providers. Each competency is defined below.

Competency	Definition and Example Skills
Communication	The ability to listen, write and speak effectively to present and exchange information and ideas in a clear and concise manner
Confidence	The self-motivation and ability to generate and retain strong self-belief in personal skills, capabilities and likelihood of success
Financial Capability	The ability to analyse financial information, manage money well, and make informed decisions to plan for successful financial futures
Initiative	The ability to take initiatives, evaluate and calculate risks, and do more than is required in the pursuit of successful outcomes
Organisation	The ability to effectively manage tasks, plan and prioritise actions within a time schedule, and set smart goals
Problem Solving	The ability to collect and examine information, think creatively, and analyse situations to generate solutions to problems
Resilience	The ability to persist when facing setbacks whilst adjusting to pressure and adapting to changes in different/varying circumstances
Teamwork	The ability to build team engagement, collaborate, share knowledge and explain ideas to others whilst managing personal feelings



By combining multiple programmes into longer term interventions, young people benefit from increased skills development and the cumulative impact of progressing throughout the stages.

THE JOURNEY

The Journey takes young people from stage 1 – raising awareness of employability competencies, through to stage 4 where they model key competencies through real-life experience. The chart below outlines where each of our programmes typically sit on the Learner Development Journey.

Stages

1 Raise Awareness	2 Build Understanding	3 Apply Skills	4 Model Competencies
<p>Young people are aware of the employability competencies. They recognise their importance to their future lives. Their confidence is raised.</p>	<p>Young people understand the competencies and recognise the need for continuous personal development in order to reach their ambitions. Their aspirations are raised.</p>	<p>Young people apply the skills in new situations that require key competencies and attitudes to succeed. Their successful habits are developed.</p>	<p>Young people model the key competencies in action. They articulate and evidence understanding and application of the skills using real-life examples.</p>
<p>Programmes</p> <p>Masterclasses</p> <p>Project Business</p> <p>Personal Economics</p> <p>Learn to Earn</p> <p>Your School Your Business</p>		<p>Tenner</p> <p>Start-up</p> <p>Company</p> <p>Team</p>	<p>page 5</p> <p>page 5</p> <p>page 5</p> <p>page 5</p> <p>page 5</p> <p>page 5</p> <p>page 6</p> <p>page 6</p> <p>page 6</p>

Programmes at a Glance

Secondary Schools and Colleges

YOUR SCHOOL YOUR BUSINESS

Students develop skills and positive attitudes as they make the leap from primary to secondary school

Learner Development
Stages 1-2

Age Range
Predominantly KS3

Delivery Time
5-6 hours

PERSONAL ECONOMICS

Young people develop money management skills for life, with introductions to credit and debt, savings, budgeting and more

Learner Development
Stages 1-2

Age Range
Predominantly KS3 and KS4

Delivery Time
5-6 hours

LEARN TO EARN

Learning about career choices, personal skills, recruitment and the cost of living to help young people prepare for successful futures

Learner Development
Stages 1-2

Age Range
Flexible KS3, KS4 and KS5

Delivery Time
5-6 hours

PROJECT BUSINESS

Series of enterprise challenges as students take on the role of small business owners with a business volunteer

Learner Development
Stages 1-2

Age Range
Predominantly KS4 and KS5

Delivery Time
5-6 hours

MASTERCLASSES

Highly focussed seminars on bespoke topics give students an insight into how business works

Learner Development
Stages 1-3

Age Range
Flexible KS3, KS4 and KS5

Delivery Time
3-6 hours

TENNER

National competition to find the next generation of budding entrepreneurs with a £10 pledge from the Tenner bank

Learner Development
Stages 2-3

Age Range
Open to KS3, KS4 and KS5

Delivery Time
flexible throughout March





“Young Enterprise has made me more engaged with the world of business and has helped me plan my future and career choices.”

Participant, East of England



COMPANY PROGRAMME

This flagship programme is the ultimate enterprise experience. Young people set up and run a real company for a year with guidance from a business volunteer and have the chance to compete with schools across the country

Learner Development

Stages 3-4

Age Range

15-19

Delivery Time

Up to one academic year

TEAM PROGRAMME

Team is the only programme of its kind in the UK designed to help students with learning difficulties or disabilities learn about business and run a real company at their own pace

Learner Development

Stages 3-4

Age Range

15-19+

Delivery Time

Up to two academic years

START-UP

Students studying vocational courses in Further Education as well as University level students set up and run their own company, and have the chance to compete with colleges and universities across the country

Learner Development

Stages 3-4

Age Range

17-25

Delivery Time

Up to one calendar year

Find out more and book a programme

Our programmes are accessible and complement the education experience, allowing young people to explore their interests and expand their skills.

You can find more information about all of our programmes for secondary school and college students on the Young Enterprise website – please visit young-enterprise.org.uk/secondary

If you would like to request more information about a specific programme you can do so on our website or email us at info@y-e.org.uk

Find out more

www.young-enterprise.org.uk

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