THE CHESHIRE AND WARRINGTON PLEDGE

Innovation in providing meaningful experience of the workplace



#CAREERS & ENTERPRISE COMPANY



BM6 - Meaningful experiences of the workplace

By the age of 16, every pupil should have had at least one experience of a workplace, in addition to any part-time jobs they may have.

By the age of 18, every pupil should have had one further such experience, additional to any part-time jobs they may have.

This can be achieved through work visits, work shadowing, work projects and/or work experience to help their exploration of career opportunities, and expand their networks



Myth Busting

- External visit to an employer
- They have to be off-site
- Any experience is good experience
- 1/2 weeks Work Experience
- Virtual isn't meaningful
- All students need to be out on placement
- It needs to take place in June
- Whole year group at a time







To include an activity under Benchmark 6, it must meet the following minimum requirements:

- Learning outcomes are defined, based on the age and needs of students
- Student meets a range of people from the workplace
- There is extensive two-way interaction between the student and employees
- Student must perform a task or produce a piece of work relevant to that workplace and receive feedback on it from the employer







What is classed as a meaningful experience?

- It meets the needs of all involved
- All students to be active participants
- Completion of a task or piece of work relevant to that workplace and receive feedback on it from the employer
- A progressive programme of work-related encounters, rather than a bolted-on arrangement
- A blended approach of virtual, projects, work visits, work shadowing, insight days, social action, project based learning and/or work experience, available throughout the year
- There is extensive two-way interaction between the students and the employer/employees
- Framed learning to include preparation and structured reflection to reinforce learning
- Planned for impact and implemented around what students need to know, understand and be able to do

"Think less about work experience and more about experiences of the workplace". How can you help students to really investigate the industry and truly understand what working in it would be like?

Good Practice

- A piece of research set by the employer and presented at a meeting with feedback
- Observing and participating in work activity, such as online meetings
- Mentoring programme by an employee
- Work Placement (1/2 day, full day, week, block of time, several employers, throughout the year)
- A task or a piece of work relevant to that workplace and receive feedback on it from the employer
- Virtual tours with the option of live Q&A
- Curriculum visits with Q&A relating to their business
- Industry based project or challenge with real-work scenarios
- Micro-internship
- Students studying different jobs in establishments, and then speaking to people who carry out the roles
- Career investigations which encourage students to look holistically at a business; studying its role in the local area, job roles and social impact
- Create an event, offering a real-life experience of social enterprise, offering a snapshot into the responsibilities associated with work and gave them a chance to work with a wide range of businesses, charities and public sector bodies



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Updated 1458 Make It Work - Final Guide 0321.pdf (careersandenterprise.co.uk)

<u>Practical ideas from schools and colleges for achieving Gatsby Benchmark 6.pdf</u> (careersandenterprise.co.uk)

ON DEMAND - CEC Benchmark - 25th March on Vimeo

CEC-Experiences of Work Places.pdf

CEC (careersandenterprise.co.uk)

My Skills My Future | CEC Resource Directory (careersandenterprise.co.uk)

CDI Framework Handbook – Learning Aims

Skills Builder – 8 Essential Skills

