

## Young Enterprise and the Diploma

Young Enterprise offers a range of programmes, based on the principle of applied learning, which bring volunteers from business into the classroom to work with teachers and students. Running Young Enterprise programmes during or in preparation for Diploma delivery can engage and motivate students with diploma content and provide them with a work related experience to apply their knowledge and skills. This document sets out how Young Enterprise programmes can support the new diplomas.

### Principal Learning

The tables overleaf show how Young Enterprise programmes can support the delivery of principal learning, allowing students to apply their learning to a real world context.

### Additional/Specialist Learning

Company Programme students are given the opportunity to use their experience to enter a level 1 or level 2 “Certificate in Enterprise” with OCR. See [www.ocr.org.uk](http://www.ocr.org.uk) for more information. This qualification will be able to contribute to the additional learning components of all diplomas.

QuickStart Music can be used as part of the Arts Award (see [www.artsaward.org.uk](http://www.artsaward.org.uk)) which can contribute towards additional/specialist learning.

### Personal Learning and Thinking Skills (PLTS)

All Young Enterprise programmes are designed around the principal of “learning by doing” and contain a wide range of styles of activity that support all 6 of the Personal Learning and Thinking Skills:

- Independent enquiry
- Self-management
- Reflective learning
- Effective participation
- Creative thinking
- Team working

### Functional Skills

All Young Enterprise programmes directly support functional skills in English and Maths by enabling students to apply these skills to work-related contexts. In addition Company Programme, Team Programme, QuickStart and QuickStart Music directly support functional skills in ICT as students use a wide range of ICT resources in the running of their companies.

### Work Related Learning

All Young Enterprise programmes put students in direct contact with volunteers from business and industry who lead sessions in conjunction with teaching staff. In addition, our programmes allow students to learn about and directly experience concepts and practices from the world of work.

### Project and Extended Project

Students are able to write up their Company Programme experience as a project (level 1 and level 2) or extended project (level 3). QuickStart Music and QuickStart programmes may also be suitable for writing up as a level 1 or level 2 project.

## Young Enterprise Programmes and Principal Learning

Topics and themes are taken from the QCA criteria documents for each diploma. Exam board specifications have different unit titles but must all cover the same content.

<b>Creative and Media</b>	<p><b>QuickStart Music</b> 69 out of the 72 Principal Learning objectives of this diploma are supported by QuickStart Music as students experience running their own music industry in their school. The programme supports all four themes for music and there are also opportunities to cover other disciplines during the programme. The four themes are:</p> <ul style="list-style-type: none"> <li><input checked="" type="checkbox"/> Creativity in context</li> <li><input checked="" type="checkbox"/> Thinking and working creatively</li> <li><input checked="" type="checkbox"/> Principles, processes and practice</li> <li><input checked="" type="checkbox"/> Creative businesses and enterprise</li> </ul> <p><b>Company/Team/QuickStart Programmes</b> Taking part in these programmes allows students to experience running a company first hand and can support the Creative Businesses and Enterprise theme.</p> <p><b>Classroom Based Programmes</b> The Young Enterprise classroom based programmes can be run in preparation for or during a level 1 or 2 diploma course and can support the Creative Businesses and Enterprise theme.</p>
<b>Information Technology</b>	<p><b>Company/Team/QuickStart Programmes</b> Through setting up and running their own business students' experiences on these programmes can support the following topics;</p> <ul style="list-style-type: none"> <li><input checked="" type="checkbox"/> The Digital World</li> <li><input checked="" type="checkbox"/> Working with People</li> <li><input checked="" type="checkbox"/> The Potential of Technology</li> <li><input checked="" type="checkbox"/> Exploring/Understanding Organisations</li> <li><input checked="" type="checkbox"/> Effective communication</li> <li><input checked="" type="checkbox"/> Skills for innovation</li> <li><input checked="" type="checkbox"/> Managing Projects</li> <li><input checked="" type="checkbox"/> Professional development</li> <li><input checked="" type="checkbox"/> Making Projects Successful</li> </ul> <p><b>Classroom Based Programmes</b> The Young Enterprise classroom based programmes can be run in preparation for or during a level 1 or 2 diploma course and can help to support the following themes;</p> <ul style="list-style-type: none"> <li><input checked="" type="checkbox"/> Effective communication</li> <li><input checked="" type="checkbox"/> Skills for innovation</li> <li><input checked="" type="checkbox"/> Managing projects</li> </ul>

<p><b>Engineering</b></p>	<p><b>Company Programme/Team/QuickStart</b>          Taking part in these programmes gives students the opportunity to raise finance, research, design, manufacture and sell a product of their choice and can support the following topics:</p> <ul style="list-style-type: none"> <li><input checked="" type="checkbox"/> Innovation, enterprise and technological advance</li> <li><input checked="" type="checkbox"/> Innovative design and enterprise</li> </ul>
---------------------------	---

<p><b>Business, Administration and Finance</b></p>	<p><b>Company/Team/QuickStart Programmes</b>          Through setting up and running their own company students have a first hand experience of the principal learning in the following topics:</p> <ul style="list-style-type: none"> <li><input checked="" type="checkbox"/> Business enterprise</li> <li><input checked="" type="checkbox"/> Business administration</li> <li><input checked="" type="checkbox"/> Personal finance and financial services</li> <li><input checked="" type="checkbox"/> Teams and communication in business</li> <li><input checked="" type="checkbox"/> Customer service</li> <li><input checked="" type="checkbox"/> Sales</li> <li><input checked="" type="checkbox"/> Preparing for work</li> <li><input checked="" type="checkbox"/> Business communication</li> <li><input checked="" type="checkbox"/> Business finance and accounting</li> <li><input checked="" type="checkbox"/> Marketing and sales</li> <li><input checked="" type="checkbox"/> Teams in business</li> <li><input checked="" type="checkbox"/> Corporate social responsibility – employers and employees</li> <li><input checked="" type="checkbox"/> Responding to change in business</li> <li><input checked="" type="checkbox"/> Success/People at work</li> <li><input checked="" type="checkbox"/> People at work</li> </ul> <p><b>Classroom Based Programmes</b>          The Young Enterprise classroom based programmes can be run in preparation for or during a level 1 or 2 diploma course and can help to support the units listed above.</p> <p><b>Entrepreneurship Masterclass</b>          This programme can be used to support the principal learning of this diploma, particularly the Business Enterprise topic.</p>
--	---

<p><b>Manufacturing and Product Design</b></p>	<p><b>Company/Team/QuickStart Programmes</b>          Taking part in these programmes gives students the opportunity to raise finance, research, design, manufacture and sell a product of their choice and can support the following topics:</p> <ul style="list-style-type: none"> <li><input checked="" type="checkbox"/> Introduction to manufacturing</li> <li><input checked="" type="checkbox"/> Dealing with customers and suppliers</li> <li><input checked="" type="checkbox"/> Introduction to working practices</li> <li><input checked="" type="checkbox"/> Introduction to product design and Development</li> <li><input checked="" type="checkbox"/> Manufacturing a product</li> <li><input checked="" type="checkbox"/> Running a manufacturing business</li> <li><input checked="" type="checkbox"/> The global business world</li> <li><input checked="" type="checkbox"/> Working in manufacturing</li> <li><input checked="" type="checkbox"/> Designing and developing products</li> <li><input checked="" type="checkbox"/> Processing systems</li> <li><input checked="" type="checkbox"/> Product manufacture</li> <li><input checked="" type="checkbox"/> Customer needs and market requirements</li> <li><input checked="" type="checkbox"/> Management of resources and working Practices</li> <li><input checked="" type="checkbox"/> Research, development and the introduction of new products</li> <li><input checked="" type="checkbox"/> Production and processing systems</li> <li><input checked="" type="checkbox"/> Management of production and processing</li> <li><input checked="" type="checkbox"/> Operations</li> <li><input checked="" type="checkbox"/> Quality in manufacturing</li> </ul> <p><b>Classroom Based Programmes</b>          The Young Enterprise classroom based programmes can be run in preparation for or during a level 1 or 2 diploma course and can help to support the following units:</p> <ul style="list-style-type: none"> <li><input checked="" type="checkbox"/> Introduction to manufacturing</li> <li><input checked="" type="checkbox"/> Dealing with customers and suppliers</li> <li><input checked="" type="checkbox"/> Introduction to working practices</li> <li><input checked="" type="checkbox"/> Introduction to product design and Development</li> <li><input checked="" type="checkbox"/> Running a manufacturing business</li> <li><input checked="" type="checkbox"/> The global business world</li> <li><input checked="" type="checkbox"/> Working in manufacturing</li> <li><input checked="" type="checkbox"/> Designing and developing products</li> </ul>
--	---