

LEARN TO EARN

Raising aspirations and empowering students to make informed decisions about their subject and future career choices

New for 2020/21 – Digital and in-school delivery options



FACT FILE

Age Range:

For students aged 12-19 years

Delivery:

5-6 hours delivery time for in-school delivery

1.5-2 hours for students to complete the digital package

Supports Gatsby Benchmarks of Good Careers guidance:

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| 1. Stable careers programme | ●● |
| 2. Learning from career & labour market information | ●● |
| 3. Addressing the needs of each student | ●● |
| 4. Linking curriculum learning to careers | ● |
| 5. Encounters with employers & employees | ●● |
| 6. Experiences of workplaces | |
| 7. Encounters with further & higher education | |
| 8. Personal guidance | ● |

■ contributes towards

■ ■ delivers

Learn to Earn

In a rapidly changing world young people need support to make informed choices about future careers more than ever.

Learn to Earn motivates students by encouraging them to consider financial plans for the future, set goals and think about their future study options. Learn to Earn provides students with a clearer understanding of the routes to jobs and careers that they will find engaging and rewarding. It provides students with knowledge of the skills necessary to make successful transitions to the next stage of their life.

Digital Package

For the first time we have developed a digital version of Learn to Earn which can be completed as part of home learning or using ICT facilities within school. This digital package consists of six units of learning which complement the in-school delivery. Each unit takes learners through a 'learn, do, review' cycle, with the provision of a digital certificate once the whole package is completed. The digital package can be used on its own or in conjunction with the in-school delivery package.

In-school Package

Through hands on practical activities, our expert trainers explore themes such as personal skills and talents, career choices, recruitment, job interviews, salaries, earnings, tax and the cost of living, financial planning and budgeting. Interactive activities provide students with the opportunity to learn about the job and career opportunities available, and to consider how their personal strengths and preferences may fit with different career paths.

Supporting Schools

- Contributes to a school's stable, structured careers programme by encouraging students to consider a broader and more ambitious range of education and career options, to set goals and plan for their future
- Provides evidence of the Gatsby Benchmarks of good career guidance
- Includes meaningful employee encounters which provide opportunities to learn about what work is like and what it takes to be successful in the workplace.
- Supports Ofsted success by contributing to judgements on the effectiveness of leadership, management, personal development and welfare by preparing students for the next stage of their education, training or employment

Learning Outcomes from Learn to Earn

- Explain personal hopes and dreams for the future; describe personal strengths and preferences and what success means
- Calculate and balance realistic cost of living budgets and make the connections between the future and now
- Consider a wide range of ambitious job and career options and know how to make informed decisions about career and lifestyle choices
- Understand progression options, including apprenticeships, how education or training offers good long-term prospects and understand the benefits of different options; how STEM subjects help to gain entry to a wide range of careers
- Understand the skills necessary to make successful transitions to the next stage of life and employer expectations
- Set SMART goals and plan next steps to achieve these goals
- Know where to go to find more information and support

Encounters with Employers and Employees

Young Enterprise has access to over 7000 Business Volunteers from employers of all sizes, and from all sectors. Connecting and interacting with local employers and employees is a core part of the delivery of Learn to Earn.

Through our digital offer we have achieved this using video from a diverse range of volunteers representing numerous sectors.

Our in-school delivery brings volunteers into the classroom to help young people develop their understanding of the transition into work and provide the opportunity for students to question and interact around this topic area.

Contributing Evidence against the Gatsby Benchmarks of Good Career Guidance

Learn to Earn supports schools to evidence provision of Good Career Guidance against the Gatsby Benchmarks. Young Enterprise programmes encourage the development of an enterprising mindset and approach which is needed in education and employment in order that all young people can navigate pathways to opportunity.



"The most valuable thing I learnt today was understanding the different careers I can go into"

Student

"I learnt what employers are looking for and that how much money you have to spend depends on how much you earn"

Student

