Primary Programmes

Skills Builder PARTNERSHIP

Challenge Days

A Challenge Day provides an exciting and engaging way for learners in a class, year group or across the whole school to reinforce their essential skills, by applying them in a real-life challenge.

Early Years - Up to Step 0 **–** *each challenge focuses on four essential skills*

Greetings Cards
Learners explore how people send messages and make a greetings card.

Operation: Moonbase
Learners imagine they are travelling to a moon, creating animals and houses.

A Day in Politics
Learners explore how we make decisions through voting.

Crime Scene Investigation
Learners become detectives and solve a mysterious crime.

Creative Spaces
Learners explore the Arts and create a new place to celebrate creativity.

Future Transport
Learners design and make a new type of transport for land, sea or air.

Level Up
Learners design a computer game set in their very own community.

Game On
Learners design a new sport based on football.

Primary - Steps 1-6 **–** *each challenge focuses on all eight essential skills*

Greetings Cards
Learners work in teams to set up and run a greetings card production line.

Operation: Moonbase
Learners explore the world of work by creating a new moon society.

A Day in Politics
Learners learn about democracy and politics by setting up parties.

Crime Scene Investigation
Learners become detectives and solve a mysterious crime.

Creative Spaces
Learners design a new arts centre to celebrate and promote creativity.

Future Transport
Learners design, make and test a new type of transport for the future.

Level Up
Learners design and build a computer game set in their very own community.

Game On
Learners design a sport that will put the players' essential skills to the test.

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Projects

A project provides an opportunity for young people to learn and apply new essential skill steps in a real-life challenge. Each project explicitly teaches three essential skills.

Nursery — Up to Step 0

Go Explore! / Up to Step 0

Learners explore their learning environment and set up a treasure hunt.

(Problem Solving, Creativity, Staying Positive)

Groovy Gardeners / Up to Step 0

Learners design and plant their own garden, culminating in a child-led tour of the space.

(Listening, Presenting, Teamwork)

Ready Teddy Go! / Up to Step 0

Learners explore different foods and set up their very own teddy bears' picnic.

(Presenting, Aiming High, Leadership)

Reception — Step 0

Free to be Me / Step 0

Learners think about what makes them special by re-creating themselves as superheroes.

(Presenting, Aiming High, Leadership)

Brilliant Bakes / Step 0

Learners design, make and advertise their own baked goods in a pop-up bakery.

(Problem Solving, Staying Positive, Teamwork)

Fabulous Fashion / Step 0

Learners design and make a fashion item. The project culminates in a fashion show.

(Listening, Creativity, Teamwork)

Year 1 — Steps 0-1

Special Delivery / Steps 0-1

Learners set up and run a delivery service within their community.

(Listening, Staying Positive, Leadership)

Gallery Opening / Steps 0-1

Learners create an exhibition of art work and give tours to parents and other learners.

(Presenting, Creativity, Aiming High)

Doing Good / Steps 0-1

Learners create a fundraising event to support a charity of their own choice.

(Listening, Problem Solving, Teamwork)

Year 2 — Steps 1-2

Going Green / Steps 1-2

Learners work to raise awareness of "green" issues within their community.

(Listening, Presenting, Problem Solving)

Community Café / Steps 1-2

Learners set up a small café or food stand to promote healthy eating.

(Creativity, Leadership, Teamwork)

Dream Space / Steps 1-2

Learners think about the needs of others by creating a dream community space.

(Creativity, Staying Positive, Aiming High)

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A project provides an opportunity for young people to learn and apply new essential skill steps in a real-life challenge. Each project explicitly teaches three essential skills.

Year 3 / Steps 2-3

Trash to Treasure / Steps 2-3

Learners explore environmentalism by designing and pitching their own eco-toy.

PRESENTING · CREATIVITY · LEADERSHIP

Food, Glorious Food / Steps 2-3

Learners organise a food fair to launch their very own cookery book.

AIMING HIGH · LEADERSHIP · TEAMWORK

Making Changes / Steps 2-3

Learners develop a healthy living campaign to promote wellness in their community.

LISTENING · PROBLEM SOLVING · STAYING POSITIVE

Year 4 / Steps 3-4

Brilliant Books / Steps 3-4

Learners promote reading in their community by creating a reward scheme and reading area.

LISTENING · PROBLEM SOLVING · AIMING HIGH

Number Crunching / Steps 3-4

Learners create their own confectionery brand and pitch it to an audience.

PRESENTING · PROBLEM SOLVING · STAYING POSITIVE

Design Company / Steps 3-4

Learners explore the world of graphic design before designing a new product.

CREATIVITY · LEADERSHIP · TEAMWORK

Year 5 / Steps 4-5

Breaking News / Steps 4-5

Learners research and present news articles, podcasts or broadcasts.

LISTENING · PRESENTING · TEAMWORK

Number Games / Steps 4-5

Learners deploy their numeracy skills to design a board game for younger learners.

PROBLEM SOLVING · CREATIVITY · STAYING POSITIVE

Active Minds / Steps 4-5

Learners explore different fitness classes and create their own to deliver in the community.

STAYING POSITIVE · AIMING HIGH · LEADERSHIP

Year 6 / Steps 5-6

Construction Counts / Steps 5-6

Learners apply maths to design a new building; creating and sharing a 3D model.

PROBLEM SOLVING · CREATIVITY · AIMING HIGH

Big Business Challenge / Steps 5-6

Learners explore entrepreneurship and launch their own businesses that provide a service.

STAYING POSITIVE · AIMING HIGH · LEADERSHIP

Legal Eagles / Steps 5-6

Learners explore legal professions and take on one of three criminal cases.

LISTENING · PRESENTING · TEAMWORK

Primary Programmes

Skills Builder
PARTNERSHIP

Training & Support

Training Sessions are delivered in-school by our team of outstanding teachers and provide an opportunity to explore the Skills Builder approach to teaching essential skills along with the Principles, Framework and resources. Professional development has the most impact when delivered as part of a series, so every school will receive Introductory training and at least one follow-up session.

Core Training - *training for all teaching staff to introduce the programme*

Introductory Training

Introduces the Skills Builder Principles, Framework and resources for explicit teaching of essential skills. Teachers reflect on their students' skill strengths and areas for development, whilst exploring resources and strategies to support learner progress.

Follow-up Training

An opportunity to reflect on actions taken so far and explore the impact of the programme. Takes a deeper look at strategies for explicit teaching of essential skills and a closer look at specific resources to support individual teacher goals.

Principles Training - *targeted training to support your school goals around the Skills Builder Principles*

Principle 1: Keep it Simple

Supports a consistent approach to building skills & focuses on the use of a common language and shared expectations across your school.

Principle 2: Start Young & Keep Going

Explores how essential skills unlock classroom learning as well as prepare students for the wider world. Starting young allows more time for mastery.

Principle 3: Measure It

Provides structured time to reflect on learners' skills & the value of assessment. Explore the online assessment tools as well as more informal assessment strategies.

Principle 4: Focus Tightly

An opportunity to look at the importance of a targeted approach, and how to maximise the impact of some dedicated time to focus on a priority area or skill.

Principle 5: Keep Practising

Explores strategies and practical ways to use teaching resources effectively to reinforce skills across the curriculum and accelerate progress.

Principle 6: Bring it to Life

Provides teachers with strategies to ensure learners understand the relevance of essential skills in their day-to-day lives as well as the world outside the classroom.

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Priority Skill Focus Training - *looking at the pedagogy underpinning one or two skills in isolation*

Your Priority Skill

An opportunity to dig into a single skill or pair of skills, looking at barriers and opportunities to apply this skill in school and the wider world, as well an a chance to look at strategies and activities specifically designed to teach, practise and reinforce your focus skill.

Programme Support - *practical sessions designed to support the delivery of the programme in school*

Essential Skill Walks

Highlight best practice across the school and celebrate the skills development taking place. Working closely with you, your Associate observes teaching, provides feedback and guides next steps to increase the impact of your programme and progress of your students.

Planning Support

Practical support with our Projects and Challenge Day resources, this session will support your teachers to deliver our programme elements to get the best outcome for your students and their skill development.

Assessment Tool

Get to know the assessment tool and how it can support learner progress. A session looking at the practicalities of the Online Teacher Assessment tool and support in how to get the most out of the assessment data.

Modelling Skills Teaching

Time spent in school supporting the delivery of the programme and working directly with students, for example, to model best practice to a group of teachers or to launch and/or celebrate the outcome of a project.

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Example Trips to Employers

Trips help learners make the critical link between the skills built in class and the working world. Trips are led by our team of outstanding teachers at the host employer. Students work alongside volunteers, explore how the skills relate to their role and take on a sector specific challenge. Here are some examples…

Professional & Business Services

Bank of America Merrill Lynch · BREWIN DOLPHIN · M&G INVESTMENTS · METRO BANK · UBS · ALLEN & OVERY

Learners experience first hand how the essential skills apply to the professional services sector. At our law firm hosts, for example, students work with volunteers to explore a fictional legal case and present their findings.

Government & National Health Care

HM Revenue & Customs · St James's University Hospital · Department for Education · NHS Guy's and St Thomas' NHS Foundation Trust

Learners apply the essential skills in the context of the public sector. They find out how employees apply the same skills they are learning back in school, whilst getting to see what goes on day-to-day.

Technology & Digital

YOTI · metaswitch · IBM · UK Power Networks · FORWARD3D

Learners work alongside employees from the technology and digital sector to take on their own challenge. At our technology hosts, for example, students explore the importance of teamwork in solving an everyday problem.

Universities

UNIVERSITY OF HULL · UNIVERSITY OF BIRMINGHAM · Newman University BIRMINGHAM · London Business School · UNIVERSITY OF WEST LONDON

Learners work with student ambassadors from the host university and have the opportunity to ask them about their own journeys. Learners gain valuable insight on how the essential skills are important beyond school.

Construction & Manufacturing

BUROHAPPOLD ENGINEERING · JLL · lendlease · British Land · Higgins · savills

Learners explore how the skills are essential in the manufacturing industry. At our construction hosts, teams work towards a tight deadline for their own construction project.

Retail

the mall luton · Westfield · Argos · SELFRIDGES&Cº · Waitrose · PRET A MANGER

Students work alongside employees from a range of roles and learn about how they apply the essential skills. At our retail partners, students apply their skills to a problem on the shop floor.