

Learn by Design have excelled in the design and delivery of workshops and programmes for young people for over 22 years. We utilise highly skilled Education Communicators to deliver interactive and engaging Career related Learning, alongside Employer Ambassadors, where appropriate, to bring the workshops to life. Our workshops draw on real life career experiences to make the employer encounters truly enriching.

Days are usually for up to 240 learners working around a carousel of activities but could be adapted for more or less learners. Full day sessions available to you are;

Enterprise session

A day that offers a series of enterprise sessions that introduce young people to entrepreneurialism and improve business knowledge. Sessions also aim to equip young people with various self-analytical tools and vital soft skills, to aid prospects in any future career path. Session are;

Target Setting uses four pieces of cutting-edge sports testing equipment to help young people understand more about the principles of setting SMART targets.

Sales and Marketing enables students to follow the product design process, from initial concept formation, through advertisement planning, to 'Dragons' Den' style pitching.

Business Planning encourages students to identify their own unique complement of strengths and weaknesses, before applying this analytical process to the world of business.

Finance (i.e. 'Money Money Money') investigates the rise, and often fall, of wealth using high profile celebrity case studies. Students are challenged to identify, rank and compare the major income and outgoings required for each celebrity to build and maintain their own lucrative brand.

Interactive Quiz (i.e. 'Who Wants to be an Entrepreneur?') is a quiz with a twist. Using wireless remotes linked to a 'Qwizdom' interactive system, participants will be guided through a series of questions based on skills and knowledge developed throughout the Enterprise sessions.

Career insight sessions

A day that involves development of transferable skills as well as insight into a variety of careers.

The day will start with an assembly session with 3/5 employer volunteers in attendance in which the children will explore with them what they do in their day to days jobs and what inspired them to take that career route.

The day will then continue with a carousel of hands on activities led by LBD communicators and supported by the employer volunteers to explore employability skills. Sessions aim to raise aspirations and motivate young people, whilst equipping them with tools and soft skills to improve their own skills.

Sources of Motivation uses high-tech Concept2 rowing machines and venue race software, to investigate the impact of internal and external motivation factors on performance.

Personal Target Setting uses four pieces of cutting-edge sports testing equipment to help young people understand more about the principles of setting SMART targets.

Mental Preparation encourages students to self-reflect by investigating personality traits and completing a personality types quiz.

Skill Building introduces students to the valuable concepts of skill prioritisation, SWOT analysis and the 3 stages of skill acquisition. Students are then challenged to gain a new skill in under an hour – i.e. learn to juggle!

Careers Quiz is a quiz with a twist. Using wireless remotes linked to a 'Qwizdom' interactive system, participants are guided through a series of questions based on different career areas.

Big Bang @School STEAM careers

Learn offers a range of Big Bang @ School STEAM (i.e. science, tech, engineering, arts and maths) sessions for both primary and secondary schools. These are delivered as part of the Engineering UK Big Bang programme. The day will consist of a selection of the workshops as well as, a marketplace of STEM employers to meet during the day.

The days operate on a rotation of workshops to meet the needs of the size of school and can be adapted for the schools size of requirements regarding age and numbers of learners.

Workshops can include any of the following;

Robotics, Wind Turbines, Circuits, Bridge Building, Tower Tournament, STEMPloyment Quiz, Practical Physics, Science of Sport

Destination Rail –

A fantastic introduction to rail industry day for Destination Rail designed in conjunction with the Rail industry. These workshops are designed to inspire young people towards a career in Rail which is an industry that is rapidly growing because of the skills needs for the construction and development of the rail network. The offering consists of 5 workshops on a carousel.

The workshops lasts three hours and are broken into 3 separate 1-hour sessions in a rotation format. The workshops are delivered by one of our very experienced delivery team accompanied by a STEM Ambassador from Young Rail Professionals, giving the student's access to someone who is currently working in the industry which greatly enriches the student's experience of the day. Workshops are;

Introduction to the rail industry, Innovation and Technology, Transferable Skills, Bridge Building, Race to construct

FarmVention

A workshop day to explore the careers linked to food and farming using the NFU FarmVention materials.

A series of 5 activities. The carousel of activities will include a visit to the NFU STEM Barn, exploration of the forensic farm to solve a farming mystery, A science in food and farming show, A performing arts workshop to explore who on the farm uses STEAM in their jobs and an 'ag-bot' (agricultural robot) workshop which developed their coding skills by asking them to program [Botley, the screen-free coding robot](#), to herd some golf ball sheep into a barn and a wind turbine development session.

Please visit our website for further information www.learnbydesign.co.uk or email louisecurd@bydesign-group.co.uk