



## Front Page ENTERPRISE CURRICULUM

### How?

Enterprise Learning is an entitlement for our pupils. Each year groups take on a project, from Foundation to Year 6, including a fair for the whole school. A year group also takes part in “Young Promoters” every year. The school organises a “Career Fayre” in different forms, and when artists, professionals and building or repair firms come in there is always an opportunity created to speak to or work with the children to demonstrate what were their aspirations, the skills and qualifications they needed, what they jobs entails and the links to the children’s learning in school. We want to transform the life changes of our young people.

### Why?

It is never too late to start thinking about the world of work and future careers. Our creative curriculum is built on the skills that future employers are crying out for and it makes sense to make real links to business and industry in all its forms. For example there are more Creative Industries in Britain than in the rest of Europe put together. In the West Midlands engineering has declined. It is the school’s dream to create pathways for school children into local industries with the help of creative partners to aid understanding and creative thinking to ‘mastery’ level. Engaging with adults from all walks of life ensures that the staff and children can break free from the limitations of their own school - based insular experiences and reflect and develop on their practice.

Pupils learn life skills and become good citizens. It is engaging, motivating and character building.

Key Stage	Learner Outcomes	Typical Activities
Foundation Stage	<p>Practice skills through the curriculum.</p> <p>Be able to explain what the skills needed mean</p> <p>Be aware that learning new skills is an important part of school and will help in the future.</p>	<p>Meeting ‘People Who Help Us’</p> <p>Speaking and Listening activities.</p> <p>Group discussion and reflection.</p> <p>Teamwork, creativity, initiative and independence visiting business e.g. Tesco, Frankie and Benny’s</p> <p>Communication positive attitude Financial Literacy.</p>



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<p>Key Stage 1</p>	<p>Apply and practice enterprise skills through the curriculum.</p> <p>Know what they are and can explain them.</p> <p>Understand what skills they have and what they need to develop.</p> <p>Understand that enterprise skills are used in school/home life.</p> <p>Participate in mini-ventures.</p>	<p>Create posters for the enterprise project.</p> <p>Plan, organise and deliver the event.</p> <p>Take on leadership roles.</p> <p>Understand productivity and finance.</p> <p>Communicate with their clients. (parents, other pupils).</p> <p>Visiting business</p> <p>Evaluate their work.</p>
<p>Key Stage 2</p>	<p>Apply and practice enterprise skills throughout the curriculum.</p> <p>Be able to make links between school life/activities and enterprise skills.</p> <p>Record and reflect on enterprise learning journey.</p> <p>Demonstrate understanding of skills.</p> <p>Participate in enterprise ventures.</p> <p>Understand the importance of developing a business plan and budget for a mini enterprise.</p>	<p>Run clubs for their peers.</p> <p>Visiting businesses</p> <p>Plan and organise year group events.</p> <p>Plan and deliver the school fair.</p> <p>Plan own learning irresistibles.</p> <p>Take part in activities.</p> <p>Deliver lessons or part of lessons.</p> <p>Take part in “Young Promoters”. Year 3 theatre project.</p> <p>Apply for leadership roles, and work independently.</p> <p>Organise and plan peer support themselves.</p> <p>Evaluate their learning</p>



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### Skills to Develop

1.	Team Work	Working together to get the best results.
2.	Risk	Identify and managing threats and opportunities.
3.	Negotiating and Influencing	Communicating for win-win solutions.
4.	Effective Communication	Confidence and skills to communicate with different people.
5.	Creativity and Innovation	Imagination, exploration and courage
6.	Positive Attitude	Staying optimistic, motivated and energetic
7.	Initiative	Willingness, ability and action
8.	Organising and Planning	Prioritising tasks and managing time, workload and finances.
9.	Problem Solving	Defining, imagining and deciding.
10.	Leadership	Providing motivation, direction and support for your team.
11.	Making Ethical Decisions	How the decisions we make can impact on the lives of others and the environment.
12.	Financial Literacy	Budgeting, managing money and understanding risks
13.	Product and Service Design	Well made, functional, desirable and right for the customer.
<p>These skills are embedded throughout our learning at Queen Victoria, and demonstrate that the children lead their own learning and understand how they are learning to a great depth. (Meta-cognitive learning). This allows the children to make progress, as responsible learners and good citizens.</p>		