Welcome to Project Pitch

Experience of the workplace for Year 9/10 students

West Sussex, Brighton and Hove CAREERS HUB

THE CAREERS & ENTERPRISE COMPANY

Project 24 - objectives

Project 24 is an initiative being driven by West Sussex, Brighton and Hove Careers Hub. It has been designed to bring local Schools and Businesses together to help students understand the career opportunities available to them and the skills they need to develop. It also enables businesses to showcase what they do, skills need and careers pathways available.

Employers

- Showcase your business, what it does, its role in the community and its core values.
- Meet students who may well become your workforce of the future.
- Develop strong community links with schools.

Teachers

- Help students understand the breadth of career opportunities available to them.
- Show the importance of gaining skills such as team working, communications and problem solving.

Students

- Better understand locally available career opportunities.
- Understand and practice some of the key skills required by employers today.
- Face-to-face interaction with local employers

Employers

Delivering a Classroom based Overview of your Company and the Career Opportunites it provides

Project 24 - Employer's introduction

Project 24 provides a special opportunity for your company to engage with local students as they start to consider their future career paths, and to introduce the job options you might offer. The in-classroom session should cover a brief introduction and overview of your industry and company and a challenge/project for the students to work on in small groups (5-6 students).

Project 24 - Employer's Company overview

Think about the 14/15 year old students – who may know nothing about you, and little about the world of work at this stage – focus on what will be interesting to them and work that you are proud and excited by:

What is important about your industry and the work you do?
How does it impact individuals and communities?
What are the company values and how do you deliver them?
How do you approach equality and sustainability?
What are the challenges for the future and how will you meet them?
What training and development schemes do you offer?

Key actions:
- Assume the students know nothing about your organisation
- Keep it interesting and fun
- Keep it short - 20 minutes max.

Presentation
- Use your Company PowerPoint/canva design
- Maximum of 5 - 6 slides
- Use videos where possible/relevant

Employers

Delivering a Classroom based Challenge/Project

Project 24 - challenge introduction

Project 24 provides the opportunity for your company to work with local students and help them develop key skills needed to today's workplace.

The in-classroom challenge should, where possible, be directly related to your company/industry and encourage team working, communication and problem solving amongst the students.

A presentation of their ideas at the end of the session also helps them with presenting skills and develops their confidence.

Project 24 - delivering the challenge

Provide relevant background information and keep it simple with clear direction as to what they will need to produce and show. The groups will have 30 - 45 minutes to work on this, and you should be ready to advise, support and answer questions as they work.

Breaking the Challenge into 2 - 3 smaller sections is often a good way to keep students engaged and moving forwards.

Delivering feedback

It is best to allow **all** the student groups to present their ideas before giving feedback. This keeps the presentation session faster and less stressful for students.

Always look for positives and celebrate great ideas

Key actions:

- Assume the students know nothing about your organisation.
- Students may be working with people who they don't usually work with.
- Keep it interesting and fun.
- Keep the actual Challenge session to between 45 minutes and 1 hour.
- Keep the Feedback session to about 20 minutes.