

Case Study Enterprise

School/s involved – St Martin’s Catholic School, Stoke Golding

Brief/Aims for event -

Saint Martin’s Catholic School offer their students a number of themed weeks throughout the academic year with previous examples including: Healthy Lifestyles Week and Culture Week. As a result of successful support from LEBC in the past, Saint Martin’s requested LEBC to support the teaching staff in the creation, organisation and facilitation of a variety of activities to be experienced by students across all three year groups.

The objective was for all students to develop their enterprise, employability and STEM related skills and knowledge. In close conjunction and consultation with the senior leadership team, heads of department and teaching staff, LEBC were able to offer a tailor made resource that students from all year groups found challenging and rewarding.

Event Date and location - 12 – 16 October at School

Curriculum links - Cross curricular through all subjects utilising all departments and teaching staff

Teachers involved – 24

Volunteers involved – 4

Students involved – 340

The event

Game Design

Students were challenged with creating a new, innovative and never seen before game. The brief was kept to a minimum to allow the student full control and encourage free thinking. Examples included,

new sports, board game with a variety of themes and physical challenges. The winning team from each tutor group presented their company, game design / prototype and business marketing campaign during a whole school 'Dragons' Den' show as part of the grand finale on the Friday.

Treasure Trail

Students were challenged with creating an informative Treasure Trail activity to be used as part of the new Year 7 students' transition programme scheduled for September 2010.

The Treasure Trails will be used to introduce new students to the school grounds and buildings, teaching staff and the variety of subjects and resources available at the school. As such, a variety of departments were able to have input including: History, Geography, MFL, ICT and RE. This provided a real cross curricular opportunity for students and staff alike.

STEM Day

On three separate days each Year Group experienced a range of activities designed to develop the students' practical knowledge of Science, Technology, Engineering and Maths subjects. The aim was to introduce the students to the type of skills required for success in a STEM related career.

Activities were matched to the variety of levels of learning and included: Fun Maths Roadshow, Marble Run, K'Nex Grand Prix, Water Filter, and Moon Rescue challenges.

Year 9 students additionally attended an insightful talk delivered by a guest speaker representing the Agricultural Business sector.

Quotes

Students – "Because we were put into groups with people we didn't know, now the form is all really good friends!"

"Because it was fun, and we learnt about teamwork, and even though I didn't know my team I worked well with them."

Teachers – "The opportunity to work on different ideas with students in tutor groups. To see how some flourished in this situation."

"Students developed over the week, so 'flying' by end of it – coping superbly with freedom. Achievement and sharing, brilliant ideas – students never fail."

Outcome

Successful evaluation of the week's activities and progression of learning came in a number of forms.

At the end of the day one tutor group from each year presented their personal thoughts and evaluation of the week's activities ensuring that the student voice was well represented.

A report was compiled by the school staff following the event that contained detailed analysis of student feedback. Feedback was extremely positive.