

## Gatsby Benchmark 4

### 'Linking curriculum learning to careers'

Specific career content delivery and the promotion of employability skills

Curriculum area:	ASDAN
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Year 10 and 11		
Autumn term	Spring term	Summer term
<p>Asdan focuses each module on a combination of 6 core skills that enable students to develop personally, socially and professionally. Students take responsibility for completing challenges and producing and organizing their evidence, which means they are expected to be proactive, use their initiative to create a folder which reflects their growing skills and develop.</p> <p><b>Sports and Leisure Module</b>            Ability to Learn - Students have chosen and set their targets at the beginning and have reviewed as they complete challenges            Team Work - 3A3 is a team work activity            Problem Solving - students identify cheap and accessible ways to complete the challenges, which lets the whole community be involved            IT - use of IT (ppt and word) to create evidence, use ppt to create a presentation</p>	<p><b>Health and Wellbeing Module</b>            Ability to Learn - learn and remember basic first aid skills            Literacy - listen to a talk on mental wellbeing and show how you can look after yourself 7A8            Numeracy - make an accurate list of mental health help lines 7A6, design a questionnaire on how many portions teenagers eat of fruit and vegetables per day and collate the results 7A5</p>	<p><b>My Environment</b>            Ability to Learn - Research an historical site building or archaeological site in your locale 5A5            Team Work - Find out about your local environment 5A4            Problem Solving - Identify two products in a local and explain why they are ecologically friendly and good to use 5A2            IT - Report back on countryside walk 5A1</p>

<p>for the group on the benefits of exercise 3A8</p> <p>Literacy - Their evidence requires explanation in clear and appropriate language and they interviewed an amateur sports person for 3A9</p> <p>Numeracy - Students have been keeping score 3A2 and acting as banker in board games 3A3</p> <p><b>Expressive Arts Module</b></p> <p>Ability to Learn - Students involved in music - challenge to learn a new piece 11A4</p> <p>Team Work - 11A3 Write and perform a piece of drama</p> <p>Literacy - 11A1 review a performance</p> <p>IT - using camera, photocopier, scanner to reproduce work for evidence</p>	<p><b>World of Work</b></p> <p>Ability to Learn - carry out a mock interview and act upon recommendations 8A8</p> <p>Team Work - Giving advice on workplace issues and taking different roles 8A7</p> <p>Problem Solving - Role play different work place scenarios 8A7</p> <p>IT - use different media to find out about local employment opportunities 8A9</p> <p>Literacy - research possible courses and gather key information, talk to a careers advisor and create a plan for post 16 training. 8A1 Write a job application 8A3.</p>	<p>Literacy - Report back on countryside walk 5A1. Present a study on aspects of British Heritage 5A4</p> <p>Numeracy - Do a local traffic survey 5A3</p> <p><b>Communication</b></p> <p>Ability to Learn - Follow instructions to make something 1A1</p> <p>Team Work - Take part in a group discussion 1A4</p> <p>Problem Solving - Plan a journey using a paper map 1A7</p> <p>IT - Use apps to follow directions</p> <p>Literacy - Write a formal letter 1A9</p> <p>Numeracy</p>
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