Agenda – Session 3
Approaches to Enterprise Education in the UK

Review of efficiency in the schools system

- **Deploy the workforce effectively, with a focus on developing high quality teachers.**

- **Make use of evidence to determine the right mix of teaching and education support staff.**

- **Employ or have access to a skilled school business manager who takes on a leadership role.**

- **Make good use of financial benchmarking information to inform the school's own spending decisions.**

- **Make use of school clusters, sharing expertise, experience and data, as well as accessing economies of scale when making shared purchases.**

- **Manage down back office and running costs.**

- **Have in place a strong governing body and leadership team that challenges the school's spending.**

Good Practice

- Young Enterprise

- Mozilla Open Badges

- 3 Ready Unlimited

International Network through Junior Achievement (1919)

To inspire and equip young people to learn and succeed through enterprise

Local School Involvement

- Young People set up and run their <u>OWN</u> company for up to 11 months.

- Board of Directors

- Support from local Business Advisors

- Shareholders

- Market & finance a product or service 'Common Sense' limitations.

- Competition – 30th April

- Company Liquidated by 31st July.

Local Business Involvement

- 250,000 young people aged 4-25, supported by a network of 5,000 volunteers and 3,500 businesses

- Championed by Large Businesses and CBI

- Local businesses 'adopt' a local YE companies

- Provide Business Advisors

- 1½ hours per week, term time only

- Support in various forms
    - Sharing contacts
    - Printing
    - transport costs
    - facilities, etc.

Benefits to Local Business

- Engagement with the local community

- Cost effective Management and Professional Training

- Contact with their 'future workforce'

- Corporate Social Responsibilities

- Network with other local businesses

Benefits to Local Advisors

- Continuing Professional Development

- Develop Management Skills
  - Communication, Interpersonal, Team working.

- Develop self confidence

- Increase knowledge through 'holistic' experience rather than single function

- Contributes towards the CPD qualification requirements of many professional bodies

- Practice new ideas and insights

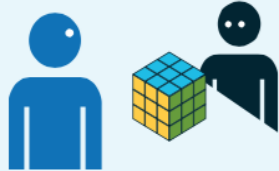- Broaden business skills in a real, working environment

KEY FINDINGS

7.4%
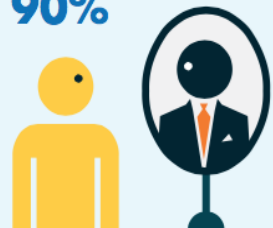the average increase in point scores across all competencies tested (self-assessment scale of 1-7)

92%
felt they have improved at least one employability competency. Communication, problem solving and resilience saw the greatest average point increase[1]

88%
of young people rate their experience with Young Enterprise as very good to good

90%
of teachers agree that Company has increased self-awareness in participants' own capabilities and potential

90%
of young people would recommend Company to their friends and family

94%
of teachers agree that Company has raised awareness of young people's own strengths and weaknesses

95%
of teachers would take part in Company again and recommend it to others

81%
of teachers defined quality of delivery as an important factor when deciding to work with Young Enterprise
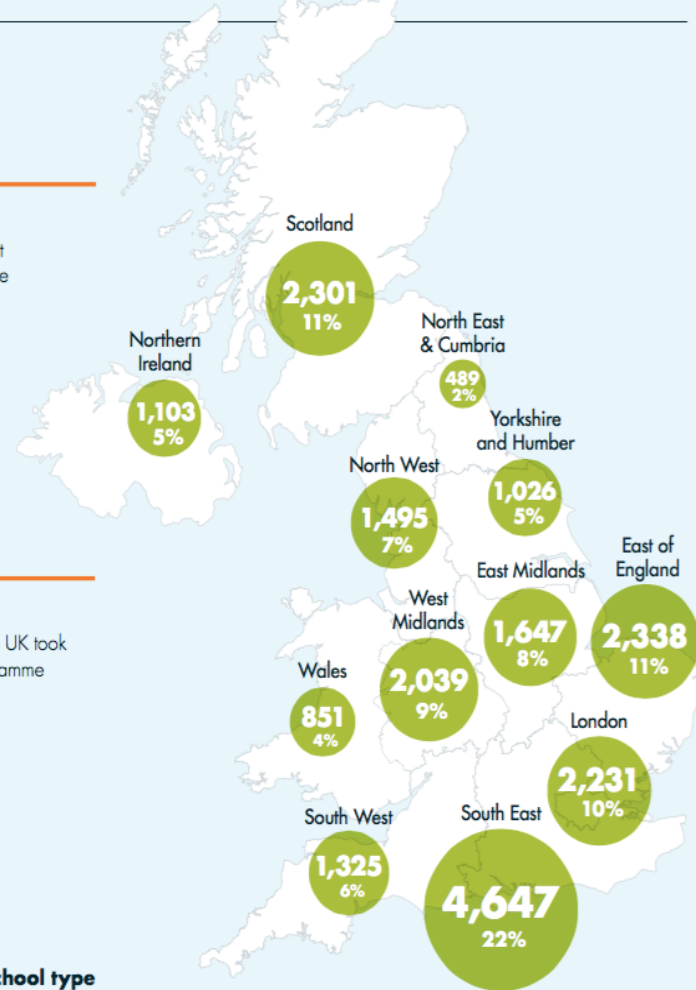
[1] all statistically significant at the 95% confidence level

21,492
young people took part in Company Programme

1,215
schools from across the UK took part in Company Programme

Scotland **2,301** 11%

Northern Ireland **1,103** 5%

North East & Cumbria **489** 2%

Yorkshire and Humber **1,026** 5%

North West **1,495** 7%

East Midlands **1,647** 8%

East of England **2,338** 11%

West Midlands **2,039** 9%

Wales **851** 4%

London **2,231** 10%

South West **1,325** 6%

South East **4,647** 22%

Participation by school type

	School type	
5%	Academy	55
3%	Further Education College	36
0%	Higher Education	1
16%	Independent	199
10%	Not specified	121
4%	Other	50
0%	Primary School – Independent	1
3%	Secondary School – Grammar	41
45%	Secondary School – State	547
2%	Sixth Form College	19
12%	Special Needs School	145

Badges…

Visual representations of:

- Skills
- Learning
- Competencies
- Qualities
- Achievements
- Interests

People like badges…

But does owning a badge prove you have the skills it represents?

UK young person badges

The Merits of Scouting

Digital badges:

" **an online representation of a skill you've earned"**

Open Badges take the idea further:

— skills are verified through a credible organisation.

Open Badges

- Led by **Mozilla Organisation**

- **Open, online standard** for verifying skills, learning, interests and achievements

- Recognise f**ormal** or **informal** learning

- Collect badges from multiple sources into a single **backpack**
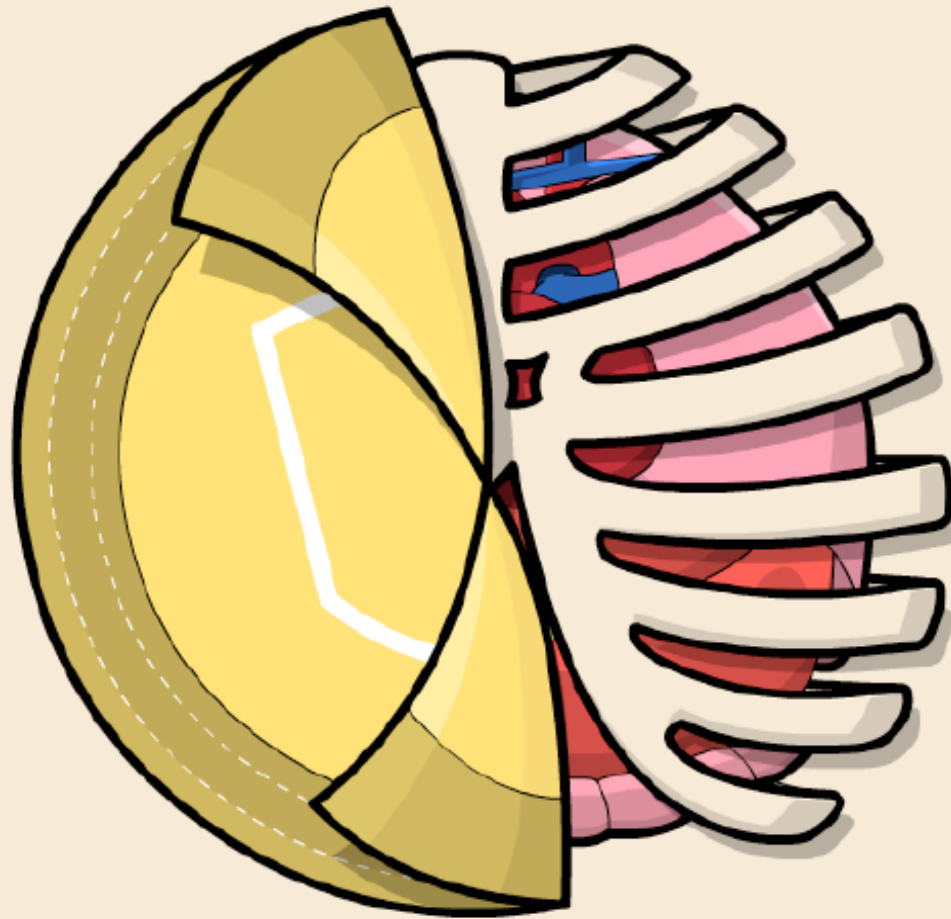
- **Share** through social networks

- Images with **Metadata** hard-coded into them

Mozilla Webmaker badges: https://blog.mozilla.org/files/2012/11/Webmaker-Badges.png

OpenBadges

Open Badges help you share your skills & interests with the world:

CHEF SCHOOL

ONLINE LEARNING

COMMUNITY FARM

JOB TRAINING

VOLUNTEER PROGRAM

LEARNER

Badge Backpack

Badge Backpack

My Website

PERSONAL NETWORKS, SITES & MORE

JOB OPPORTUNITIES

LIFELONG LEARNING

UNLOCK NEW POSSIBILITIES

Chef
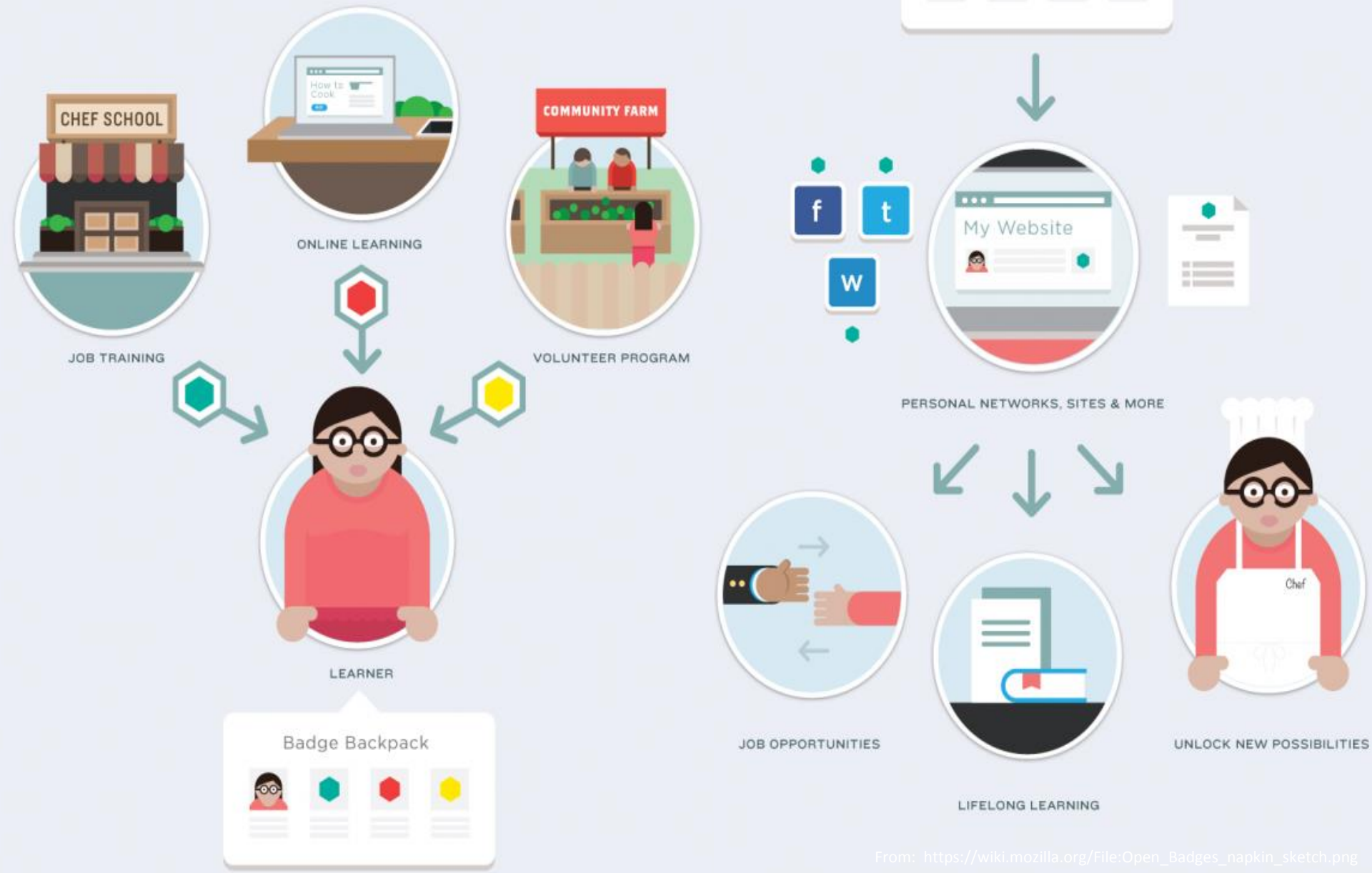
Badge image

Badge name

Description

Criteria

Issuer

Evidence

Date issued

Standards

Tags

OPEN BADGES
ANATOMY

Ultimately, a badge is just one credential, one assertion of what we know. But, added together from different contexts across society, they tell a story about us that's backed by a lot of people, and says, "this is what I can do."

Mozilla Blog, 12 February 2014
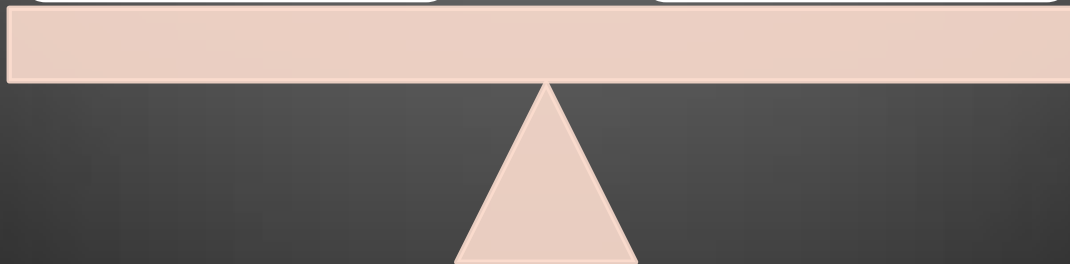
Some uses

MOOCs	• Recognise course units and /or course completion
Extra-curricular activities	• Volunteering, sport, art, drama etc.
Skills developed across a programme	• Technical, lab-based, group work, presenting, debating, research skills
Skills not recognised within assessment	• Expertise in software packages
Staff CPD	• Workshops, conferences, courses, activities

Growth of Open Badges

By 2014, there were:

235,100 badges issued

1,915 issuers

52,395 Backpacks

Growth of over 1400%
in 2013

Recent developments

- Endorsement of badges

- Badge Alliance:
  - **independent** of Mozilla
  - brings together organisations and individuals (leaders, designers, technologists, researchers) to work together to take the badge ecosystem forward.

Doug Belshaw

Badges & Skills Lead at M

Newcastle upon Tyne, United K

Current	**Badges & Skills Lead** at **Mozilla Foundation**
	Director at **Synechism Ltd.**
	Kickstarter at **Purpos/ed**
Past	Researcher/Analyst at JISC infoNet at Northumbria University
	Examiner at Edexcel & Pearson UK
	Director of E-Learning at The Northumberland Church of England Academy
	see all ▾
Education	University of Durham
	University of Durham
	University of Durham
	see all ▾
Recommendations	**17** people have recommended Doug
Connections	**302** connections
Websites	Blog
	Personal Website
	Company Website

→ Contact Doug Belshaw

→ Add Doug Belshaw to your network

View Doug Belshaw's full profile to...

- See who you and **Doug Belshaw** know in common
- Get introduced to **Doug Belshaw**
- Contact **Doug Belshaw** directly

View Full Profile

Not the Doug Belshaw you were looking for? View more »

Name Search:

Search for people you know from over 175 million professionals already on LinkedIn.

First Name   Last Name

Example: **Doug Belshaw**

Viewers of this profile also viewed...

Sue Beckingham
Educational Developer in Higher Ed |...

Lucy Gray
Education Consultant

Courtland L. Bovee
Author of the Leading Textbooks in...

Doug Belshaw's Summary

I'm currently employed by the Mozilla Foundation as 'Badges & Skills Lead'. This involves evangelising and explaining the Mozilla OBI (Open Badges Infrastructure) and how it can work in practice in education and training contexts. More about Open Badges can be found at http://openbadges.org.

Ready Unlimited

Helping secondary school educators develop enterprising and entrepreneurial learning through their subject teaching

NEP – Northamptonshire Enterprise Partnership

Inputs...

Specialist coaching around:

What: Industry Related Enterprise Learning

How: Value Creation Pedagogy

Industry Related Enterprise Learning

- What Industry/jobs/real world scenarios link with this topic?

- How is that changing over time?

- What are entrepreneurial people in that field doing?

Value Creation Pedagogy

- What are students creating? What practical outcome is the topic and curriculum content leading to?

- Who are they creating it for?

Outputs...

- Maths – Students work as 'Data Analysts' to collate and present LMI.

- Computing – Students work with an App Designer to create an App.

- English and Media – Students work with a marketer to rebrand a fast food chain.

- Food Tech – Students work with a food manufacturer to create a new product.

Outcomes...

Recognising areas for development: 'I don't know what's out there.'

Changing thinking 'Apart from university the students don't know what they could do…'

Taking Action: 'We're looking at other units…' 'We've made a link with a business…'

catherine@readyunlimited.com

Key factors for effective implementation of education policy

Placing the student and learning at the centre

Stakeholder engagement

Capacity-building

Policy evaluation

Leadership and coherence

Reforms are specific to country's education system context

No single model for success in the implementation of education reforms