

# Curriculum Map L1 - U4

## Careers - Curriculum Intent

### KS2 - Dreamers




We believe play and imagination are key to growth, self-esteem and aspiration. In KS2 our pupils will be encouraged to step into the world of work through immersive roleplay, experiential learning activities and visits. Our immersive enabling environments, thematic curriculum and career themed toy library will turn our students into dreamers.

### KS3 - Believers

We believe self-knowledge and self-management enhance and fuel a young person's self-esteem. In KS3 our young people will start to learn about their own employability skills and will be taught how to reflect on and set targets. We plan to work closely with our Enterprise Partners to offer rich and diverse experiences with people from the world of work. Our pupils will be encouraged to pose questions, discuss their own plans and evaluate different roles, responsibilities and industries within a real world context. This will turn our students into believers.

### KS4 - Achievers

We believe all our pupils are capable of fulfilling their potential. In KS4 our young people will be encouraged to engage with work experience, college visits and volunteering programmes. Gaining this insight into the world of work and then reflecting upon it with peers, trusted adults, careers advisor and their families will give them the information they need to make responsible and informed choices about their next steps. This will enable them to become achievers.

	Enterprise	A focus on creative thinking skills, problem solving and ideas generation. The chance to plan, pitch and build a business.
	Job Market Information	The exploration of the world of work through play and role play. Practice writing an application, undertake mock interviews, get work experience a go.
	The World of Work	Learn about work place environments, uniforms, tools and skills. Visit places of work and meet working pep



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**Scream Machine** - Learn about all the jobs within a theme park. Design your own theme park with a brand and theme. **Enterprise.**



**Applying for Work Experience** - Write an application and apply for your school based work experience placement.



**Work Experience** - Carry out your weekly 45 minute of work experience. Receive coaching and a reference.



U4

**Time Traveller** - The History of Work in Sheffield - Museum **Visit** and **Case Study**



**Allotment** - **Visit** and **interview** a group of local growers. Plan your own food delivery service.



**Stargazers** - Learn about a range of famous astronauts. Choose your favourite and write their CV.



U1/2/3

**Potions** - **"The Apprentice"** Research, design and pitch your own 'health drink'.



**Road Trip USA** - Learn about mechanics and engineers. **Job Application and Interviews.**



**Burps, Bottoms and Bile** - Learn about people who work within the childcare industry. **Job Application and Interviews**



**I am Warrior!** - Learn about the armed forces. **Job Application and Interviews.**



**Playlist** - **Meet** a DJ. Plan, practice and perform your own DJ set.



**1066** - **Meet and interview** a historian. Visit a museum.



U1/2/3

**Tremors** - Work as a team to successfully plan and communicate an evacuation plan. **Role Play**



**Might Metals** - Case Study and **visit.** Kelham Island Museum.



**Urban Pioneer**- Discover the world of **Street and Green Space Planning.** **Case Study** and **Visit:** Pounds Park

**Scrumdiddlyumptious.** Design, plan and run a 'tuck shop'. **Enterprise**



**Heroes and Villains.** Explore the world of charity work and interview heroes doing amazing work in our city. **Encounter**



**Tribal Tales.** Early entrepreneurs. Learn about trade in the Bronze Age. **Enterprise:** Run a Swap Shop



L4/5

**Predator** - Learn all about ecosystem engineers by exploring 'Wilder Blean' (**Case Study**). Design and create your own 'living wall'.



**Bounce** - **Enterprise.** Research, Design and Risk Assess a new 'Bounce' themed play centre.



**The Scented Garden** **Case Studies** of farmers, grounds keepers and gardeners. **Job Application and Interviews.**



**Beat Band Boogie** - Learn about people who work in the creative industries - music, dance and drama. **Encounter**



**Towers, Turrets and Tunnels** - Learn about builders, engineers and architects. **Encounter**



**Muck, Mess and Mixtures** - **Case Studies** of scientists, chemists and artists. **Job Application and Interviews.**



L3

**Beachcombers** - **Enterprise.** Design a scheme to encourage beach-goers to recycle their rubbish.



**Magnificent Monarchs** - Let's Say we are...royal correspondents. **Role Play.**



**Wiggle and Crawl** - "The Apprentice" Research, design and pitch your own 'bug burgers'. **Enterprise**



**Rio de Vida** Let's say we are events planners and costume designers. **Role Play**



**Street Detectives** - City of Steel. A local study of people who work in Sheffield. Inc. **interviews.**



**Land Ahoy** - What is like to be a poet, author or comic book artist? **Encounter.**



L2

**Dangerous Dinosaurs:** Archaeologists and Palaeologists - inc. a **visit** to South Yorkshire's Natural History



**Animal Safari:** Let's Say we are...zoo keepers, safari guides and vets. **Role play.**



**Marvellous Machines:** **Enterprise** "The Apprentice" Research, Design and Pitch a new way to travel



**Big Wide World:** Let's Say we are...Ice Cream parlour owners, cabin crew and travel agents. **Role play.**



**Winter Wonderland:** **Enterprise** - Christmas Tree Decorations



**Me & My Community:** People Who Help Us - Emergency Services Museum **visit**



L1