



# EBP Primary Programme Summary

2024/2025

Inspiring our future workforce

Registered charity no. 1030564



## Primary School Programmes

How our programmes can support your delivery!

### Workshops available for 2024/2025

Timings for ALL our workshops can vary depending on how much time you can give us:

\*\* Suitable for SEN students. Please contact us with your requirements.

Enterprise Events	Description	Target Year Group	No. of students per session	Timings	Employer Support
AWE Primary Science	This is a science focused informative and fun workshop aimed at year 5 and 6 students which ties in with the theme of World Environmental Day for that year. It has at least one activity for the students to engage in and the main aim is to encourage an interest in STEM.	Year 5-6	Min 35, Max a whole year group	This can vary from 1-2 hours	2-3 Business Volunteers
Guess My Job**	This is a fun event for young people to learn about job roles, the typical view of a person in certain jobs, and to enhance their knowledge and understanding of what the role involves as well as the range of career opportunities available to them in the future. A member of the EBP team will lead the workshop. Business volunteers from a range of industries participate.	Year 5-6	Min 35, Max a whole year group	2 hours	6-8 Business Volunteers

Enterprise Events	Description	Target Year Group	No. of students per session	Timings	Employer Support
Engineering Scrap Challenge**	Students will work in a team; they will become a company that will develop a new product or service to sell using 'stuff' that other people don't want or need anymore. It doesn't have to be expensive or big, but it must be something that people will want to buy so that it makes money! A winning product/service will be chosen from all of the teams.	Year 4-6	Min 35, Max a whole year group	Full school day	6-8 Business Volunteers
Saturday Night Challenge**	Students will work in teams; they have to take charge and organise an event within their school on a Saturday night for the local community. They will have to communicate well with their other team members to make this work. They may want to look at what's lacking for young people in their local area.	Year 5-6	Min 35, Max a whole year group	Full school day	6-8 Business Volunteers
Get Shirty**	Students will spend the day with business volunteers, developing ideas and producing a comprehensive business plan for an independent t-shirt manufacturing company.	Year 4-6	Min 35, Max a whole year group	Full school day	6-8 Business Volunteers

Enterprise Events	Description	Target Year Group	No. of students per session	Timings	Employer Support
Take Cover – STIXX**	Students will construct a shelter out of STIXX rods that can house two of their team members (if not more). The team must discuss and plan how to construct the shelter. Teams will need to consider the size it needs to be and how many STIXX rods they will use.	Year 4-6	Min 35, Max a whole year group	2 hours	2 Business Volunteers
Junior Financial Awareness**	It's never too early to learn the value of money, how much things cost, how to plan and budget, salary expectations for different career paths and how much you need to earn to fund your preferred lifestyle. Our Financial Awareness programme has been developed for students in Year 5/6 and aims to increase student's financial awareness and understanding.	Year 5-6	Min 35, Max a whole year group	1 hour	2-3 Business Volunteers
A Wild Life!**	Teams will choose different animals to research. For example, nocturnal and diurnal animals, looking at their different habitats, food sources etc. They will then present their findings. A relevant speaker will also give a talk about animals and their habitats. Students will develop their research, teamwork, communication and presentation skills.	Year 3-6	Min 35, Max a whole year group	Full school day	2-3 Business Volunteers

Enterprise Events	Description	Target Year Group	No. of students per session	Timings	Employer Support
People Like Me**	Each student completes a handout (checklist) to gain a better understanding of their skills set and personality traits, thus determining what they naturally enjoy, and how they prefer to work. The findings of the audit will categorise them into different personality types and thus define the types of roles that suit their personality. This shows that knowing your personality type and what you find engaging might link into future career options where you will be happy and successful in the working world. With an interactive activity.	Year 5-6	Min 35, Max a whole year group	1.5 - 2 hours	2-3 Business Volunteers
Introduction to Engineering STEM**	Understanding how engineers shape our world. Focusing on different types of engineering making it exciting/relatable for students. With an interactive problem solving/creative teamwork activity	Year 4-6	Min 35, Max a whole year group	1.5 -2 hours	2-3 Business Volunteers
Community Action!**	This is an opportunity for students to get involved in an activity or campaign in their community, giving them an insight into roles and functions of their local town or Parish Council. They will face a challenge that will increase awareness of real-life issues facing their local community.	Year 5-6	Min 35, Max a whole year group	Full school day	2-3 Business Volunteers

Enterprise Events	Description	Target Year Group	No. of students per session	Timings	Employer Support
Industry Speakers**	We can organise for speakers from a range of different industries to come into your school, to present to students in assemblies or in lessons. The cost for this does vary so please do contact EBP for more information.	Year 4-6	Min 35, Max whole year group	Timings can vary	Various businesses
Think Big!**	The challenge is to invent a wacky new product or service for the year 2060! Students will work in teams and become a company that will develop a new product or service for the future. This product or service doesn't have to be a complicated piece of technology; it could be something really simple that meets a need. The company will be made up of the following departments: Product Design; Sales & Marketing; Finance.	Year 5-6	Min 35, Max a whole year group	A full school day	2-3 Business Volunteers

Enterprise Events	Description	Target Year Group	No. of students per session	Timings	Employer Support
Wellbeing Warriors	<p>By taking part in this 6-week course, children will be given the tools to manage their own wellbeing in order to lead happier and mentally healthier lives. We know the phenomenal impact the arts can have on children's confidence, sense of self and creativity and how the arts can be used as a tool for developing the 5 ways to wellbeing; making connections, being active, taking notice, learning and giving. All our sessions are facilitated by experienced professional theatre and education practitioners.</p> <p>Sessions cover exercise and nutrition, stress containers and self-care, bullying and healthy relationships, growth mindset and yoga / meditation.</p>	Year 4-6	Max 30 in a class	6 x 60 min sessions	Led by Corn Exchange, Newbury



## Key impact data from all primary programmes 2023/2024





Some schools could be entitled to some fully funded workshops.

The cost of the workshops in this program will vary due to student numbers and time within your school, please contact us to discuss your requirements.

All our workshops will be led by EBP and supported by local business professionals.

We would be thrilled to have the opportunity to discuss how our expertise can tailor bespoke experiences specifically for your institution. Allow us to design unique events that align with your educational objectives, igniting a dynamic learning experience for your students.

**For any more details about any of our programmes, please contact:**

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