

Secondary Schools

COMMUNICATOR

The Achievement Builder framework contains a manageable, focused skill set:

LISTENING & PRESENTING

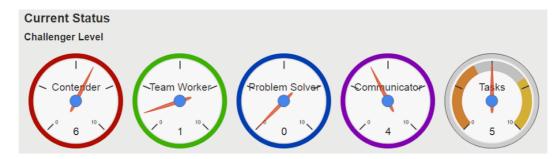
Skills Attributes

CONTENDER PARTICIPATING & RESILIENCE
TEAM WORKER TEAMWORK & LEADING
PROBLEM SOLVER CREATIVITY & PROBLEM SOLVING

Tasks are mapped against the framework at 3 levels

Challenger Apprentice Professional

Students deepen their learning and skill development as they progress.



There are over 100 starter tasks to choose from. These can be adapted and you can add your own. We also add more tasks each term so you can share new ideas and learn from others.

Examples of student activity and development.

CHALLENGER

Mainly School based activities developing a range of skills through curriculum and organised opportunities.

Mia got fully involved with the "News Production Day", finding out about the role of a Reporter and then taking on the role of editor making decisions about what to put onto the front page with her team.

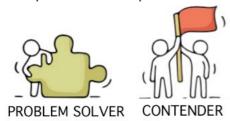




APPRENTICE

A mixture of curriculum and student led activities, demonstrating a growing confidence in skills development.

Mike worked a part of a team to enter a national design competition; their new energy saving product made the regional final where Mike led a presentation to a panel of judges from the Local Enterprise Partnership.



PROFESSIONAL

Community and School based projects led by the students over a longer time period.

Nilesh manages the School's Healthy Tuck Shop, leading a team of students, ordering stock and budgeting. Profits are being used to expand opening times and develop the range of foods available.



Support to help you develop and implement your programme or own framework

We can offer a range of support to help you introduce and develop your own approach and if you prefer, add your own framework. We can offer advice about what works at a strategic level, how to embed your skills programme plus practical support for staff developing tasks and working with students.

How does it work?

Each student has their own account to access tasks and record their achievements. Students select a task, add evidence, including photos and build their portfolio. Reflective comments are logged to provide a record of progress over time.

A tutor can quickly monitor and assess progress with minimal workload and move a student to the next level when ready. Certificates can be awarded when a level is complete.

We have maintained our user centred, less is more approach to software development making Achievement Builder very easy to use with contemporary styling, which appeals to users of all ages.

Watch the video on the website to see how it works in practice.

What does it cost?

Achievement Builder is £1995* for a whole school one year subscription or £4000* for a 3 years, if paid in advance. The cost includes initial set up, starter tasks and support. *(Plus VAT)