

Enterprise Curriculum Map



Intent

At Highfurlong, all learners will follow an 'ENTERPRISE' journey as part of their curriculum. Enterprise is where pupils have the opportunity to be an entrepreneur and start their own business to make a profit. They design and create items to sell at a range of events across the school year. This starts in Early Years Foundation Stage (EYFS) and continues throughout school up to key stage 5 where the learners will have a responsibility for the running of The Gift Box, the schools enterprise retail outlet. The enterprise journey will allow the learners to build confidence, skills and qualities that will help them understand business and working life in a realistic way. Throughout the enterprise journey the learners will focus on: **Enthusiasm, Negotiation, Team work, Evaluating, Risk Taking, Planning, Resilience, Innovation, Solving problems, Effective communication.** All learners will earn wages in the form of the profits being shared within each classes business ideas. These wages are entered onto an Enterprise Credit system and students decide how to spend (or save) their money, thus establishing the link between working hard in order to earn wages.

Implementation

Each class is given a budget of £50 at the start of the academic year. With that they have the freedom to choose when and how they want to spend it to make a profit. Twice a year all learners have dedicated time to access Enterprise as part of the regular in the run up to our annual Christmas and Summer fairs. Each class have stalls to sell their items to parents and the general public. Social media plays a big part in this and key stage 5 run The Gift box Instagram account to advertise and promote events and items that are made throughout the school. We encourage our learners to be flexible and are able to deal with change, understand how to gather and managing resources, generate and use creative ideas and processes, identify, assess and manage risks, be creative and take advantage of opportunities, use their interpersonal communication and influencing skills, know their own personal strengths and weaknesses and know how to use their initiative. Pupils have access to a wealth of resources to support their learning like a 3D printer and heat press machine. We also utilise our facilities like The Gift Box shop and Life skills room to deliver high quality lessons where pupils have more opportunities to develop the products they want.

Impact

At Highfurlong, the impact of our enterprise education assists young people to become more enterprising in their approach to life, and in particular work, provides a focus on the development of entrepreneurship, and supports the learning of and encompasses core skills, employability skills, career education, work based/related learning, "skills for life" and aspects of personal and social development. This enables the development of transferable skills in order to prepare for adulthood. Pupils are assessed against their own Enterprise journey document which travels with them through school. We evidence learning in this subject through pictures and witness statements. Enterprise also provides pupils with the opportunity to work on their targets in other areas of the curriculum such as Communication, English and Mathematics. We have excellent links with local companies, Headstart Blackpool use The Gift Box to make promotional materials for their resilience revolution scheme Other businesses and community members such as Fleetwood Town Football and parents regularly visit and order items from the Gift Box. This provides the pupils with a wealth of enriching experiences with the wider community.



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Age Progression

Teaching and learning coverage

