

Up to Step 0

Go Explore! / Up to Step 0

Learners explore their learning environment and set up a treasure hunt.



Groovy Gardeners / Up to Step 0

Learners design and plant their own garden, culminating in a child-led tour of the space.



Ready Teddy Go! / Up to Step 0

Learners explore different foods and set up their very own teddy bears' picnic.



Step 0

Free to be Me / Step 0

Learners think about what makes them special by re-creating themselves as superheroes.



Brilliant Bakes / Step 0

Learners design, make and advertise their own baked goods in a pop-up bakery.



Fabulous Fashion / Step 0

Learners design and make a fashion item. The project culminates in a fashion show.



Steps 0-1

Special Delivery / Steps 0-1

Learners set up and run a delivery service within their community.



Gallery Opening / Steps 0-1

Learners create an exhibition of art work and give tours to parents and other learners.



Doing Good / Steps 0-1

Learners create a fundraising event to support a charity of their own choice.



Steps 1-2

Going Green / Steps 1-2

Learners work to raise awareness of "green" issues within their community.



Community Café / Steps 1-2

Learners set up a small café or food stand to promote healthy eating.



Dream Space / Steps 1-2

Learners think about the needs of others by creating a dream community space.



Steps 2-3

Trash to Treasure / Steps 2-3

Learners explore environmentalism by designing and pitching their own eco-toy.



Food, Glorious Food / Steps 2-3

Learners organise a food fair to launch their very own cookery book.



Making Changes / Steps 2-3

Learners develop a healthy living campaign to promote wellness in their community.



Steps 3-4

Brilliant Books / Steps 3-4

Learners promote reading in their community by creating a reward scheme and reading area.



Number Crunching / Steps 3-4

Learners create their own confectionery brand and pitch it to an audience.



Design Company / Steps 3-4

Learners explore the world of graphic design before designing a new product.



Steps 4-5

Breaking News / Steps 4-5

Learners research and present news articles, podcasts or broadcasts.



Number Games / Steps 4-5

Learners deploy their numeracy skills to design a board game for younger learners.



Active Minds / Steps 4-5

Learners explore different fitness classes and create their own to deliver in the community.



Steps 5-6

Construction Counts / Steps 5-6

Learners apply maths to design a new building; creating and sharing a 3D model.



Big Business Challenge / Steps 5-6

Learners explore entrepreneurship and launch their own businesses that provide a service.



Legal Eagles / Steps 5-6

Learners explore legal professions and take on one of three criminal cases.



Challenge Days for Digital Membership

An **exciting and engaging** way for learners in a class, year group or across the whole school to **apply all eight essential skills** to a tangible challenge.



Crime Scene Investigation / Steps 0-6

Learners become detectives and solve a mysterious crime.



Game On / Steps 0-6

Learners design a sport that will put the players' essential skills to the test.



Level Up / Steps 0-6

Learners design and build a computer game set in their very own community.



Greetings Cards / Steps 0-6

Learners work in teams to set up and run a greetings card production line.



Creative Spaces / Steps 0-6

Learners design a new arts centre to celebrate and promote creativity.



Crash Landing / Steps 0-6

Learners explore clues to find out who's crash landed in the playground.



Future Transport / Steps 0-6

Learners design, make and test a new type of transport for the future.



Start-up Success / Steps 0-6

Learners become entrepreneurs and set up their own new businesses.



Operation Moonbase / Step 0-9

Learners explore the world of work by creating a new moon society.



Challenge Days for Digital Membership

An **exciting and engaging** way for learners in a class, year group or across the whole school to **apply all eight** essential skills to a tangible challenge.

A Day in Politics / Steps 0-12

Learners find out about democracy and politics by setting up political parties and voting.



Law in Action / Steps 7-12

Exploring the legal process, and the various careers in law.



Invest it Best / Steps 7-12

Simulating a career in finance and seeing maths as essential in the world of work.



Bid to Build / Steps 7-12

Exploring different areas of construction and related careers.



Commit to Confidence / Steps 10-12

Developing the skills to perform well in a range of professional situations.



Future Focus / Steps 10-12

Reflecting on their own skills and the careers they are interested in pursuing



Chocolate Challenge / Steps 7-12

Linking maths and enterprise by designing a new chocolate brand.



Social Entrepreneur / Steps 10-12

Thinking about community needs and innovative solutions.

