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.

Skills Builder
PARTNERSHIP

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.
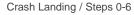
Creative Spaces / Steps 0-6

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.
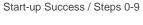
Start-up Success / Steps 0-9

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.

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Skills Builder PARTNERSHIP

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 7-9

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

Invest it Best / Steps 7-9

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

Bid to Build / Steps 7-9

Exploring different areas of construction and related careers.
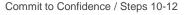
Commit to Confidence / Steps 10-12

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 10-12

Linking maths and enterprise by designing a new chocolate brand.

Social Entrepreneur / Steps 10-12

Thinking about community needs and innovative solutions.