

Seven Steps to Rise Programme Brief



Half day / 3 Hour session designed for KS4 (England and Wales) / S3 (Scotland) students in groups of 60.

Please read all resources prior to delivery and ensure that consideration has been made of the circumstances of individual students within the classroom.

Focusing on showing students the skills and attributes they already have and can develop within school to release their potential. The Seven Steps to Rise is a combination of challenges that will test and engage students to work collaboratively and in ways that are both familiar to the classroom and relevant to the workplace.

The tasks can be completed in unison - with all groups progressing through Steps 1 to 7 together, or in carousel - with groups moving through different steps independently. Students should form groups of 7 if opting for carousel delivery.

Each Step has a briefing sheet with instructions students will need to read, interpret, and follow. A mentor or teacher can be assigned to a given Step to advise and support.

EDUCATOR GUIDANCE

Each task is an opportunity for each student to develop and explore their skills. Their engagement and participation is key - their chance to be a valuable member of the team - they get out of the session what they put in. Each Step will take roughly 20 minutes - use a timer if you feel it would be appropriate - and ensure each student gets to explore every Step of the challenge.

Seven Steps to Rise

Icebreaker	There is a generic working character in each corner of the room - The Mentor, The Persuader, the Strategist, the Analyst - which one are you?
STEP 1 What defines you?	Order yourselves by the following criteria and each time, stop, and ask how it feels, and what does it mean to you to be at the top, bottom, or middle of this order.
STEP 2 Words Matter	You have to write 3 email messages sharing the same key information - to your CEO, to your team member, and to an external client. How will you adapt your communication to match the audience.
STEP 3 Who do you want to be?	A chance to discover your hidden qualities. The most uncomfortable thing to do is to talk about yourself, but how will anyone know how brilliant you are unless you get comfortable talking about you.
STEP 4 More than a number	Consider how numbers tell stories by exploring this data set. Review the following data from the school Summer Fair and provide some statements on your findings.
STEP 5 Who's on your team?	You have a budget to employ 5 people to launch your new technology business. From the list of 12 professional people - who will you choose to join your team? You can only pick 5. Justify your decisions. Share with the group. What will your responsibilities be?
STEP 6 The Scientific Method	Learn and apply The Scientific Method to a classroom question.
STEP 7 The Impossible Challenge?	The whole group attempts to complete a task that has no solution. Can they solve it?
END GAME Return to the Icebreaker	Are you in the same corner? Have you changed during the session?