



ACTIVATE
LEARNING

FE COLLEGE PERSPECTIVE

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WHO WE ARE



Activate Learning Colleges



Activate Learning Education Trust



Activate Apprenticeships



Activate Learning Online

ACTIVATE LEARNING
ONLINE

International

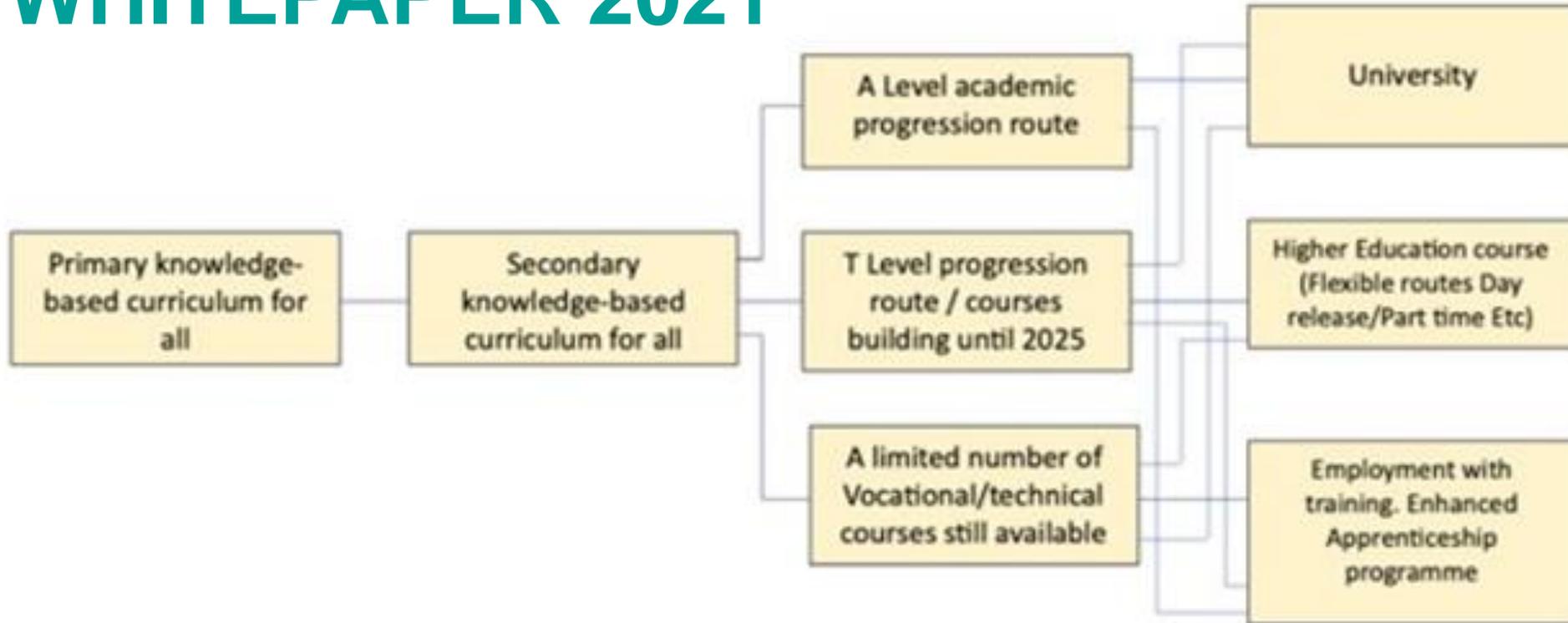
China Partnerships

SE Asia Partnerships

India Partnerships



ACADEMIC PATHWAY – SKILLS FOR JOBS WHITEPAPER 2021



Apprenticeships 16+
Levelling Up – Lifelong learning

T Level programme

1800 hours¹ over two years (with flexibility).

TQ outline content is set by T Level panels and approved by the Institute for Apprenticeships and Technical Education

Technical Qualification (TQ)

Between 900-1400 hours

Core

20% - 50% of the total TQ time

- Knowledge and understanding of the concepts, theories and principles relevant to the T Level and the broader route
- Core skills relevant to the T Level
- Assessed through an external examination and a substantial, employer-set project

Occupational specialisms (min. 1 per TQ)

50% - 80% of the total TQ time

- Knowledge, skills and behaviours required to achieve the level of competence in an occupational specialism needed to enter skilled employment
- Maths, English and digital skills integrated where they are necessary to achieve competence
- Assessed synoptically through rigorous practical assignments.

T Level Industry Placement

Between 315-420 hours

- Undertaken with an external employer
- Minimum of 45 days
- Students develop technical skills and apply their knowledge in a workplace environment
- Provider should pay for/contribute to travel and subsistence costs, if not covered by the employer
- Employers not expected to pay students

Maths and English requirements

- Students are expected to achieve a level 2 in maths and English. This can be achieved through GCSEs (grade 4 and above) or level 2 Functional Skills (pass)
- T Level panels are free to set higher maths and English requirements, where necessary

Other requirements set by T Level panels

- Occupation-specific requirements included, where possible, if they are essential for skilled employment e.g. licence to practice qualification or professional registration



ATTRIBUTES

PROFESSIONAL

Collaborative
Customer Focused
Communicative

AWARE

Self-Aware
Respectful
Reflective

RESILIENT

Adaptable
Persevering
Self-Reliant



CONFIDENT

Motivated
Inquisitive
Proactive

ENTERPRISING

Creative Problem Solver
Resourceful
Risk Taker

***GET
INVOLVED
WITH
INDUSTRY
PLACEMENTS***



What happens after T-Levels

There are a range of options available on completion of T-Levels

University

T-Level Grades will convert into UCAS points which you will need if you want to go to University.

Further Study

You can continue your studies by choosing to undertake further technical training, like a higher level apprenticeship.

Skilled Employment

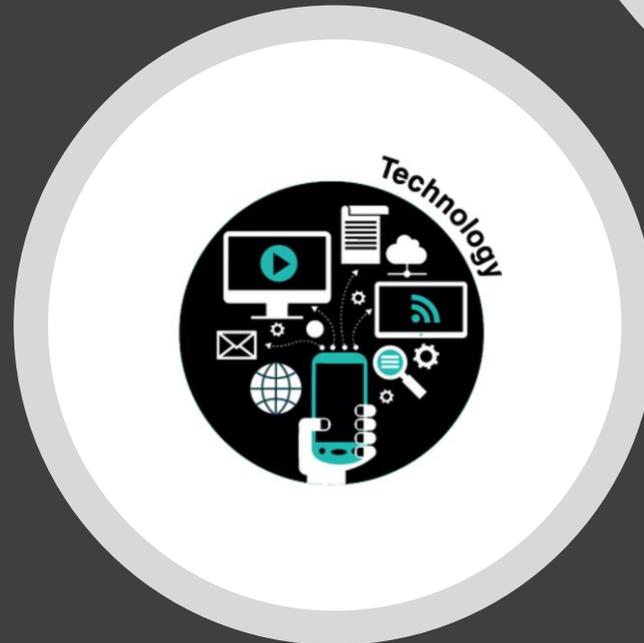
T-Levels can set you up perfectly for a job in your chosen field or industry so you may wish to start working straight away.



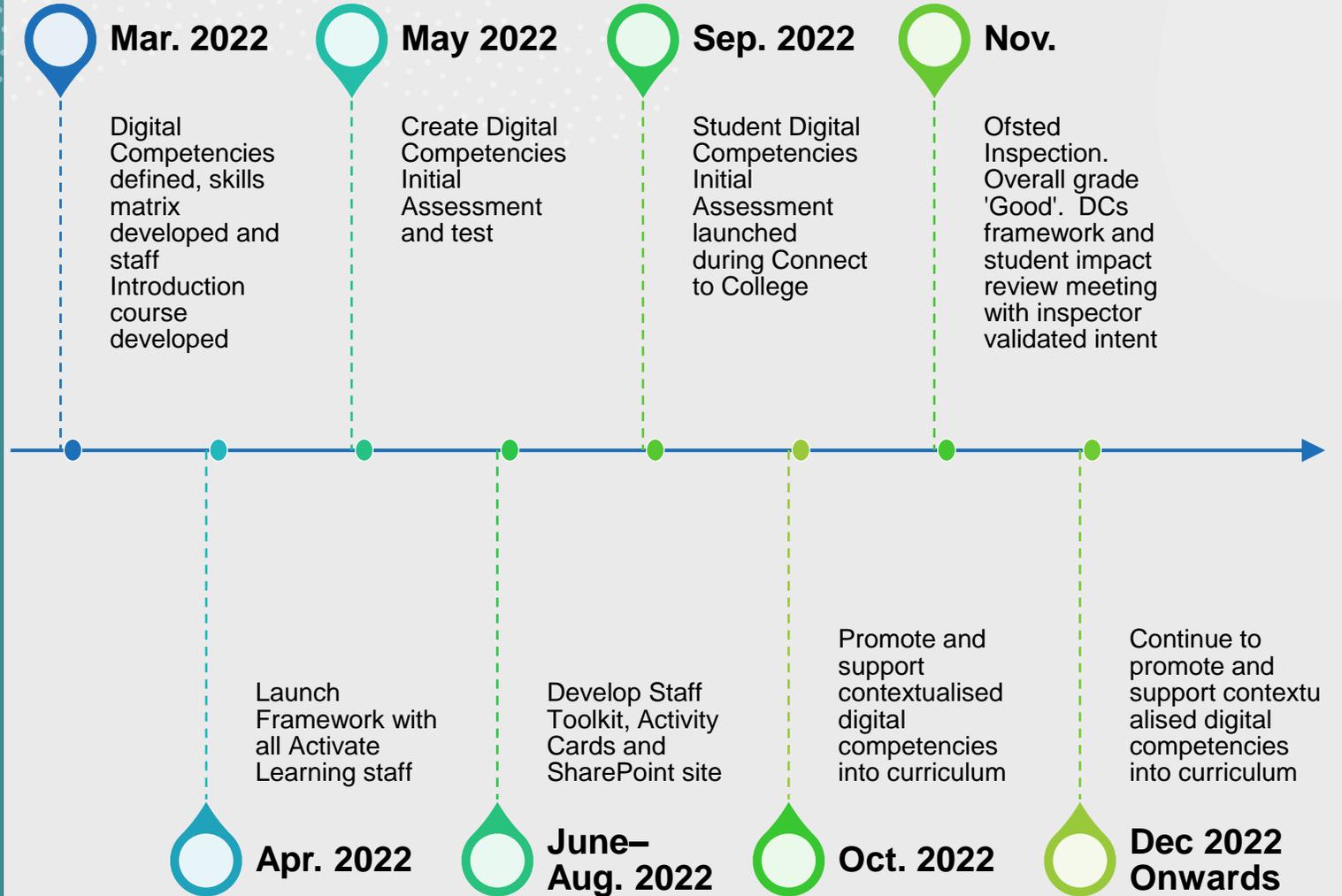
DIGITAL AND OUR STRATEGIC DRIVERS

Today's students and staff will have to respond with agility over their lifetime to shifting market environments and fast-changing developments in technology.

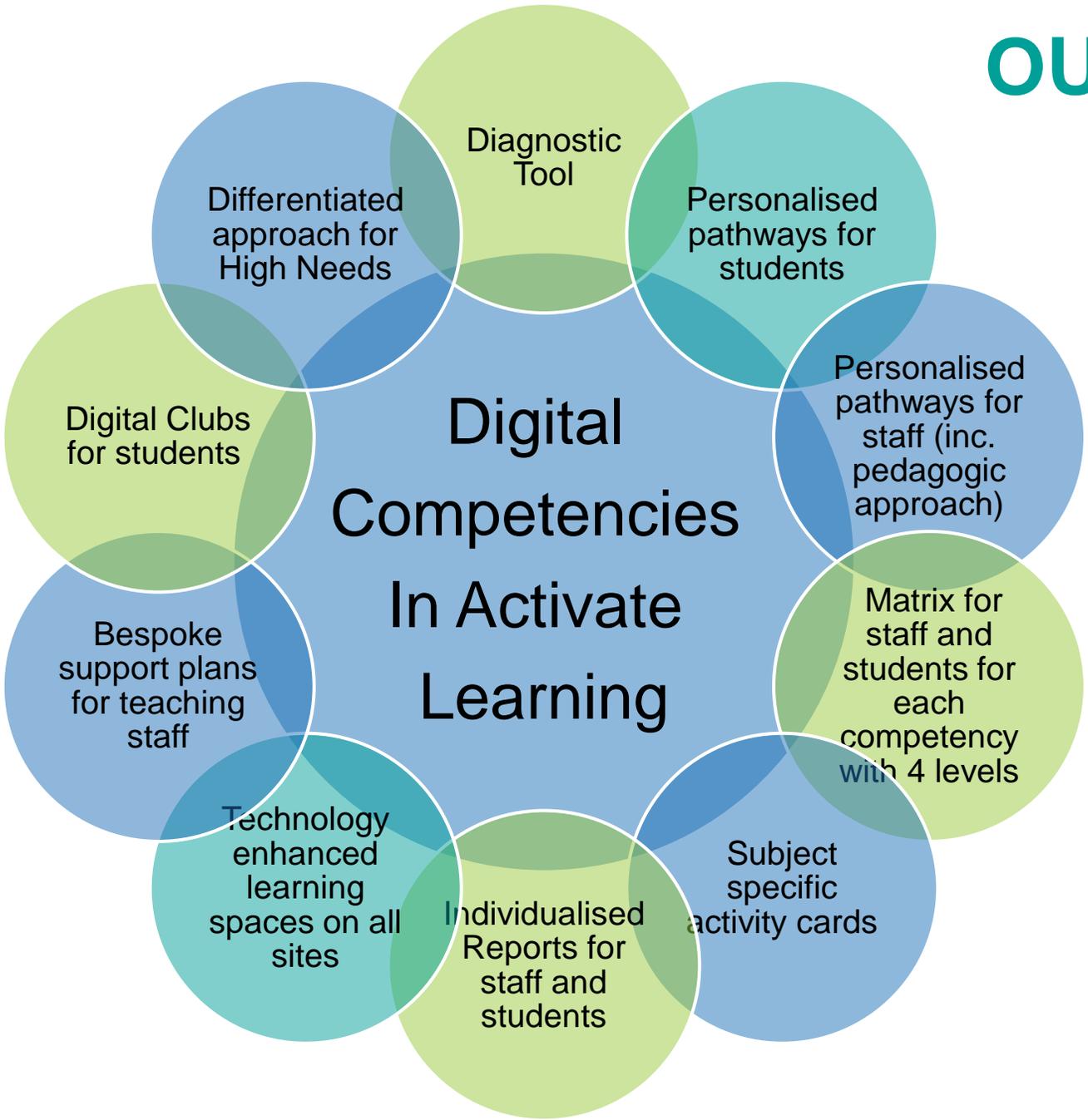
At Activate Learning we recognise our responsibility to develop our staff and students' digital competencies and our strategic drivers reflect this. To meet this responsibility, we must support all our staff to be able to become digitally innovative in their area of expertise.



6 Cs
1 DIAGNOSTIC
TOOL
4 LEVELS
2 MATRICES
AND
1 YEAR
LATER...



OUR PRODUCT



CONSTRUCTION - Digital competencies activity card

Competency level:

Emerging Developing Practicing Innovating

- Creating
- Communicating
- Collaborating
- Connecting
- Curating
- Critical thinking

Activity idea: Create a presentation and your 2D drawing to promote the benefits your design

Using a presentation application create a slide deck to promote the benefits of your design to an employer from the construction industry. All images should include alt text.

Your ideas:

Part of Technology Faculty



DIGITAL COMPETENCIES IN ACTION



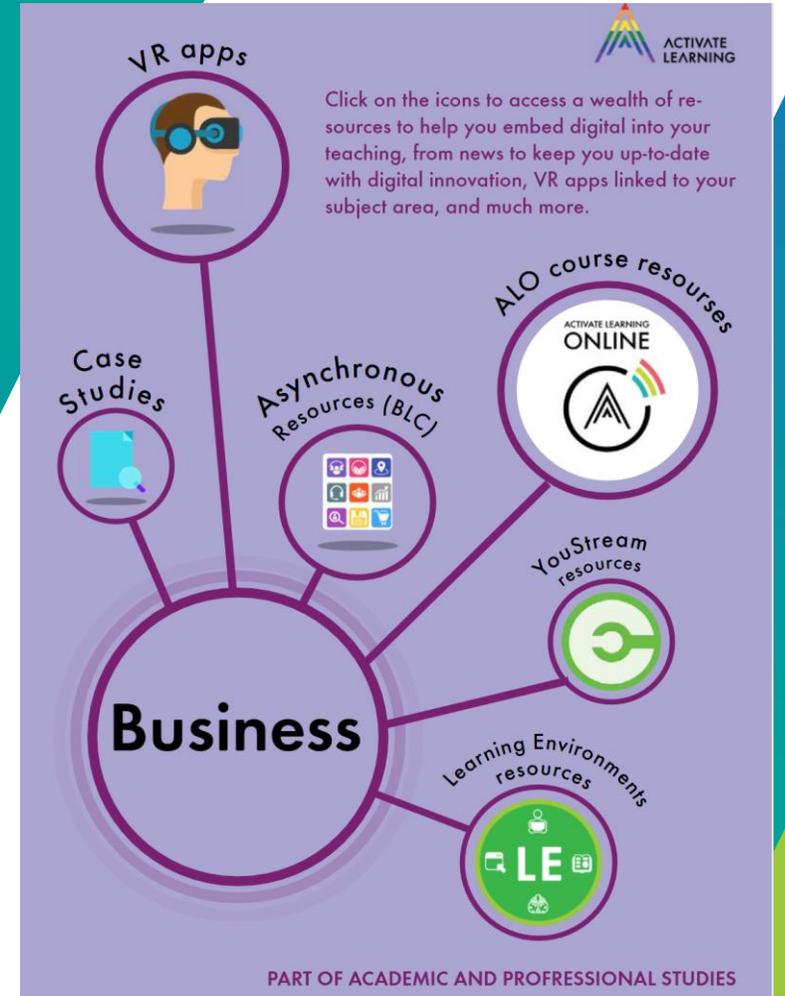
As part of the Teacher Toolkit, we have produced a set of activity cards that provide examples of digital activities for each competency at each level.



Each activity can be contextualised where appropriate to support learners to understand digital skills required for the workplace



Each subject area will have access to an interactive magazine-style resource that will support teaching staff in levelling up their online learner journey





TECHNOLOGY ENHANCED LEARNING SPACES

