Student Recruitment and Widening Participation activity menu

Supporting aspirations and transition to Higher Education
Hello! I am very pleased to be able to share our new Student Recruitment and Widening Participation (SRWP) activity menu with you. As a former Careers Professional, I know how difficult it can be to produce and implement a quality careers offer. You want to be able to offer something that:

- Meets benchmarks
- Caters to your students’ needs
- Includes visits to employers and universities
- Welcomes guest speakers.

Most of all, something that is engaging. This can be a tough task. That is why we have produced this menu, we want to support you as best we can. My aim is for us to be your ‘go-to’ Higher Education Institution (HEI).

We will provide you with quality and impartial university-related Careers Education, Information, Advice and Guidance (CEIAG).

The menu lists our presentations, games and activities. Each of them have details relating to age range and outcomes. These have been mapped to Gatsby and NERUPI. You can meet your own needs with the tools we have provided.

I hope that it is of use to you and that we have at least one suggestion that works for your offer. We are also able to plan or deliver sessions not listed in the menu, should you have a specific request.

Our team has a wealth of experience of working in and for primary Schools, secondary schools, colleges, universities and charities. You will find us to be positive, personable and accommodating. You will never get the hard sell. We want students to come to York St John University and we believe that we have an excellent offer for most students. Most importantly, we want students to continue their education or enter the world of employment wherever is best for them. We want your students to make the right decision for them, decisions based on good CEIAG – and we want to be a part of that! Get in touch with us, you will find our details on the back page of this menu. If you would like to contact me directly, please do not hesitate.

I hope that we can work together soon.

Grant

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INTRODUCTION

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**Know** – Develop students’ knowledge and awareness of the benefits of higher education and graduate employment.

**Choose** – Develop students’ capacity to navigate the Higher Education and graduate employment sectors and make informed choices.

**Practice** – Develop students’ study skills, capacity for academic attainment, and successful graduate progression.

**Become** – Develop students’ confidence and resilience to negotiate the challenges of university life and graduate progression.

**Understand** – Develop students’ understanding by contextualising subject knowledge and supporting attainment raising.

NERUPI stands for Network for Evaluation and Researching University Participation Interventions. We use this framework to underpin the design of our activities and enable us to clearly define their aims and outcomes. This framework works for all age groups and provides a common language for us to share with schools and colleges (NERUPI, 2021). The five NERUPI pillars are detailed below and are indicated against each presentation and game and activity which meets it alongside the Gatsby benchmark.
Outcomes
Gatsby benchmarks | 7

Know

OUTCOMES

Gatsby benchmarks | 7

Know

OUTCOMES

Gatsby benchmarks | 7

Know

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Know
Student Finance
This presentation covers:
• What Student Finance is
• The different loans
• How the payment scheme works
• Payment amounts
• The repayments scheme figures for 2021/22 entry

Transition to university
This presentation covers:
• What you should bring to university
• Arrival Weekend
• Freshers’ Week
• Student Support

UCAS process
This presentation covers:
• What UCAS is
• The process
• Hints and tips for personal statements
• Importance of Open Days
• How to make the most of an Open Day

Employability skills
This presentation covers:
• What employable skills are
• What employers are looking for
• Benefits of university
• How university can help you
• Skill requirements for particular jobs
• Gaining and developing transferable skills

Revision
This presentation covers:
• Different revision styles
• Different learning techniques
• Hints and tips on how to revise well
• Short practical activities to try different learning and revision styles

Academic skills
This presentation covers:
• What academic skills are used at university
• Academic writing
• Referencing

Outcomes
Gatsby benchmarks 7

Know
Practice
Choose
Become
Games and Activities

Introducing university to students

University jargon busters
A match up activity that engages students in small groups to pair up key words with the definition.

Age Range
Year 7 - 12

Outcomes

- Gatsby benchmarks | 7
- **NERUPI network**
- OUTCOMES
- Know
- Understand
- Practice

Washing line
An exciting activity to get pupils asking questions to our Student Ambassadors.

Age Range
Year 6 - 8

Outcomes

- Gatsby benchmarks | 7
- **NERUPI network**
- OUTCOMES
- Know
- Understand

Course bingo
Introduces potential career paths and courses available to study in a fun and engaging way.

Age Range
Year 6 - 8

Outcomes

- Gatsby benchmarks | 7
- **NERUPI network**
- OUTCOMES
- Know
- Understand

A – Z university courses
Students work together in small teams to identify a university course beginning with each letter of the alphabet.

Age Range
Year 8 - 11

Outcomes

- Gatsby benchmarks | 7
- **NERUPI network**
- OUTCOMES
- Know
- Understand

Campus Tour activities

Campus Tour eye spy
A fun and engaging activity for students to listen and engage with whilst on a campus tour.

Age Range
Year 6 - 10

Outcomes

- Gatsby benchmarks | 7
- **NERUPI network**
- OUTCOMES
- Know
- Understand

Campus Tour quiz pre-16
A fun and engaging activity for students to listen and engage with whilst on a campus tour.

Age Range
Year 6 - 10

Outcomes

- Gatsby benchmarks | 5, 6, 7
- **NERUPI network**
- OUTCOMES
- Know
- Understand
Games and Activities

Finance games

Match the statements
A match up activity that engages students in small groups to pair up key Student Finance words and terms with the definition.

<table>
<thead>
<tr>
<th>Age Range</th>
<th>Year 9 - 12</th>
</tr>
</thead>
</table>

Outcomes
Gatsby benchmarks | 7
NERUPI network
OUTCOMES
Know Understand Practice

Taste challenge
A fun activity that focuses on areas of budgeting and priorities. Students will be invited to try branded and budget versions of some foods to see if they can tell the difference.

<table>
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Outcomes
Gatsby benchmarks | 7
NERUPI network
OUTCOMES
Know Understand

Create your own...

Degree
Design your own degree! Come up with a title, topics, trips and extra opportunities available, plus skills and graduate options.

<table>
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<th>Year 7 - 12</th>
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Outcomes
Gatsby benchmarks | 7
NERUPI network
OUTCOMES
Know Understand Practice

Sports and societies
Design your own sport or society! Come up with a title, areas of interest, trips and extra opportunities available, plus skills and graduate options.

<table>
<thead>
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<th>Year 6 - 12</th>
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</table>

Outcomes
Gatsby benchmarks | 7
NERUPI network
OUTCOMES
Know Understand Practice
Mock Interviews

Mock interview activity
An activity to allow students to interview each other and receive feedback from a member of staff.

Debating

Various topics
e.g. Is university a waste of money?
Students can use resources and information provided to argue for or against their topic.

Ice Breakers

Various
Human bingo, toilet paper, random object and splat
Ice breakers can be used to introduce students to one another if schools or colleges are mixing. They can also be used to gain the attention of a group.