

KS3 Work Experience

For parents of students in Key Stage 3 (Years 7–9), the 2025 Gatsby Benchmark updates introduce a significant shift. In the past, "work experience" was something you only did in Year 10 or 11. Now, the government and the Gatsby Foundation recommend that students start building their "workplace hours" much earlier.



The new Work Experience Guarantee aims for students to complete a total of 50 hours (roughly 10 days) of work-related activity across their secondary education, with the first 25–30 hours ideally starting in KS3.

KS3 Work Experience Recommendations (Ages 11–14)


Since traditional week-long office placements are often difficult for younger students due to health and safety, the 2025 focus is on progressive, bite-sized experiences


What Makes it "Meaningful" in 2026?

For work experience to meet the updated Benchmark 6 and be meaningful, the school must ensure it includes three things:

1. **Preparation:** Your child should research the industry *before* the experience.
2. **Action:** They must perform a task (even a small one), not just stand and watch.
3. **Feedback:** An adult from that workplace should tell them what they did well.

Workplace Experiences at Emmanuel

Year	Type of Experience	Employer	Task
All	Employer-Led Projects (In-School) Instead of going to an office, the "workplace" comes to the classroom.	JP Morgan 	Whole school assembly to launch competition: To create an app to be used by your peers. The winning entry has their app developed by JP Morgan for use and all runners up get prizes and feedback.



Make It Happen

Make It Happen is a #P4magineChase programme designed to inspire young people in digital technology.

We invite your school to join our app design competition for students aged 5-11 to inspire young digital creators. Students will design, describe, and draw their app ideas on a project-based entry form. The winning design from your school will be developed into a real app by #P4magineChase volunteers and published online for students to share with friends and family.

Register your interest today!
<https://www.your.com/MS1/MakeItHappen>

Operating Locations for 2025
 Bournemouth, Glasgow, Hong Kong, and London


Think it
 Our team will visit your school to introduce the competition and spark excitement about app design and technology. This session will last approximately 20 minutes.

Design it
 Students will be provided with worksheet sheets to draw and describe their app ideas.

Build it
 Our team collects drawings, reviews them, selects a winner, and builds the app. Finally, we return to announce the winner, and the app is published.

Timeline: 6-10 weeks in total

7 Virtual Work Experience (VWEX)



Secondary schools

Competition winner 2025
 Almsley (Vale) @ Iron Rugby High School

We're Hiring

Use Your Creativity, Use Your Skills, Use Your Passion.

Welcome to the Step into the NHS competition!

Raise your KS3 students' career aspirations and explore the benefits of NHS job opportunities with our fun, multiplatform-based resources and nationwide competition. The winning entry will even be displayed in their local community.

NHS



Step into the NHS Competition


Lesson 1:
 Y7 pupils log on to the website and do the personality quiz. They then investigate up to 350 careers in the NHS. Watch videos and read job descriptions.

Lesson 2:
 Pupils are then challenged to make a job advert for the NHS career of their choice. To be completed for homework. These can be models, posters, board games, animations/ videos or webpages.

Entries are sent to the SITN team for judging.

8 Workplace Visits & "Insight Days"

Brief visits to local businesses or factories to observe different departments.



Moors Valley
 Country park and forest

Locations Route One

- Vale Centre
- Play Park
- Music Tent
- Construction
- Railway
- Gold & Activities
- Greenhouse
- Herbary
- Observation
- CS Ape

Sectors

	1	2	3	4	5	6	7	8	9	10
Engineering										
Engineering										
Water Services										
Health										
Health and Safety										
Electricity										
Construction										
Art and Crafts										
Chemistry										
Communication										
Finance										
Management										
Construction										
Accountancy										
Engineering										
Health and Safety										

Moors Valley Country Park



Lesson 1:
 Pupils learn about industries at Moors Valley.

Lesson 2:
 Use of Unifrog to explore salaries and qualifications for jobs at Moors Valley.

Lesson 3:
 Visit to park
 Talk by ranger
 Supervised walk, using map, to stop at various points to listen to scripted descriptions of careers

			<p>involved there.</p> <p>Lesson 4:</p> <p>Task at school - to create a Christmas Event at Moors Valley, including staff requirements.</p> <p>The Moors Valley Team then judge the work produced and supply feedback.</p>
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