

Company Programme

Providing a real-life learning opportunity that introduces young people to the realities of the world of work



Fact File

Age Range

For Students aged 16 - 18 years

Delivery

October - March 2 hours per week

Supports Gatsby Benchmarks of Good Careers Guidance

1. Stable Careers Programme

2. Learning from career & labour market information

3. Addressing the needs of each student

4. Linking curriculum learning to

5. Encounters with employers and

6. Experiences in workplaces

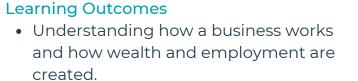
7. Encounters with higher education

employees

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8. Personal guidanceContributes towards

Contributes towardsDelivers

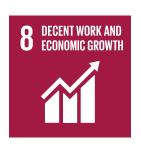


- The ability to work in a team.
- Improved communication skills.
- More enthusiasm and self-confidence
- A willingness to take responsibility and initiative.
- Time management skills.
- Experience essential business functions such as marketing, financial management, sales, customer service and personnel management.

Contribution to UN Sustainable Goals









In this programme, students set up and run their own student companies.

They raise share capital, develop, market and finance a product or service of their choice.

They make all the decisions about their business, from deciding on their company name and product to managing the company finances. Students can promote and sell to the public through their social media channels.

Participants gain the practical business experience, adaptability, entrepreneurial mindset and employability skills needed to secure successful futures.

Students are supported by a Volunteer Business Mentor.

At the end of the programme, companies from all over the Island have the opportunity to compete in the National Finals to select the company that will represent the Isle of Man at the European Company of the Year Competition.



Footprint 21/22



Students participated in the programme.

Volunteers shared their knowledge and experience with the students in 28 different classes.

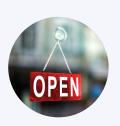




700 Hours were donated by our volunteers.

Of the participants
think the lessons learnt
in the Company
Programme will help
them once they leave
education.





80% Of the students would consider starting their own business.

