

Rollercoaster Enterprise Challenge

Description of activity

During this enterprise activity students will work in teams of four or five to design and construct a model of the track for a rollercoaster. They will need to establish individual roles within their teams to make their company and rollercoaster a successful business.

Students will need to work together to keep the project on time and on budget. This activity will help to develop a range of key employability skills such as teamwork, communication and financial planning in a context that will appeal to most young people.

Through this activity students will:

- gain skills in leadership, management and drive when working on tasks in a team;
- have an opportunity to develop their personal learning and thinking skills;
- understand the steps necessary to complete a project on time; and
- develop their personal financial capability skills.

Career, work-related learning and enterprise framework 11 to 19

This activity contributes to elements: **1, 5, 9**

Every Child Matters – this activity contributes to:

- Enjoy and achieve
- Achieve economic wellbeing

Curriculum links

- Design and technology
- Maths
- PSHE
- Personal financial education

This activity is aimed at:	Key Stage 3 Students
Maximum number of students:	Whole year group
Time required for activity:	Half day to one day
Cost:	£1000 for up to 150 students (Additional students charged at £5 each).
Schools are required to provide:	<ul style="list-style-type: none">• Large hall• Break out classrooms• Adequate preparation and debriefing of students for each event