

# Young Enterprise team programme

## Description of activity

Specifically designed for young people who have difficulties with learning or have disabilities, it offers practical experience of running their own company, supported by their teacher and volunteer business advisers. In setting up and running their own company, students elect a board of directors from amongst their peers, raise share capital, and market and finance a product or service of their own choice. At the end of the year they present a report and accounts to their shareholders.

Team programme companies operate over one or two years, and Young Enterprise provides materials and initial training to teachers and volunteer business advisers. There is flexibility in timing and delivery appropriate to the varying support requirements of the students.

### Through this activity students will:

- increase their confidence and self-esteem;
- develop effective work and social skills;
- understand how a business operates;
- develop their ability to work with adults outside of home and school; and
- gain the opportunity to demonstrate their potential to employers.

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

This activity contributes to elements: **1, 2, 3, 4, 5, 6, 7, 8, 9**

### Every Child Matters – this activity contributes to:

- Enjoy and achieve
- Achieve economic wellbeing

### Curriculum links

- Business studies
- Personal finance education
- Design and technology
- Maths

<b>This activity is aimed at:</b>	Key Stage 4 and 5 students
<b>Maximum number of students:</b>	10 to 12
<b>Time required for activity:</b>	One to two academic years
<b>Cost:</b>	£500 ( <i>REBP will contribute £600 to meet the full cost of this activity</i> ). Limited to two teams for each school
<b>Schools are required to provide:</b>	Please see <a href="http://www.young-enterprise.co.uk">www.young-enterprise.co.uk</a> for full details of programme