

# STEM EMPLOYABILITY SKILLS DEVELOPMENT CHALLENGE

Number of Participants  
Maximum 25 Learners

Duration  
2-3 hours

Price  
**£5.00**  
per learner  
including certification

## OVERVIEW

It goes without saying that the development of specific technical STEM skills and knowledge are critical for a career within any specific STEM field of study. Just as important however, are the development of key employability skills such as teamwork, leadership, communication, time-management and problem solving. These skills translate across any career and enable an individual to remain truly valuable to any organisation despite the changes that may occur within one's specific job role.

**“About 90% of employment opportunities require vocational skills. Only 20% of our graduates get employed. The rest are unable to get suitable employment due to the lack of employment skills”** – Nayana Mallapurkar, Program Head, TISS School of Vocational Education

The STEM employability skills development challenge are activities which use a STEM based theme to assess and provide feedback on students specific related employability skills. Students will gain their own self-assessment feedback which will allow them to self-reflect and work towards improving any areas of weakness. These activities are excellent for subjects which have less of a classical STEM focus.

## ACTIVITIES

**Artefacts** – Meet your customers wishes and desires by designing and constructing a line of garden ornaments. The winning team will best meet their customer's needs and satisfaction, they can only buy from one team, will it be yours?

**Money Matters** – The objective is to win. The way you win is by making as much money for your team by producing and selling a range of different shapes. Keep your finances in order, who will keep your accounts? Who will sell your product? Who will create a relationship with the supplier and your customer? A brilliant STEM based activity to learn many business skills.

**Covert Catapult** – A multi-phase activity, teams must design, build and operate a rubber band powered catapult. The activity begins with teams working to interpret an incomplete design and then building their catapult. Once built, teams will compete with each other in a competition to test the accuracy and effectiveness of their catapult.

**Bridge Over The Silver River** – A team based engineering activity where students have to plan and design a bridge to cross the Silver River based on certain constraints. Their bridge is built using a range of materials which they must purchase from the STEM Store with their provided budget. The bridge that can support the most weight will be the winner.

**That's the Bomb** – Work as a team to create your own award-winning line of luxury Bath Bombs in this activity which combines creativity, chemistry and the beauty industry! Market and promote your product to give yourself the best chance to out sell your competitors!