

FACT SHEET

Higher Apprenticeship in Business Innovation & Growth Level 5

Duration: 18 – 24 months

Entry criteria: You must be 18 or over and working in relevant role for at least 20 hours a week. You should have a suitable Level 3 qualification such as a BTEC Extended Diploma or A-Levels. You should not already hold a Level 5 qualification. You may be asked to undertake an initial assessment in English, Maths and ICT, unless you have achieved these relevant qualifications within the last 5 years.

If you are interested in studying this Higher Apprenticeship yourself, or you are an employer who is thinking about this option for your team, please call:



Business Engagement Team 020 3667 0333



Engagement.services@bdc.ac.uk

Introduction

The Higher Apprenticeship in Business Innovation & Growth Level 5 is designed to meet the skills needs of a diverse range of businesses and organisations who are looking to develop and grow through being innovative and creative in their business activities.

It supports the development of skills in innovation, business development, and growth and can be utilised to develop the skills of existing staff members or new recruits. This Higher Apprenticeship could suit those in roles with a strong innovation focus or who would benefit from developing their innovative skills set:

- business development executive/manager
- innovation scout
- marketing executive/manager
- product development executive/manager
- supervisor
- operations executive/manager

The key objectives are to:

- build an entrepreneurial workforce which provides organisations of all sizes, operating within any sector, with the staff needed to increase competitiveness and productivity;

- develop the skills of new and existing members of staff to enable them to initiate, manage and support innovative activity which contributes to the productivity, profitability and competitiveness of the business;
- provide apprentices with an opportunity to develop the skills, knowledge and experience which can be applied in different enterprising contexts.

Mandatory Units

Apprentices must complete all of the following:

1. Innovation and Growth in Organisations
2. Use of Financial Information for Planning Innovation and Growth
3. The Innovative Mind Set
4. Principles of Researching and Testing Innovative Ideas
5. Developing Innovative Business Cases
6. Innovation in Action
7. Change Management for Innovation and Growth
8. Management Decision Making for Innovation and Growth
9. Developing an Innovative Idea
10. Implementing an Innovative Idea

Optional Units

Apprentices must achieve 20 credits from the following units:

1. Leading, Managing and Developing People for Innovation and Growth. (5 credits)
2. Strategic Planning and Management (5 credits)
3. Managing Quality for Innovation and Growth (5 credits)
4. Marketing Innovative ideas (10 credits)
5. Using Customer Relationship Management to Support Innovation and Growth (5 credits)
6. How Technology Contributes to Innovation and Growth (5 credits)
7. Contribute to Fostering a Culture for Innovation and Growth (5 credits)
8. Financial Planning to Support Business Cases (5 credits)
9. Background to Business (15 credits)

How will I be taught?

You will take part in:

- lectures
- group work
- discussions
- exercises and assignments
- independent study
- attendance at CIPD events

How will I be assessed?

You will be assessed through:

- Course work
- Oral questioning
- Portfolio of evidence
- Practical demonstration/assignment
- Practical examination

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