

Post-16 Outreach

Events to support your Careers Programme
and raise the aspirations of your learners

Introduction

This booklet has been carefully designed to show how our team can support your students. It outlines the range of activities we offer, along with examples of where we feel each activity can have the greatest impact and when it could coincide with students making important decisions about their next steps.

We offer a wide range of outreach activities designed to support young people to make informed and confident decisions about their **Post-16 options**, and to choose the pathway that is right for them.

Over the past four years, our team has developed engaging and supportive activities that help students explore their strengths, interests and future opportunities. Our aim is to give young people the knowledge and confidence to consider the different pathways available and identify the learning environment that may suit them best.

We work in partnership with schools to **complement existing careers provision and support the Gatsby Benchmarks**, helping students build their understanding of Further Education, qualification pathways, careers, and progression opportunities.

We recommend using assemblies as an introduction to post-16 options, KentChoices, and Open Days, **followed by** workshops where students can **engage more directly** with our team, ask questions and receive more personalised and impartial pathway guidance.

Meet the Team

Our aim is to support schools to equip young people with the knowledge, confidence and skills to make informed decisions about their future. We look forward to working alongside your school and supporting your students as they explore the opportunities available to them.

To get in touch with us or to book an activity, please contact
communityliaison@ekcgroup.ac.uk



Charlie Acaster
Schools and Events
Officer

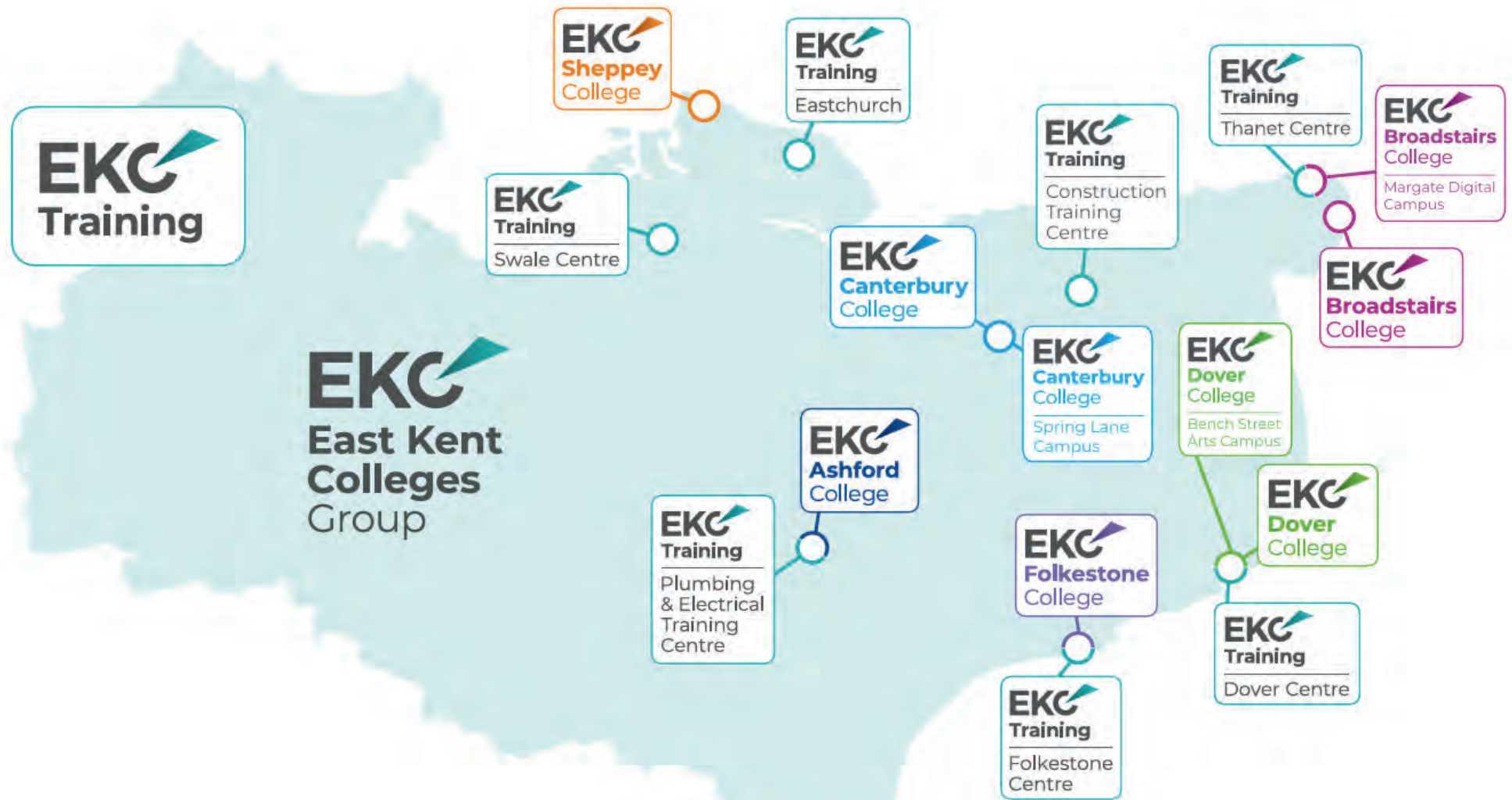


Juliette McGirr
Schools and Events
Officer



Kat Press
Schools and Events
Officer

Our Colleges and Training Sites



Our Open Days (26-27)

EKC Ashford College

- Thursday 19 November 2026
- Wednesday 27 January 2027
- Tuesday 4 May 2027

EKC Dover College

- Wednesday 18 November 2026
- Thursday 28 January 2027
- Thursday 29 April 2027

EKC Broadstairs College

- Tuesday 10 November 2026
- Wednesday 20 January 2027
- Wednesday 12 May 2027

EKC Folkestone College

- Thursday 26 November 2026
- Tuesday 26 January 2027
- Thursday 6 May 2027

EKC Broadstairs College Margate Digital Campus

- Wednesday 2 December 2026
- Wednesday 3 February 2027

EKC Sheppey College

- Tuesday 24 November 2026
- Tuesday 19 January 2027
- Tuesday 11 May 2027

EKC Canterbury College

- Tuesday 17 November 2026
- Wednesday 25 November 2026
- Thursday 21 January 2027
- Wednesday 28 April 2027

**To pre-register for an open day,
visit our website.
Our Open Days run from 4pm-7pm.**

Visitors can sign up on the night, however,
we recommend booking ahead.

Post-16 Outreach Activities

Workshops

Two-way
meaningful
interactions

Assemblies

Encounter
with FE

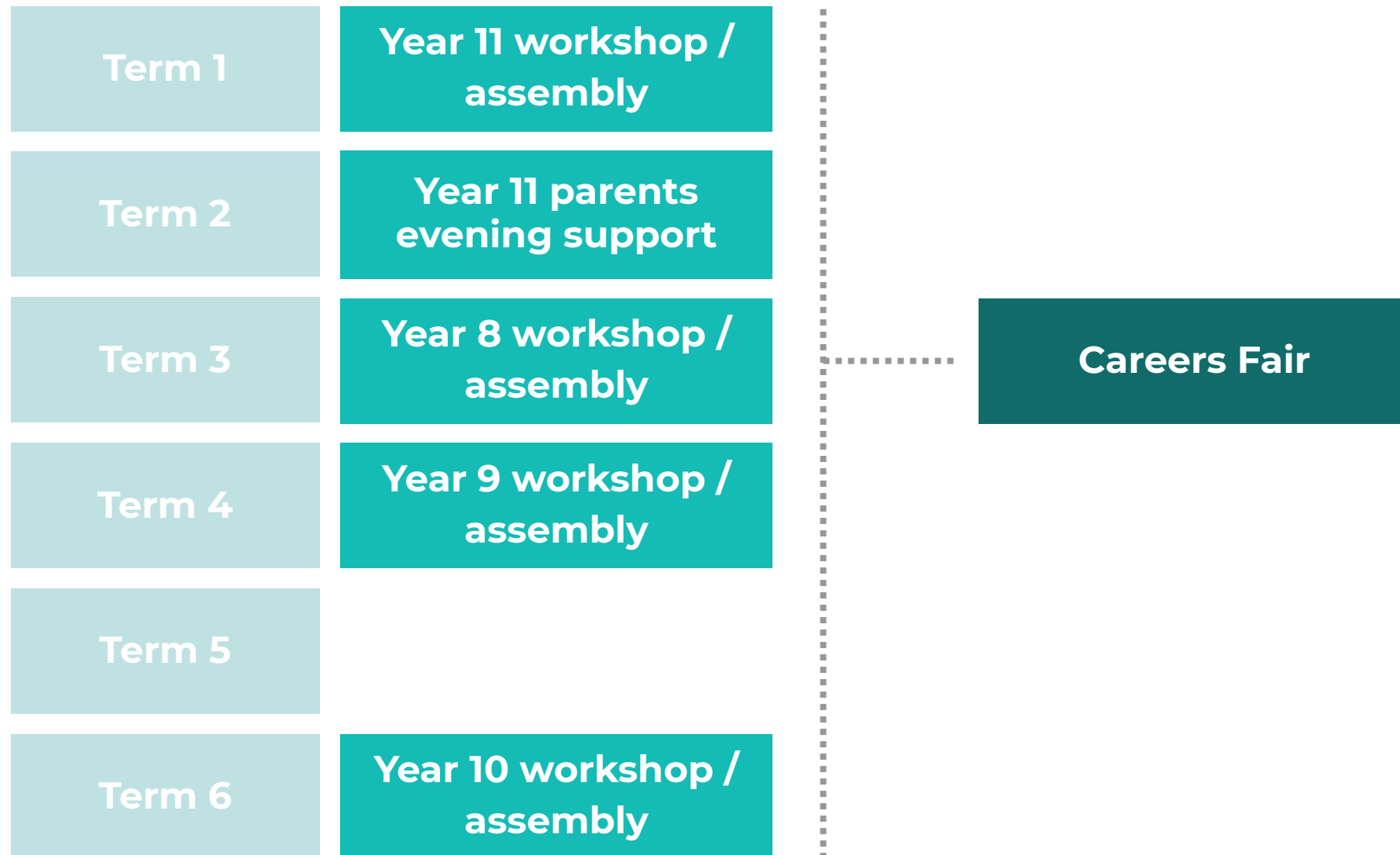
Exhibit at your Careers Fair

Supporting your
stable Careers
Programme

Parents Evening Support

Providing impartial
information on
progression
pathways

Example collaboration programme



Assemblies: overview



Our **interactive, impartial** assemblies explore pupils' options after GCSEs, introduce the **range of Post-16 qualifications** and **challenge misconceptions** through quizzes and Q&A. Pupils can ask questions throughout or as they leave.



We provide an **encounter with an FE provider** and can deliver multiple assemblies in one day for different year groups.



We deliver assemblies on the following themes:

- **Year 8 and 9: Understanding College**
- **Year 10: The Big College Quiz**
- **Year 11: Your Future, Your Choice**
- **T levels: The Next Level Qualification**

Duration: 20-35 minutes.
Staff to remain with classes.

Workshops: overview

We can host workshops with your learners (Years 8, 9, 10 and 11) to provide **meaningful, two-way interactions** to help **boost their confidence** and **employability skills**.

We follow this structure for each workshop to ensure they are **engaging** and **impactful**:

Introduction	We outline the session objectives and encourage students to contribute throughout.
Discussion	Students are presented with a question to discuss in their group and then share with the class.
Task	Time to complete the task, during which our staff circulate and engage in 1:1/group interactions with your students.
Reflection	Group presentations/class discussion depending on workshop.
Post-16 pathways	The level of information is tailored to the cohort, with a focus on raising aspirations and creating opportunities for Q+As.

Workshops: the details

We can host back-to-back workshops throughout your school day (e.g. five workshops in one day). For larger cohorts, we can facilitate multiple visits with enough notice.

Here is an overview for our workshops and required facilities, please check the following pages for further details ahead of booking:

Group size	20-30 students maximum.	Duration	60 minutes.
Room	Large classroom or hall (with tables and chairs).		
IT	Large screen for workshop presentation with HDMI/USB-C cable.		
Additional IT	For the <u>Year 11 workshop</u> , each student needs access to a laptop/chromebook. Students must register for a Canva account (free) with their school email ahead of the event date.		
Staff	1 member of school staff to remain in the room throughout the session to support with engagement and behaviour.		

Workshops: Year 8



Group size: 20-30 students max, working independently or in twos.

Duration: 60 minutes
(please allow time to set up before the first session and pack down after the last session of the day).

Room: large classroom, or hall with tables and chairs (for group work).

IT: large screen with HDMI/USB-C cable for our presentation.

Recommended booking date:
around the time that students are choosing their GCSE options.

Workshop overview:

Students respond to a design brief for a new shoe, then present their design to the class, explaining how it meets the brief. Alternatively, they can create a shoe based on their own ideas. Students work independently or in small groups collaboratively, each student will produce own work.

Workshops: Year 8 (outcome)

Learning objectives:

Understand how customer awareness, product development and design are used in business, and how a product progresses from an initial idea to a completed design.

- Identify the requirements, interest and preferences of specific customers
- Apply creative thinking to develop an original shoe design
- Present completed design and clearly explain the reasons behind design choices

Key skills:

- Interpreting information (Client brief)
- Creative thinking
- Time management/deadlines
- Working under pressure
- Decision making
- Speaking and listening skills



Workshops: Year 9



Group size: 20-30 students max, working in groups of four.

Duration: 60 minutes
(please allow time to set up before the first session and pack down after the last session of the day).

Room: large classroom, or hall with tables and chairs (for group work).

IT: large screen with HDMI/USB-C cable for our presentation.

Recommended booking date:
around the time that students are choosing their GCSE options.

Workshop overview:

Students are given a made-up film synopsis. In groups, they design the poster, costumes, and make-up on templates. They also style the hair for one of the characters on a Sally-head doll. Each group presents their project to the class.

Workshops: Year 9 (outcome)

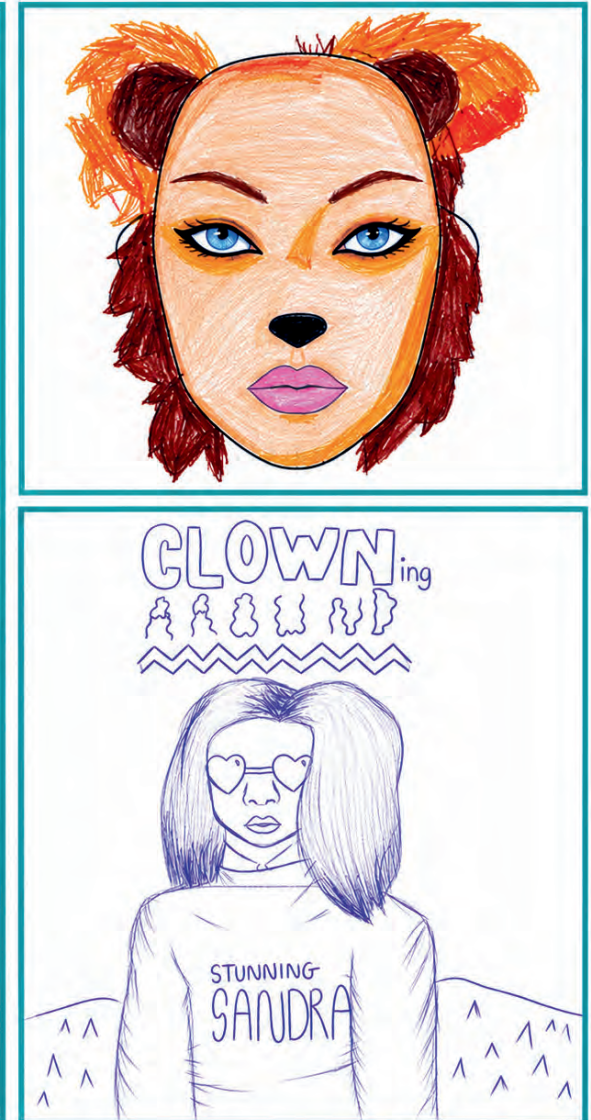
Learning objectives:

Understand how pre-production develops ideas before filming by interpreting a film brief. Groups will work together on key design areas, before presenting their final piece.

- Work collaboratively while taking individual responsibility for one part of a shared film concept
- Adapt ideas to create a consistent visual style across the group project
- Communicate regularly with the group, checking design elements

Key skills:

- Interpreting a creative brief and allocating design roles
- Sharing and developing ideas
- Planning and decision making
- Presenting, sharing ideas and concepts to an audience



Workshops: Year 10



Group size: 20-30 students max, groups of three.

Duration: 60 minutes
(please allow time to set up before the first session and pack down after the last session of the day).

Room: large classroom, or hall with tables and chairs, for group work.

IT: large screen with HDMI/USB-C cable for our presentation.

Recommended booking date:
Term 5 or 6, Year 11 progression/
Kent Choices introduction days.

Workshop overview:

Students complete a series of brainteasers designed to highlight their individual learning style and strengths ahead of their Post-16 options.

Tasks include: the Da Vinci Bridge challenge, Tangram puzzle, number and word puzzles.

Workshops: Year 10 (outcome)

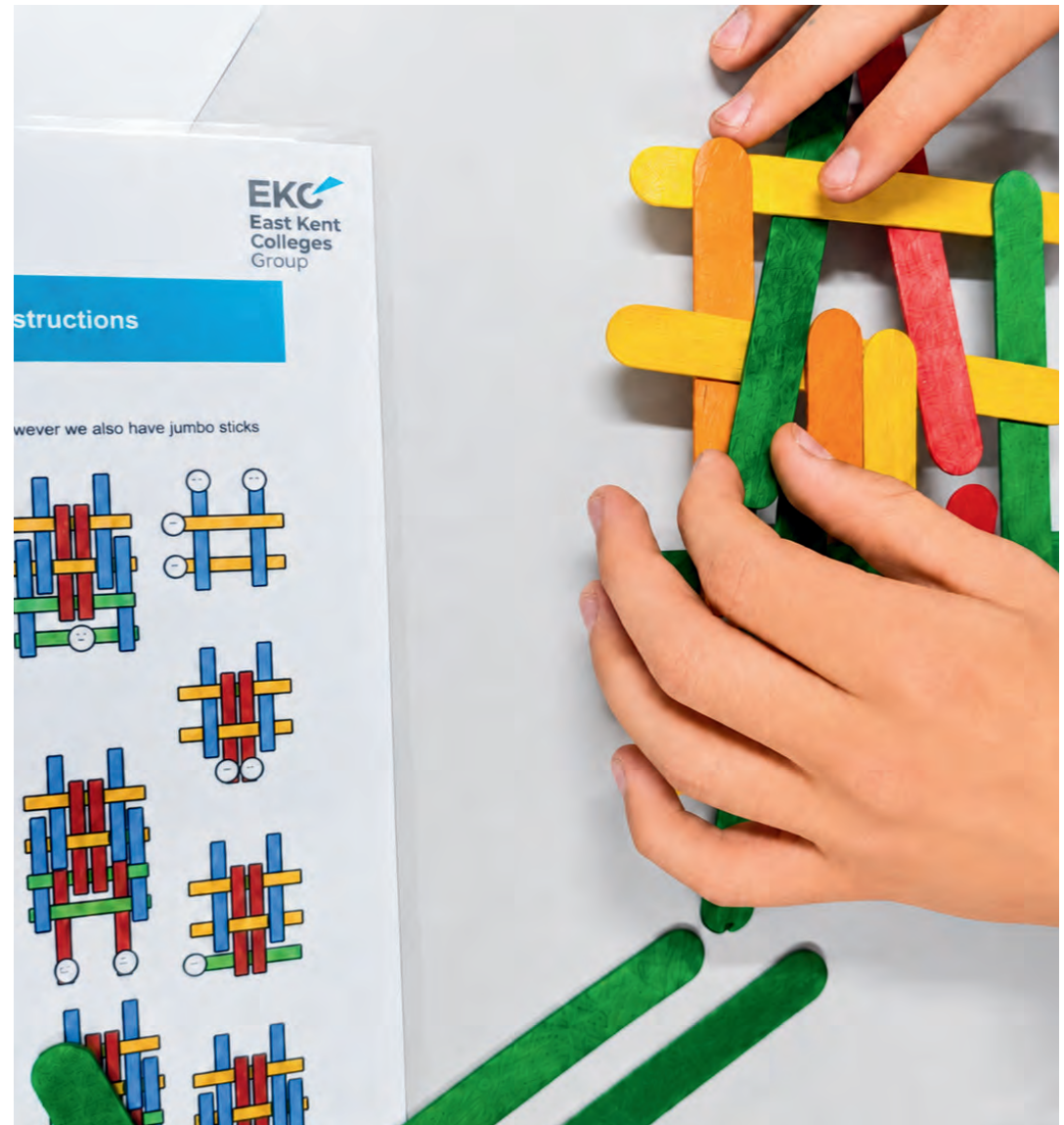
Learning objectives:

Recognise that individuals think, learn and solve problems in different ways.

- Identify own strengths and recognise skills and knowledge of others
- Demonstrate shared leadership
- Apply different approaches to logical, numerical, visual and practical problem solving
- Valuing different perspectives
- Developing perseverance when completing unfamiliar or challenging tasks

Key skills:

- Teamwork
- Communication
- Problem solving
- Critical thinking
- Logical reasoning
- Social and emotional competencies



Workshops: Year 11



Group size: 20-30 students max, working in groups of three.

Duration: 60 minutes
(please allow time to set up before the first session and pack down after the last session of the day).

Room: large classroom, group work.

IT: Each student needs access to a laptop with Canva downloaded. Large screen all devices can connect to for presentation.

Recommended booking date:
Term 1 or 2, around the time they receive their Kent Choices login.

Workshop overview:

In teams of three, students respond to a new product brief, such as food, clothing, games or sports equipment. They design a logo and create a marketing presentation using drawings, or design software such as Canva, before pitching their product to the class.

Workshops: Year 11 (outcome)

Learning objectives:

Understand how marketing and branding are used to create a product concept for a target audience, using design tools such as Canva.

- How a target audience influences product and branding decisions
- Make informed choices about product name, logo, tagline and USP
- Allocate roles and responsibilities effectively within a team
- Understand how pricing, cost and advertising contributes to the product

Key skills:

- Understanding product and brand development
- Persuasive communication
- Allocating roles and responsibilities
- IT skills and knowledge
- Engaging with an audience to sell

Branding & Logo Design

Product: A new hair styling product

Target audience: 18–25 year olds

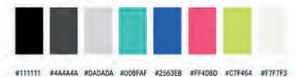
WAVR
STYLE YOUR WAY.

LOGO CONCEPT

WAVR captures movement, texture and individuality. The sharp, wave-inspired letterforms create a modern, confident mark that stands out.



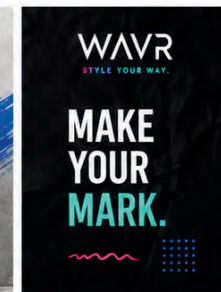
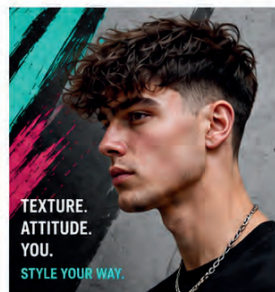
COLOUR PALETTE



BRAND KEYWORDS



GRAPHIC ELEMENTS



BE BOLD. BE YOU. STYLE YOUR WAY.

To book an event or find out more please contact:
communityliaison@ekcgroup.ac.uk

We look forward to hearing from you soon