

COMMUNICATION
TEAMBUILDING
PROBLEM SOLVING



Learning to Learn

Imaginative work-related learning & enterprise training for students

Overview

A practical programme designed to help students understand how they learn, how to recognise their own learning styles and give them hints and tips to help them learn more effectively.

The workings of the brain, neurons, connections and their importance to memory are all explained. Students identify how they are clever and through an appreciation of multiple intelligences, how this information is important to understanding their preferred learning style. Year group research enables aggregated multiple intelligences to be identified and students can then compare themselves to the rest of the year group. Summarised statistics are available for the school as a potential aid to identify movements over time.

The importance of making mistakes and setting learning goals are introduced and the whole programme augmented through lively quizzes, which reinforce the need for active listening. Practical tips on aids to learning are introduced including, sun diagrams, note brain trees and study brain trees and all are illustrated through imaginative practical examples. Experienced business professionals deliver this team-based programme which is supported by high quality audio visual material.

Student Year Groups

Years 7, 8, 9, 10, 11 will all benefit from this programme, with the content adjusted to meet the competence of each age group. (Up to 120 students per session)

Programme Duration & Options

Half Day (around 130 minutes for each session). Whole group covered in two sessions – AM and PM. Timings adjusted to fit school timetable. Giant Impact programmes offer flexibility to mix 'n' match programmes to suit individual needs. The modular design allows Learning to Learn to work particularly well with all other modules such as Job Application, Interview & Recruitment, Enterprise, Making Money Count, Practical Marketing, and Study for Work. All programmes can be tailored to meet individual needs.

Learning Outcomes

The programme gives students a practical appreciation of the processes involved in learning, how everyone is different with their own learning style and gives techniques to improve the learning process. The format involves competitive team challenges and is punctuated throughout with quizzes to encourage effective review and learning with each specific section. The programme is designed to deliver work related learning at KS4.

School Resources

Assembly or sports hall with small worktables and chairs. Small quantity of stationery. Data projector and screen. Three members of staff to support experienced presenters.



