

T LEVEL RESOURCE IMPROVEMENT PROJECTS (TRIPs)

FINAL OUTPUTS

Project Title: Return TRIP Up North

Lead Organisation: Middlesbrough College

Project start date: August 2021

Project finish date: March 2022

Description of the outputs

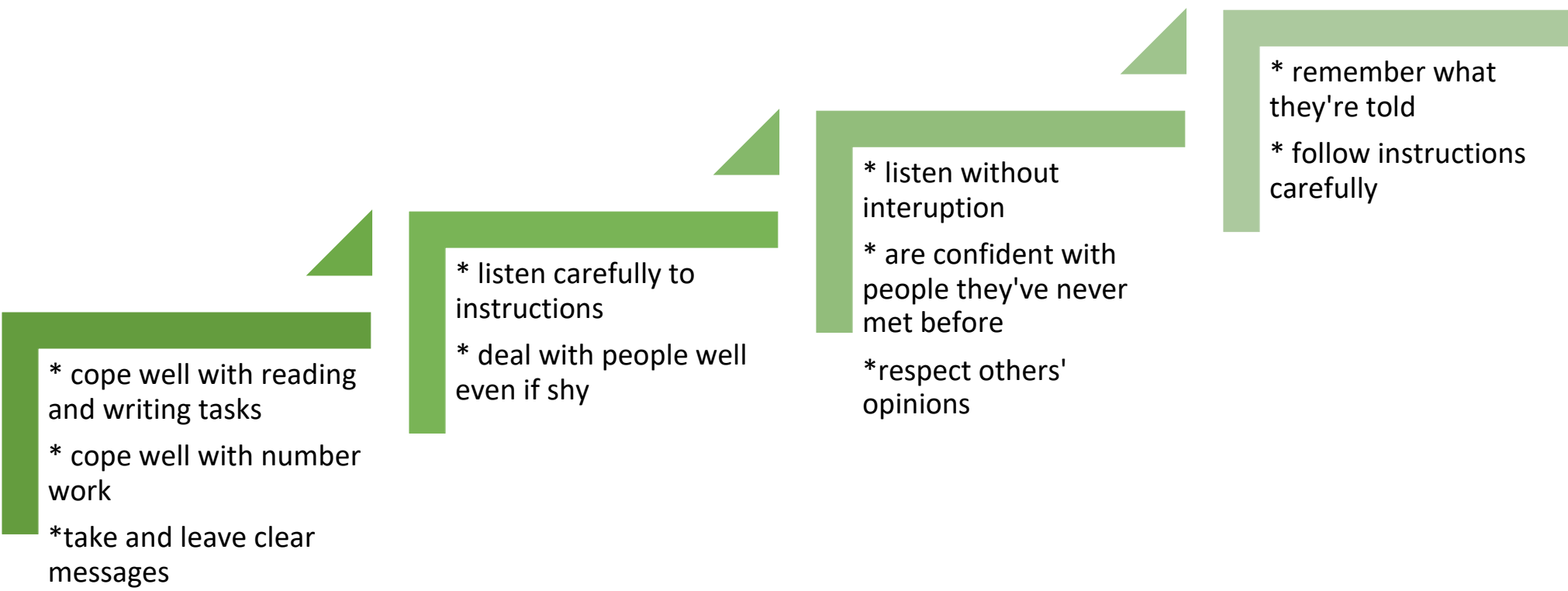
- Taxonomy of 'Employability Skills and Workplace Behaviours' - Digital sector responses.

Sector use

1. The Digital industry sector Taxonomy can be used by teachers to identify, design, structure and deliver activities to develop learners' workplace skills and general English, Maths and Digital competencies.
2. Teachers can design activities that meet individual criterion in each taxonomy or create more complex activities which tackle one or more taxonomic areas.
3. The taxonomies were created during the TRIP project following T Level learners' self-assessment, through an employer-led ranking exercise. Three digital services employers were asked rank the skills and behaviours attributed to learners as part of their self-assessment and were asked to rank them for their industry sector.
4. The Digital Industry Sector Taxonomies are the aggregated outcomes of the three employers' ranking. The four most frequently identified skills and behaviours are included.

Essential Employability Skills

All learners on work placement can ...

- 
- * cope well with reading and writing tasks
 - * cope well with number work
 - * take and leave clear messages

- * listen carefully to instructions
- * deal with people well even if shy

- * listen without interruption
- * are confident with people they've never met before
- * respect others' opinions

- * remember what they're told
- * follow instructions carefully

Essential Workplace Behaviours

All learners on work placement are ...

- * pleasant and polite
- * fit and healthy for work

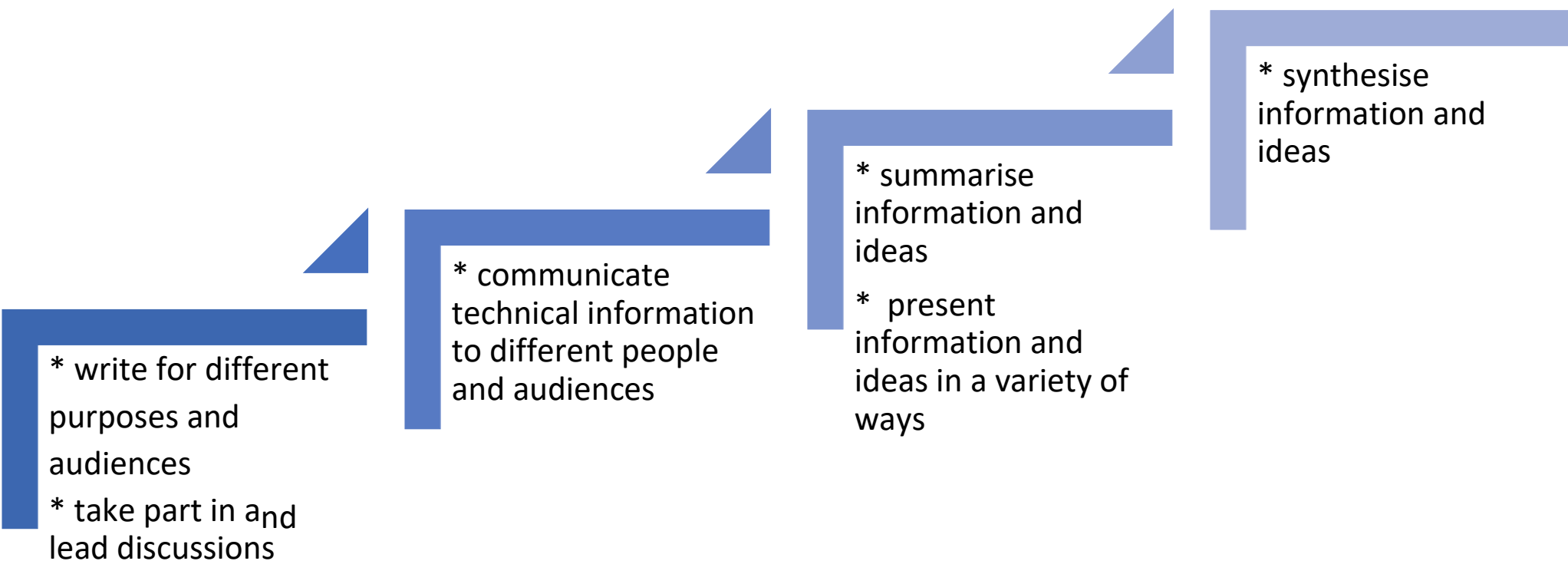
- * clean and tidy
- * punctual

- * take pride in their appearance
- * able to keep going when something is hard to do

- * able to work under pressure
- * able to make decisions quickly

Essential English competencies

All learners on work placement can ...



- * write for different purposes and audiences

- * take part in and lead discussions

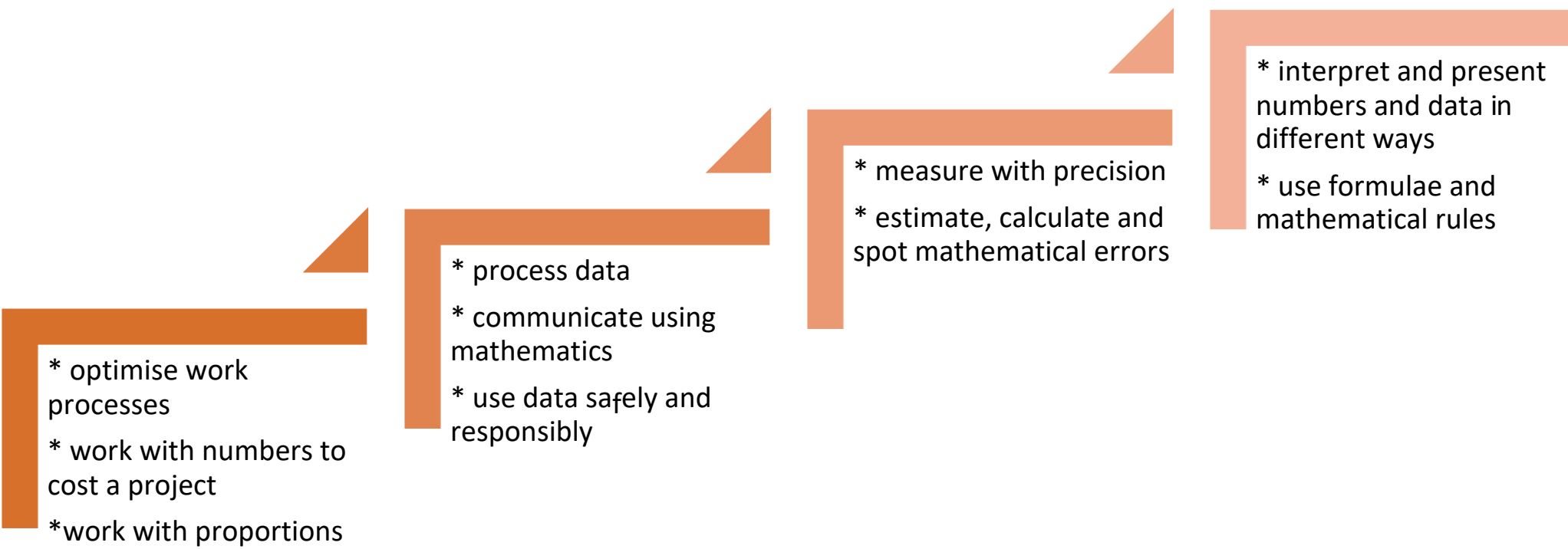
- * communicate technical information to different people and audiences

- * summarise information and ideas
- * present information and ideas in a variety of ways

- * synthesise information and ideas

Essential maths competencies

All learners on work placement can ...

- 
- * optimise work processes
 - * work with numbers to cost a project
 - * work with proportions

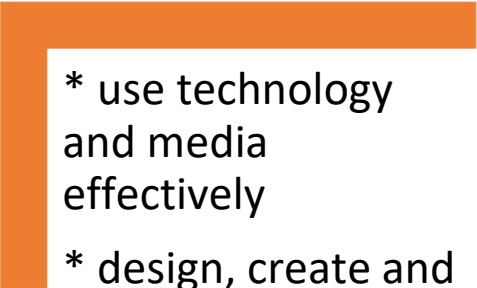
- * process data
- * communicate using mathematics
- * use data safely and responsibly

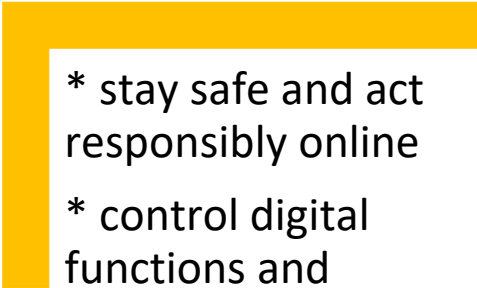
- * measure with precision
- * estimate, calculate and spot mathematical errors

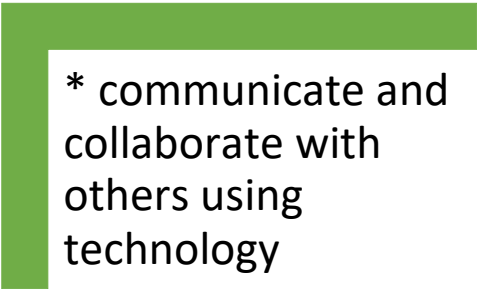
- * interpret and present numbers and data in different ways
- * use formulae and mathematical rules

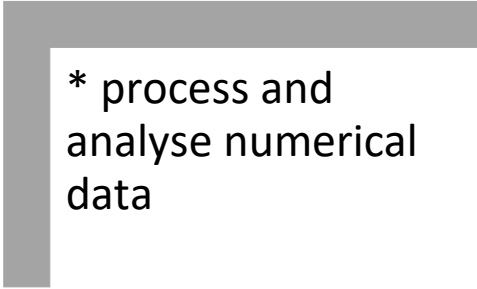
Essential Digital competencies

All learners on work placement can ...

- 
- * use technology and media effectively
 - * design, create and edit documents and digital media

- 
- * stay safe and act responsibly online
 - * control digital functions and equipment

- 
- * communicate and collaborate with others using technology

- 
- * process and analyse numerical data

Engineering Responses