Liverpool City Region Careers Hub



To help every young person find their best step









Community of Practice Term 3

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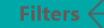
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Discussion

- **Quality Review**
- Gatsby 10 Years Statutory guidance May 2025
- **Careers Impact Review**
- Modern Work Experience equalex pilot
- LCR Employer Network new membership
- LCR Careers Hub Conference 4 July 2025

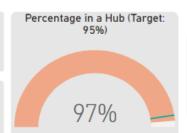
Hub Overview Dashboard | Overview



No. Eligible Schools 147

No. Schools in Hub

143



Current Academic Year FSQ No. of No. of Students Institutions 26 3950

Upgraded to Compass+ 85.0%

% FSQ Completions >=

LIVERPOOL

CITY REGION

10.5%

Current EAs

% Institutions Matched this Academic Year (1-2-1 or Agile)

111

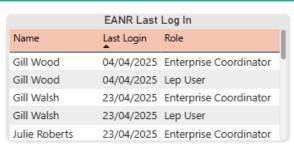
73.4%

% Institutions Matched this Academic Year (1-2-1)

73.4%

% Institutions Matched this Academic Year (Agile)

(Blank)





	BM Achievement by Institution Type				
	Current CEC Type	Average BM Achieved	BM5 Achievement	BM6 Achievement	
	AP	6.3	87.5%	62.5%	
	Mainstream	6.1	90.0%	71.1%	
	Post 16	6.4	90.0%	100.0%	
	SEND	6.8	84.4%	84.4%	
	Total	6.3	88.6%	75.7%	

Floor Targets				
Floor Target Status	Institutions	% Insitutions		
Achieving	136	95.1%		
Failing	7	4.9%		
Total	143	100.0%		
National Average - Number of BM Achieved	Requir	chmarks red to reach target		

5.9

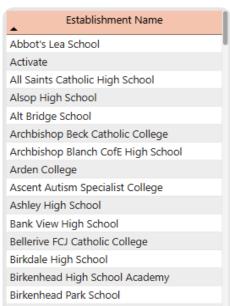
Number of BMs Achieved				
BMs	Institutions	%		
1	1	1%		
2	3	2%		
3	8	6%		
4	12	9%		
5	13	9%		
6	29	21%		
7	32	23%		
8	42	30%		

	BM Achieve	ment by FSM Qua	ent by FSM Quartile			
Quartile •	Average BM Achieved	BM5 Achievement	BM6 Achievement			
1	6.1	89.5%	68.4%			
2	6.6	94.7%	84.2%			
3	6.1	86.4%	77.3%			
4	6.3	88.1%	69.5%			
Total	6.3	89.1%	73.1%			

Ouartile 1 = Lowest levels of FSM Quartile 4 = Highest levels of FSM FSM quartiles only include institutions with FSM

				Benchma	ark Performar	nce			
	Achievement	Benchmark 1	Benchmark 2	Benchmark 3	Benchmark 4	Benchmark 5	Benchmark 6	Benchmark 7	Benchmark 8
	Achieved	74.3%	88.6%	65.0%	85.0%	88.6%	75.7%	62.9%	87.1%
	Not Achieved	0.0%	0.0%	0.0%	0.0%	0.0%	1.4%	0.0%	2.1%
	Partially Achieved	25.7%	11.4%	35.0%	15.0%	11.4%	22.9%	37.1%	10.7%
_	Achievement	Benchmark 1	Benchmark 2	Benchmark 3	Benchmark 4	Benchmark 5	Benchmark 6	Benchmark 7	Benchmark 8
	National Average	68.2%	85.0%	60.6%	81.6%	86.3%	72.9%	58.8%	77.7%
		Benchmark 1 Quartile	Benchmark 2 Quartile	Benchmark 3 Quartile	Benchmark 4 Quartile	Benchmark : Quartile	5 Benchmark 6 Quartile	Benchmark 7 Quartile	7 Benchmark 8 Quartile
		2	2	2	1	2	2	2	1















Gatsby update

Compass questions

Internal Leadership Reviews



- Awaiting statutory guidance to be issued early May 2025
- Definition of BM6
- Careers Hub website updated
- Compass evaluation has been updated to include four new questions in support of the Government's ambition to provide two weeks' worth of work experience for every young person, aligned with Gatsby Benchmark 6.

As a reminder, these additional questions are not scored but will provide insight nationally and locally to direct support.

ILR – completed 32 so far



The four supplementary questions are:

- 1. Approximately what proportion of pupils have accessed a variety of meaningful workplace experiences by the end of KS3 totalling:
- 2. Approximately what proportion of FSM pupils have accessed a variety of meaningful workplace experiences by the end of KS3 totalling:
- 3. Approximately what proportion of pupils have accessed a variety of meaningful work placements by the end of KS4 totalling:
- 4. Approximately what proportion of FSM pupils have accessed a variety of meaningful workplace experiences by the end of KS4 totalling:

Response options for all four questions are:

- None
- A few (1-25%)
- Some (26-50%)
- Most (51-75%)
- Overwhelming majority (76-90%)
- Almost All (91-99%)
- All (100%)
- Don't know

Good career guidance the next 10 years

A meaningful experience will:

- have a clear purpose, which is shared with the employer and the young person
- be underpinned by learning outcomes that are appropriate to the needs of the young person
- involve extensive two-way interactions between the young person and employees
- include opportunities for young people to meet a range of different people from the workplace
- include opportunities for young people to perform a task set by the employer or to produce a piece of work relevant to that workplace
- include the employer providing feedback to the young person about their work
- be followed by opportunities for the young person to reflect on the insights, knowledge or skills gained through their experience





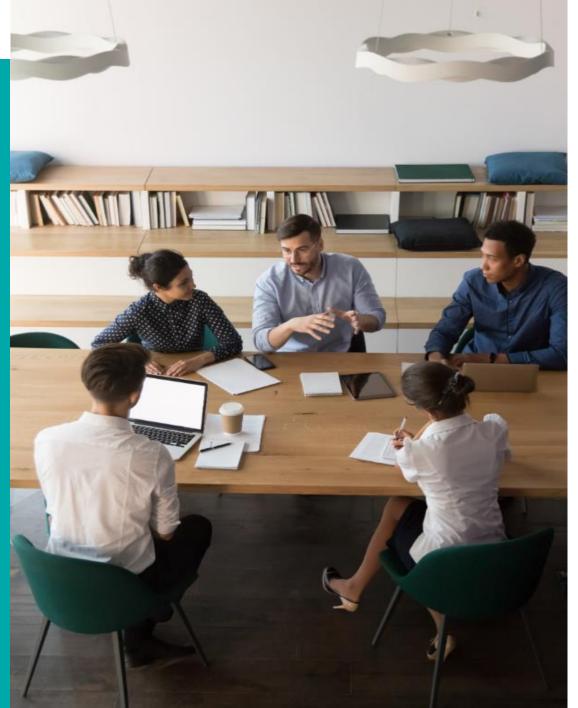




A quality first approach to workplace experiences

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- Young people don't get enough experiences what they do get is inequitable and varies in quality
- Traditional models of work experience often do not reflect modern work practices or offer opportunities for skill development
- 3. Young people traditionally undertake work experience after making options choices; this may be too late
- 4. Schools recognise the potential drawbacks of running blocked work experience but are faced with many barriers
- 5. Planned intent, learning outcomes and evidenced application of knowledge, skills and behaviours is rare
- 6. Employer capacity to engage with work experience is limited there are not enough opportunities in the system

The Government's vision for work experience



- Ambition to deliver two weeks' worth of work experience for every young person- with a focus on multiple, targeted and variable workplace experiences, totalling 10 days.
- Expect work experience to be pivotal in improving work readiness and employability
- Experiences should be aspirational and inspirational, employer-led, first hand and active (two-way employer-pupil interaction).

Expecting this to be broken down into a weeks' worth in year 7-9 and a further weeks' worth in year 10 or 11.

- Years 7-9 Multiple and varied employer-led activities (individual or group, supplementing in-person with hybrid or virtual experiences where this can add value) to explore different industries and occupations, in line with Gatsby Benchmark 6.
- Year 10-11 work experience placement(s) totalling one weeks' worth, in an industry matched to young people's interests and career aspirations. This should allow pupils to experience a real working environment and begin to develop work-based skills and behaviours.







What is modern work experience?

A programme of modern work experience should:

- Prioritise young people who are missing out and provide targeted support
- Include experiences that are employer-led in their design
- Enable meaningful relationships between the employer and young person

- Start early, allowing access to multiple, different industries and occupations
- Be underpinned by learning outcomes, to ensure a progressive high-quality approach
- Offer meaningful experiences as defined in updated Gatsby Benchmark 6











The solution to modern work experience

Developed by The Careers & Enterprise Company and supported by Careers Hubs, the equalex approach offers:

- A framework of structured learning outcomes to raise the quality of work experience for learners
- A multi-year, multi-experience model supported by the curriculum and accessible to ALL learners
- A tiered approach providing a structure offering breadth and depth of workplace experiences



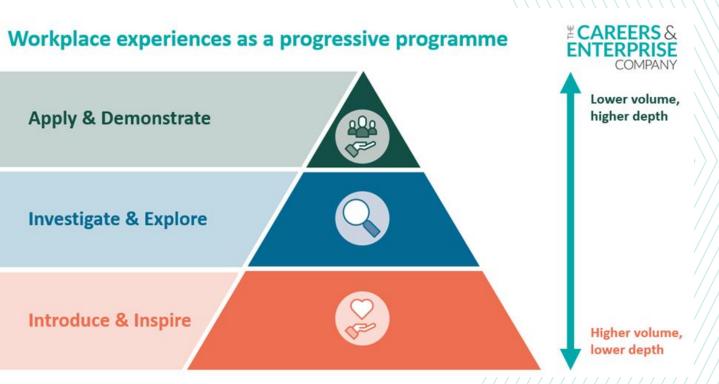






Ensuring the quality of meaningful, multiple, and progressive workplace experiences















Why take a progressive approach?



Traditional

equalex

Year 7 Year 8

Work Experience

Year 10 Year 11

11 Post-16

Work

Experience



Progressive programme of workplace experiences

Year 9



Introduce & Inspire



Investigate & Explore











Apply & Demonstrate

What could this look like for Sam?





Region CAREERS HUB COMPANY

Year 8

English trip to BBC (1 day)

In school project for BBC Young Journalist

Competition – Applied literacy & oracy skills

(1 day)

Year 10

3 days x workplace exploration, 2+ x employers (e.g. KPMG or Herts model)



Year 11

2 days x 1 employer in targeted sector

Т3

Learner 1

Year 7

3 x virtual sector visits (1 day)

Plus

1 x community-based project day e.g. Army (1 day)

T2

Year 9

3 x half day industry visits in groups of 8 (1.5 days)

Plus

Physics trip to Jodrell Bank (1 day)

Т3

Learner 1 experiences:

- KS3 5.5 days, KS4 5 days =
 TOTALLING 10 DAYS
- 3+ sectors
- 9+ employers

Two+ week's worth

Multiple, progressive high-quality

Equalex tiers:

- T1 Introduce & Inspire
- T2 Investigate & Explore
- T3 Apply & Demonstrate

What are we trying to prove



- That multiple, progressive workplace experiences are purposeful and impactful pre-16
- That modern experience delivered via equalex is the policy solution
- That learning outcomes raise quality
- That Careers Hubs are efficient and effective coordinators





