

## Destination Rail: Stations to Success Supports Career Related Learning



**90-180**  
learners



**KS**  
3 or 4



**Full Day**

**Destination Rail is a career related learning day that is specifically designed to enthuse young people into future careers in the rail industry.** This workshop is designed for keystage 3 and 4 and is particularly popular with year 9 learners.

Throughout the day learners will rotate around 3 or 4 different interactive workshops, led by our team of education communicators. These workshops include three single lesson workshops (45-60 minutes each) and one extended enterprise challenge activity (2-3hrs).

### The sessions include:

- Thinking about the different routes into a career in rail and understanding the local significance of the rail industry in past and future innovation through a competitive quiz using Qwizdom® handsets (**Careers Station**).
- Recognising and developing transferable skills, including communication skills through a hands-on game using VEX® robots. (**Skills Station**).
- Working in teams to design a new app for the rail industry (**Innovation Station**).
- Plan, cost and present a blueprint for a new station (**Enterprise Station**).

### Aim:

By the end of this activity students will:

- Understand the range of careers within the rail industry and the different routes available.
- Take part in hands-on challenges to develop transferable skills.
- Use innovation and creativity to be practical problem solvers and present their own designs.
- Develop essential skills of teamwork, creativity, problem solving, aiming high and speaking.
- Where possible they will also meet an employer ambassador.

### Content:

#### Careers Station (45-60 minutes)

1. Introduction to the rail industry in Britain and the world, including history and recent innovations.
2. Learners then identify which jobs they believe are linked to the rail industry before a discussion around these and a short video highlighting the different careers.
3. Learners then take part in an interactive quiz using Qwizdom® handsets where they test their knowledge of the rail industry and its careers and pathways.

#### Skills Station (45-60 minutes)

1. The session begins with a discussion around transferable and non-transferable skills.
2. The learners are then challenged to a simple communication challenge to highlight the different ways we communicate.
3. Learners are then split into teams where they compete to score the most points in a robot challenge. Team members take on the roles of driver (blindfolded), controller and interferes. This activity highlights the importance of clear communication and why this is important both in railways and in real life.

#### Innovation Station (45-60 minutes)

1. Introduction to innovation within the rail industry and what we mean by innovation.
2. Learners then work in teams to design a new app for different users and professionals in the rail sector.
3. The session concludes with teams presenting their ideas back to the class.

## Destination Rail: Stations to Success

Helps link learning to careers and the real world.

[www.learnbydesign.co.uk/destination-rail](http://www.learnbydesign.co.uk/destination-rail)



### Enterprise Station (2-3hrs)

1. The session begins with a quick game of career articulate where learners must describe as many rail jobs as possible.
2. The first section of the workshop focuses on finance.
  - a. Learners take part in a higher or lower challenge around different costs within the rail industry.
  - b. This is followed by a short quiz, highlighting key terms of budget, expenditure and income.
3. The second section of the workshop focuses on presentation skills.
  - a. Learners take part in a do and don't activity around presentation skills to give them tips for later in the workshop.
  - b. They then work in a team to recognise what good presentations look like and to identify their own teams' strengths.
4. The longest section of the workshop is then the over station design. Teams are set a budget and must decide what features their station will have, whilst designing the station blueprint on grided paper. If time, some teams may also create a station render (drawing to visualise the station).
5. The session concludes with the team presenting their stations, design considerations and costs.

### Gatsby Benchmarks:

- Learning from career and labour market information (2).
- Linking curriculum learning to careers (4).
- Encounters with employers (5) – we can facilitate a career ambassador joining the day.

### Why Choose Learn by Design?

We have been delivering workshops into schools since 1995 and have a team of Education Communicators with a range of scientific and educational backgrounds. We can involve ambassadors into the day if requested.

### For further learning this activity goes well with:

- [STEM Day](#)
- [Green Drive workshop](#)

### Curriculum Links:

- **English:** giving short speeches and presentations, expressing their own ideas and keeping to the point.
- **Design and Technology:**
  - Develop specifications to inform the design of innovative, functional, appealing products that respond to needs in a variety of situations.
  - Understand developments in design and technology, its impact on individuals, society and the environment, and the responsibilities of designers, engineers and technologists.
- **Citizenship:**
  - The functions and uses of money, the importance and practice of budgeting, and managing risk.
  - Income and expenditure, credit and debt, insurance, savings and pensions, financial products and services, and how public money is raised and spent.

### Logistics and planning:

The sessions are designed to support classes rotating through the activities. Each session is designed for around 30 learners, with the Enterprise Station session designed for up to 60 learners.

**Station to Success days usually target 90-180 learners in total.**

We ask that a teacher is always present throughout the activities, to support learner engagement and manage behaviour.

### Set up requirements:

Session	Space	IT and Power
Skills Station	Large classroom or hall - furniture moved to sides	Power, projector and screen
Career Station	Classroom	Projector and screen
Innovation Station	Classroom	Projector and screen
Enterprise Station	Classroom	Projector and screen