EVERFI

Endeavour

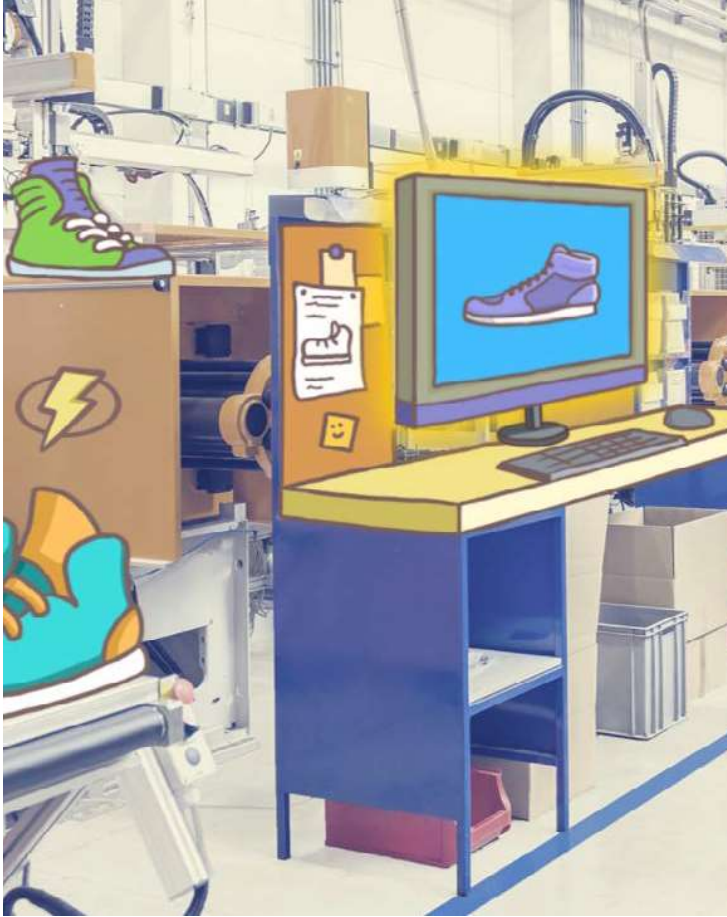**Recommended age range:**
Ages 11-15

Time required:
2.5 to 5 hours,
depending on options selectedd

Subject fit:
Careers, Employability Skills, Science,
Design & Technology, Computing/ICT,
Digital Skills/ Literacy, Mathematics

Full curriculum links for all UK curricula are
provided in the PowerPoint presentations.

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*From a teacher's perspective,
the course is ideal. It can be run by
non-specialists and teaching assistants
across multiple classrooms. It is
modular and so fits well into the school
week. The instructions are easy to
follow and students have no problem
in taking the course unaided.*

STEM (science, technology, engineering and maths)
is all around us, from the data-driven decisions of
the business world, to the automation of
manufacturing or the predictive algorithms that
mould to our digital footprint.

That's why it's important to build a STEM-literate
generation, and empower students with the
knowledge and skills to take advantage of the
opportunities afforded by STEM in their future
career endeavours.

About this course

Endeavour is a first-of-its-kind interactive STEM career
exploration programme designed to meet students
where the ground for STEM career exploration is most
fertile: ages 11-15.

Endeavour feeds the curiosity of students already
interested in STEM and those who do not self-identify
as a 'STEM type' by providing real-world context and
content to help them leverage their skills in a STEM
career. The course has been designed in partnership
with teachers and subject experts, and needs minimal
preparation: all the subject knowledge you need is
built in.

The course has been adapted for the UK by specialist
teachers after achieving wide acclaim in the US and
Canada, where more than half a million students have
taken it over the last three years. The course is linked
to careers and national curricula in Science, Maths,
Design and Technology, PSHE and Personal
Development curriculum.

Visit **everfiteachers.co.uk/get-started** to find out
how to access this free course.

Flexible delivery options

Total time required

Four 30-minute modules

Modules

Module 1
Game development studio. Students learn the game design process using the best practices in software development.

Module 2
Home of the future. Students explore the world to come by calibrating a connected home.

Module 2
Perfect playlist. As curation engineers at a music software company, students analyse content and user data to determine a perfect playlist.

Module 3
Designing the ultimate prototype. Students explore advanced manufacturing techniques by designing and prototyping their own custom sneaker.

Get started today!

Visit **everfiteachers.co.uk/get-started** to find out how to access Endeavour with your students.

Always Free

EVERFI helps teachers and schools bring real-world skills to students. Thanks to our partners, we provide our digital platform and courses at no cost to schools.

everfiteachers.co.uk

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