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YORK
ST JOHN
UNIVERSITY



Student Recruitment and Widening Participation activity menu

Supporting aspirations and
transition to Higher Education

INTRODUCTION

Hello! I am very pleased to be able to share our new Student Recruitment and Widening Participation (SRWP) activity menu with you. As a former Careers Professional, I know how difficult it can be to produce and implement a quality careers offer. You want to be able to offer something that:

- Meets benchmarks
- Caters to your students' needs
- Includes visits to employers and universities
- Welcomes guest speakers.

Most of all, something that is engaging. This can be a tough task. That is why we have produced this menu, we want to support you as best we can. My aim is for us to be your 'go-to' Higher Education Institution (HEI). We will provide you with quality and impartial university-related Careers Education, Information, Advice and Guidance (CEIAG).

The menu lists our presentations, games and activities. Each of them have details relating to age range and outcomes. These have been mapped to Gatsby and NERUPI. You can meet your own needs with the tools we have provided.

I hope that it is of use to you and that we have at least one suggestion that works for your offer. We are also able to plan or deliver sessions not listed in the menu, should you have a specific request.

Our team has a wealth of experience of working in and for primary Schools, secondary schools, colleges, universities and charities. You will find us to be positive,

personable and accommodating. You will never get the hard sell. We want students to come to York St John University and we believe that we have an excellent offer for most students. Most importantly, we want students to continue their education or enter the world of employment wherever is best for them. We want your students to make the right decision for them, decisions based on good CEIAG – and we want to be a part of that! Get in touch with us, you will find our details on the back page of this menu. If you would like to contact me directly, please do not hesitate.

I hope that we can work together soon.



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Games and Activities

Introducing university to students	
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Debating

Various topics	14
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Ice Breakers

Various topics	14
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MATRIX OF ALL ACTIVITIES

PRESENTATIONS	Y6	Y7	Y8	Y9	Y10	Y11	Y12	Y13	Pg
Introduction to Higher Education	●	●	●	●	●	●			6
Personal statements						●	●	●	6
GCSE options and post-16 choices			●	●	●	●	●		7
Introduction to York St John University	●	●	●	●	●	●	●	●	7
Student life	●	●	●	●	●	●	●	●	7
Parents and carers	-	-	-	-	-	-	-	-	8
Student Finance					●	●	●	●	8
Transition to university							●	●	8
UCAS process							●	●	9
Employability skills						●	●	●	9
Revision	●	●	●	●	●	●			9
Academic skills							●	●	10

GAMES AND ACTIVITIES	Y6	Y7	Y8	Y9	Y10	Y11	Y12	Y13	Pg
Introduction to Higher Education									
University jargon busters		●	●	●	●	●	●		10
Course bingo	●	●	●						10
Washing line	●	●	●						11
A-z university courses			●	●	●	●			11
Campus tour activities									
Campus Tour eye spy	●	●	●	●	●				11
Campus Tour quiz pre-16	●	●	●	●	●				12
Finance games									
Match the statements				●	●	●	●		12
Taste challenge				●	●	●			12
Create your own...									
Degree		●	●	●	●	●	●		13
Sports and societies	●	●	●	●	●	●	●		13



NERUPI stands for Network for Evaluation and Researching University Participation Interventions. We use this framework to underpin the design of our activities and enable us to clearly define their aims and outcomes. This framework works for all age groups and provides a common language for us to share with schools and colleges (NERUPI, 2021). The five NERUPI pillars are detailed below and are indicated against each presentation and game and activity which meets it alongside the Gatsby benchmark.



Know – Develop students' knowledge and awareness of the benefits of higher education and graduate employment.



Choose – Develop students' capacity to navigate the Higher Education and graduate employment sectors and make informed choices.



Practice – Develop students' study skills, capacity for academic attainment, and successful graduate progression.



Become – Develop students' confidence and resilience to negotiate the challenges of university life and graduate progression.



Understand – Develop students' understanding by contextualising subject knowledge and supporting attainment raising.

Presentations

Introduction to Higher Education

This presentation introduces students to Higher Education. It covers:

- Why go to university?
- What can you study?
- Who goes to university?
- Where can you go?
- Costs and Student Finance
- Extracurricular activities at university
- About YSJ
- Accommodation
- Student Support and Graduation

Age Range

Younger Years (Year 6/7/8)
Older Years (Year 9/10/11)

Outcomes



Personal statements

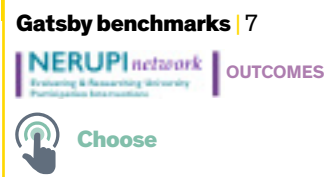
This presentation covers:

- UCAS
- Your UCAS application
- What a personal statement is
- What to include
- How to structure it
- How to research for it and
- Personal statement faqs

Age Range

Year 11/12/13

Outcomes



GCSE options

post-16 choices

This presentation covers:

- Why Higher Education?
- What your options are
- What to consider when choosing GCSEs
- What to consider when looking at universities
- What to consider when picking a course
- Apprenticeships

Age Range

Younger Years (Year 8/9)
Older Years (Year 10/11/12)

Outcomes



Introduction to York St John University

This presentation covers:

- Our mission
- Our location
- Entry requirements
- Costs
- Our facilities
- Student Support
- Accommodation

Age Range

Younger Years (pre-16)
Older Years (post-16)

Outcomes



Student life

This presentation introduces students to Higher Education. It covers:

- Moving in
- Accommodation
- Students Union, societies and sports clubs
- Freshers' Fair
- Age appropriate content
- Includes questions for Student Ambassadors to answer

Age Range

Younger Years (pre-16)
Older Years (post-16)

Outcomes



Parents and carers

This presentation covers:

- Admissions
- Student funding
- Student Support
- Careers, placements and opportunities
- Time for a Student Ambassador to talk about their student experience

Age Range

Parents and carers

Student Finance

This presentation covers:

- What Student Finance is
- The different loans
- How the payment scheme works
- Payment amounts
- The repayments scheme figures for 2021/22 entry

Age Range

Year 10/11/12/13

Outcomes

Gatsby benchmarks | 7

NERUPI network | OUTCOMES
Evaluating & Resourcing University Participation Initiatives



Choose

Transition to university

This presentation covers:

- What you should bring to university
- Arrival Weekend
- Freshers' Week
- Student Support

Age Range

Year 12/13

Outcomes

Gatsby benchmarks | 7

NERUPI network | OUTCOMES
Evaluating & Resourcing University Participation Initiatives



Become

UCAS process

This presentation covers:

- What UCAS is
- The process
- Hints and tips for personal statements
- Importance of Open Days
- How to make the most of an Open Day

Age Range

Year 12/13

Outcomes

Gatsby benchmarks | 7

NERUPI network
Evaluating & Resourcing University Participation Initiatives



Know



Choose

Employability skills

This presentation covers:

- What employable skills are
- What employers are looking for
- Benefits of university
- How university can help you
- Skill requirements for particular jobs
- Gaining and developing transferable skills

Age Range

Year 11/12/13

Outcomes

Gatsby benchmarks | 2, 4, 7

NERUPI network | OUTCOMES
Evaluating & Resourcing University Participation Initiatives



Know



Practice

Revision

This presentation covers:

- Different revision styles
- Different learning techniques
- Hints and tips on how to revise well
- Short practical activities to try different learning and revision styles

Age Range

Younger Years (pre-16)

Outcomes

Gatsby benchmarks | 7

NERUPI network | OUTCOMES
Evaluating & Resourcing University Participation Initiatives



Practice

Academic skills

This presentation covers:

- What academic skills are used at university
- Academic writing
- Referencing

Age Range

Older Years (post-16)

Outcomes

Gatsby benchmarks | 7

NERUPI network | OUTCOMES
Evaluating & Resourcing University Participation Initiatives



Practice



Become

Games and Activities

Introducing university to students

University jargon busters

A match up activity that engages students in small groups to pair up key words with the definition.

Age Range

Year 7 - 12

Outcomes

Gatsby benchmarks | 7

NERUPI network | OUTCOMES
Evaluating & Resourcing University
Participation Initiatives



Course bingo

Introduces potential career paths and courses available to study in a fun and engaging way.

Age Range

Year 6 - 8

Outcomes

Gatsby benchmarks | 7

NERUPI network | OUTCOMES
Evaluating & Resourcing University
Participation Initiatives



Washing line

An exciting activity to get pupils asking questions to our Student Ambassadors.

Age Range

Year 6 - 8

Outcomes

Gatsby benchmarks | 7

NERUPI network | OUTCOMES
Evaluating & Resourcing University
Participation Initiatives



A – Z university courses

Students work together in small teams to identify a university course beginning with each letter of the alphabet.

Age Range

Year 8 - 11

Outcomes

Gatsby benchmarks | 7

NERUPI network | OUTCOMES
Evaluating & Resourcing University
Participation Initiatives



Campus Tour activities

Campus Tour eye spy

A fun and engaging activity for students to listen and engage with whilst on a campus tour.

Age Range

Year 6 - 10

Outcomes

Gatsby benchmarks | 7

NERUPI network | OUTCOMES
Evaluating & Resourcing University
Participation Initiatives



Campus Tour quiz pre-16

A fun and engaging activity for students to listen and engage with whilst on a campus tour.

Age Range

Year 6 - 10

Outcomes

Gatsby benchmarks | 5, 6, 7

NERUPI network | OUTCOMES
Evaluating & Resourcing University
Participation Initiatives



Games and Activities

Finance games

Match the statements

A match up activity that engages students in small groups to pair up key Student Finance words and terms with the definition.

Age Range

Year 9 - 12

Outcomes

Gatsby benchmarks | 7

NERUPI network | OUTCOMES
Enhancing & Rewarding diversity
Promoting excellence



Know



Understand



Practice

Taste challenge

A fun activity that focuses on areas of budgeting and priorities. Students will be invited to try branded and budget versions of some foods to see if they can tell the difference.

Age Range

Year 9 - 11

Outcomes

Gatsby benchmarks | 7

NERUPI network | OUTCOMES
Enhancing & Rewarding diversity
Promoting excellence



Know



Understand

Create your own...

Degree

Design your own degree! Come up with a title, topics, trips and extra opportunities available, plus skills and graduate options.

Age Range

Year 7 - 12

Outcomes

Gatsby benchmarks | 7

NERUPI network | OUTCOMES
Enhancing & Rewarding diversity
Promoting excellence



Know



Understand



Practice

Sports and societies

Design your own sport or society! Come up with a title, areas of interest, trips and extra opportunities available, plus skills and graduate options.

Age Range

Year 6 - 12

Outcomes

Gatsby benchmarks | 7

NERUPI network | OUTCOMES
Enhancing & Rewarding diversity
Promoting excellence



Know



Understand



Practice

Mock Interviews

Mock interview activity

An activity to allow students to interview each other and receive feedback from a member of staff.

Age Range

Year 10 - 13

Outcomes

Gatsby benchmarks | 3, 5, 7, 8

NERUPI network | OUTCOMES
Enhancing & Resourcing University
Participation Experiences



Know



Understand



Practice

Debating

Various topics

e.g. Is university a waste of money?

Students can use resources and information provided to argue for or against their topic.

Age Range

Year 7-11

Outcomes

Gatsby benchmarks | 7

NERUPI network | OUTCOMES
Enhancing & Resourcing University
Participation Experiences



Know



Understand



Become



Practice

Ice Breakers

Various

Human bingo, toilet paper, random object and splat

Age Range

All ages

Ice breakers can be used to introduce students to one another if schools or colleges are mixing. They can also be used to gain the attention of a group.



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