

## Camp 2: Personal Skills















#### Aim

 To progress soft skills levels from the first camp ensuring they are confident within any social situation.

 Raising the participants level of responsibility and perception needed to be an active participant.



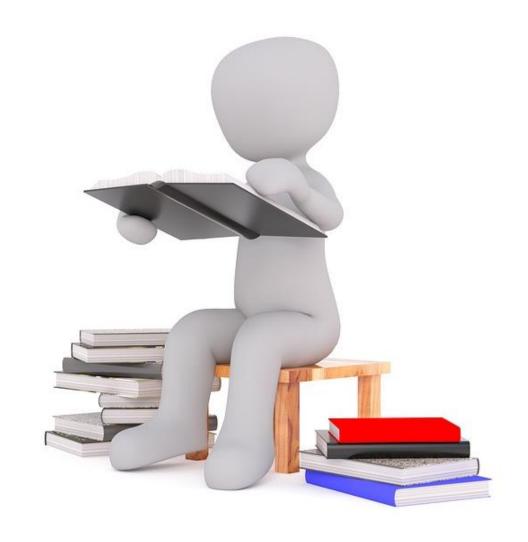
#### Skills Connected

- Soft skills including:
  - Communication
  - Problem solving
  - Critical thinking
  - Adaptability
  - Team work
  - Conflict resolution



# Camp Environment and Facilities

- Classroom based
- Rooms that allow group work
- Computer and internet access
- Craft Material
- Writing Supplies including a journal for each participant



### Day 1: Activities

#### • <u>9:00am</u>

Introduction to camp procedures and expectations of the participants.

#### • <u>9:30am - Task 1</u>

Participants should think back to the first camp and compile a list of goals for this camp.

#### • <u>10:00am - Task 2</u>

As a group, participants will create a shoe design. Using craft material provided. Group discussion is essential.

This will measure the personal effectiveness of each participant and how they work as a team. It will also be a good indicator on how much development each participant will need.

• <u>12:30pm</u> Lunch Break.

• 1:00pm – Task 2 Continued

Further work on the group shoe design and presentation to the rest of the groups.

• <u>2:00pm</u> Reflection on previous task.



• <u>2:30pm</u>

Refreshment Break

• <u>2:45pm – Task 3</u>

Participants should list job roles they would like to do in the future, providing reasoning behind their choice.

#### • 3:00pm - Task 3 Continued

Using the previous list of jobs, participants should research skills and qualities needed for the job role they want.

Looking at job adverts, participants should pick out the key attributes needed. Research what each attribute means.

#### • 4:00pm

Day 1 ends.

### Day 2: Activities

#### • <u>9:00am</u>

Welcome and overview of the day.

#### • 9:30am - Task 1

Discuss what type of behaviours are suitable for the workplace compared to social situations.

Identify outcome of own actions on others which may cause harm or distress.

(Relate to job roles from Day 1)



• <u>10:30am</u>

Refreshment Break.

11:00am – Task 1 Continued

Participants should discuss their behaviour and reactions to real life situations.

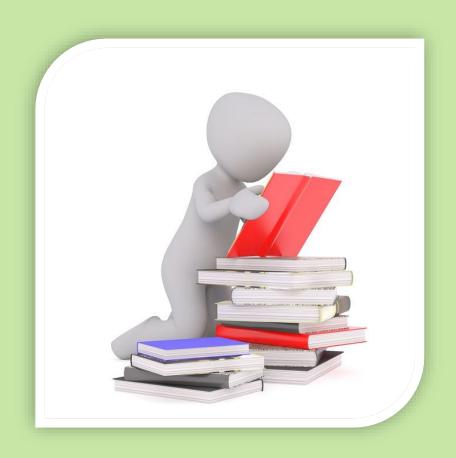
This gives the teacher a chance to measure the participants understanding while giving realistic examples.

• 12:00pm - Task 2

Explain what a SWOT analysis is and prepare participants.

• <u>1:00pm</u>

Lunch Break.



#### 1:30pm – Task 2 Continued

Participants should complete a SWOT analysis. This will identify what participants should be working on.

#### • <u>2:30pm</u>

Discuss the experience and timeslots given for feedback.

• <u>3:00pm</u>

Day 3 ends.



### Day 3: Activities

• 9:00am - 3:00pm

One to one time slots should be given to participants to ensure they are provided with feedback and advice.

Allows participants to leave the camp with action points and motivated for entry to Camp 3: Employability.

### Support

- One to one opportunities with a dedicated youth worker.
- Extra material or extra help on certain activities if needed.

Reflective/ Progress diary.



### **Expected Results**

- Significant improvement in their communication and social interaction skills.
- Participants will have more self confidence.
- Participants will have a better sense of accountability.

