# WEEK COMMENCING 23 JAN

# Weekly Notices

Your weekly careers notices and opportunities!

## PSHE Careers Lessons

On Monday 26 January, students will continue their careers learning as part of PSHE. This week focuses on the theme "Manage Career", exploring key skills such as decision-making, goal-setting, managing transitions and building resilience. Lessons include: What is a career?, Challenges and rewards of work, Decision making: choosing what to study at KS4, What type of career is best for me?, Choosing your post-16 pathway, Setting career goals, and Confidently managing transitions. All resources have been uploaded to Unifrog, with several units supported by digital workbooks which students are asked to complete at home. We encourage parents and carers to talk with students at home about what they have been learning in these sessions, helping them reflect on their aspirations and next steps.

## Work Wednesdays

This week we will hear from Sheila Thorne who will be talking about the many careers available within the NHS. If you would like to attend, please sign up here (Room E19, 13:15 to 14:10)

## Careers Trips this Week

Thursday 29 January - Panmure Liberum Investment Banking Careers Insight Day

Friday 30 January - Mitsubishi UFJ Financial Group (MUFG) Careers Insight Day


## For more help or a chat

Visit me in the main office or

email me

Mrs Clarke-McDermott
CAREERS LEADER

WEEK COMMENCING 23 JAN

# Weekly Notices

Your weekly careers notices and opportunities!

## Upcoming Events (Virtual)

Home or away for university: what is best for me?
Monday 26 January @ 16:30 UK time - 45 mins - sign up
Graduate power: how a degree can prepare you for your dream career
Monday 26 January @ 17:30 UK time - 45 mins - sign up
University taster: using arts and humanities to understand social justice
Monday 26 January @ 17:30 UK time - 45 mins - sign up
Preparing for the October application deadline: medicine, dentistry, veterinary science, and Oxbridge
Tuesday 27 January @ 17:30 UK time - 45 mins - sign up
Contextual admissions: access programmes, summer schools and lower university offers
Wednesday 28 January @ 17:30 UK time - 45 mins - sign up
What's it really like to be a nursing student?
Tuesday 3 February @ 17:30 UK time - 45 mins - sign up
The economics and politics of crime: lessons from the Louvre robbery
Wednesday 4 February @ 16:30 UK time - 45 mins - sign up
What's next for computing? Learn how to futureproof your career
Wednesday 4 February @ 17:30 UK time - 45 mins - sign up
Interactive session: can AI analyse literature and language like we can?
Thursday 5 February @ 16:30 UK time - 45 mins - sign up
The U.S. and Venezuela: how have politics, economics, and psychology shaped their relationship?
Tuesday 10 February @ 16:30 UK time - 45 mins - sign up

### For more help or a chat

Visit me in the main office or email me

Mrs Clarke-McDermott
CAREERS LEADER

# Virtual Work Experience Top Opportunities this Week

Sustainability Skills for Green Careers
Prepare for green careers with ecoACTIVE. You will gain practical sustainability knowledge and earn a recognised certificate valued by employers.
11 - 12 March. Deadline 17 February. Learn more

Careers That Create Positive Change
Support purpose-driven learning with Living Well Consortium. Students gain insight into charity and social impact roles while developing teamwork, communication, and problem-solving skills.
5 - 6 March. Deadline 2 February. Learn more

Introduction to Hotel & Hospitality Careers
Give students a practical insight into hospitality with Red Carnation Hotel Collection. They meet professionals, learn about roles, and develop transferable workplace skills. Learn more

Food & Hospitality Careers Explained
Broaden students' understanding of food and hospitality careers with Food Allergy Aware Ltd. Learners hear from industry leaders and complete real-world tasks with expert feedback. Learn more

Technology Careers in Modern Retail
Introduce students to digital retail careers with TATA Consultancy Services (TCS). Students learn how technology, sustainability and innovation shape the future of retail. Learn more

Sports enterprise & leadership skills
Give students hands-on insight into coaching and event planning with Ballistic Ballers. They'll develop confidence, teamwork, and practical business skills through real sports-based projects. Learn more

More placements await - launch the work experience finder.

FUTURES FOR ALL

SPRINGPOD

# Samsung Solve for Tomorrow Competition

Students in KS3, KS4 and KS5 are invited to take part in Samsung Solve for Tomorrow, a national design competition that challenges young people to use technology to make a real difference in the world.
This exciting tech-for-good challenge asks students to identify a real-world problem and design a creative, technology-based solution. Entries can be completed individually or in teams of up to four.

Choose One National Brief:

- Smarter Sport – improving sport, fitness, safety or accessibility
- Greener Future – tackling environmental and sustainability challenges
- Safer Online – improving online safety, wellbeing or accessibility

The competition develops creativity, problem-solving, user-centred design and communication skills – perfect for aspiring designers, engineers and innovators.

What Students Need to Submit:
To enter, students should email a submission that includes:

- A short paragraph explaining:
  - Who the design is for
  - What technology is being used
  - How the solution works
- A design sketch (hand-drawn or digital) showing the concept

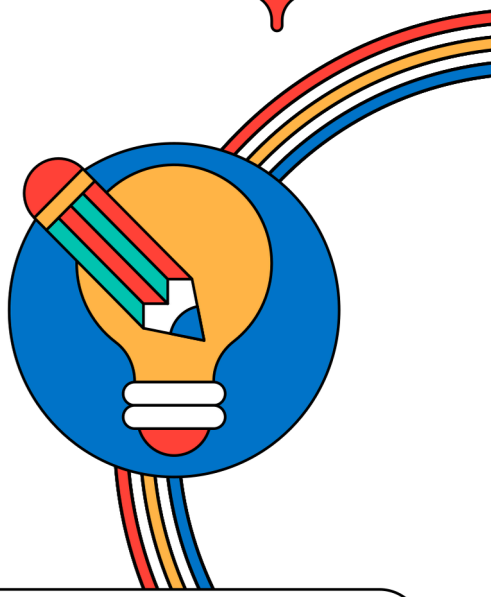
No prototype is required. The competition has separate categories for KS3, KS4 and KS5.

Deadline:
All entries must be emailed to ncameron@newsteadwood.co.uk by Friday 30 January (end of day).

Why Take Part?
This is a fantastic enrichment opportunity that supports STEM learning, design thinking and wider curriculum skills.
Shortlisted students will be invited to Samsung HQ to develop their ideas with professional design teams and pitch to industry experts.
Prizes include Samsung tech (phones, headphones and more), and the KS5 winning team will also receive two weeks of work experience and mentoring at Samsung HQ in London.
Don't miss this chance to design, innovate and solve real-world problems with one of the world's leading tech companies!

SAMSUNG

# The Imagination Lab



## Tomorrow is yours to build

Samsung Solve for Tomorrow is a tech-for-good competition open to all 11–18–year-olds in the UK and Ireland.

Whether you're working on your own or in a team of up to four, you'll use design thinking to come up with a big idea that solves a real problem.

**What you will learn**

- Creative thinking
- Problem solving
- Teamwork
- Tech literacy
- Communication
- Confidence

**What you could win**

- Samsung tech for you and your school
- A mystery box prototyping workshop
- Mentoring and work experience
- A chance to pitch your idea to industry experts
- Your idea on the big Samsung screen in Piccadilly Circus

**How to enter**

- Choose a theme and find a problem to solve (see pages 2-4).
- Use the design thinking process to come up with an idea (see pages 5–6).
- Complete your entry forms.
- Ask a **teacher** to submit it by **1 February 2026**.

Good luck!
SolveforTomorrowUK.com

# Smarter Sport

## Choose a theme, find a problem

"I use a wheelchair and I love rugby, but I can't go to watch matches with my friends as there aren't any ramps to get into the local stadium." Jamal, 19

**Challenge:** Make sports venues more accessible for disabled fans.

"I need to get more active, but all the activities nearby are high intensity and aimed at younger people." Ashima, 64

**Challenge:**
Help older people find safe, age-friendly ways to stay active.

"All my mates have joined the local athletics club, but it's £35 a month. My family can't afford that, so I just stay at home. The park is boring." Tyrese, 15

**Challenge:**
Make sport more affordable and inclusive for young people.

"I used to do Karate before injuring my back. I continued because I didn't know I was injured, and that made it more serious." Elena, 26

**Challenge:**
Help people avoid injury and recover safely when doing sport.

"I stopped going to PE because I didn't feel confident. I was worried about how I looked and about managing my period." Amira, 13

**Challenge:**
Help girls feel confident and supported to stay active during and after puberty.

"I live in a small village and the nearest leisure centre is 12 miles away and we don't have a car." Ben, 11

**Challenge:**
Help young people in rural areas access sport and stay active.

# Greener Future

## Choose a theme, find a problem

**“Our street flooded. Water got into our house and the path was like a river. When it rains, I worry it will happen again.”** David, 38

**Challenge:**
Help communities prepare for and respond to flooding.

**“I can’t concentrate in summer when the classroom gets really hot. Our teacher said we can’t afford air conditioning.”** Simran, 17

**Challenge:**
Help schools or homes stay cool in summer without using lots of energy.

**“My mum says she wants to recycle more, but she works late and says the recycling centre is too far away and there are never slots when she isn’t working.”** Aaliyah, 13

**Challenge:**
Make recycling easier and more accessible for busy families.

**“I wish we could grow more food at school. We have space, but we have trouble keeping the plants alive.”** Lucía, 12

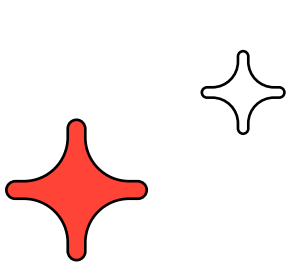
**Challenge:**
Help schools grow their own food and learn about sustainable living.

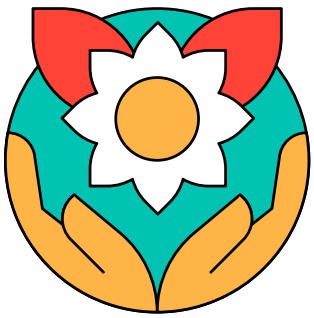
**“Our school spends loads on electricity. I wish there was a way to use less energy and save money.”** Callum, 15

**Challenge:**
Help schools or homes reduce energy use and cut costs.

**“I’m sad that so many animals get injured by cars near my house.”** Fatima, 58

**Challenge:**
Protect wildlife from traffic and other dangers.





# Safer Online

## Choose a theme, find a problem

"I got a message from someone I didn't know asking weird questions. I blocked them, but it made me feel unsafe." Luca, 12

**Challenge:**
Help young people feel safe and confident when chatting online.

"I saw a video online that looked real, but it turned out to be fake. I shared it with my friends before I realised." Zara, 14

**Challenge:**
Help people spot misinformation and avoid sharing fake content.

"I feel like I have to look perfect online. I worry about what people will say if I post a photo." Layla, 13

**Challenge:**
Help young people feel confident and supported when sharing online.

"My daughter spends money in games without realising how much it adds up. I wish it was easier to keep an eye on this." Priya, 42

**Challenge:**
Help families manage spending in online games and apps.

"I use a screen reader and some websites are impossible to navigate. I just give up." Tom, 21

**Challenge:**
Make websites and apps more accessible for disabled users.

"I spend hours scrolling and I don't even enjoy it. I just find it hard to stop." Noah, 15

**Challenge:**
Help young people manage screen time and build healthy digital habits.

# Use design thinking to create a tech-for-good idea

## 1.Empathise

**Step into someone else's shoes**

5 mins

Think about a person who experiences your chosen problem: What's their day like? What do they care about? What's frustrating for them?

Draw or jot down a few notes – this is your **persona**: a made-up character that represents the kind of person your idea will help.

**Businesses use personas to stay focused and design things that actually work.**

## 2. Define

**Zoom in on the problem**

5 mins

Write a one-sentence problem statement like this:

We need to help [person, e.g. teachers] to [goal, e.g. recycle more easily] through a tech-for-good idea.

**Businesses use problem statements to make sure their ideas don't drift off track.**

## 3.Ideate

**Go wild with ideas**

15 mins+

Use the **Imagination Toolbox** (page 6) to spark ideas then pick the best.

**Creative teams don't wait for a lightbulb moment – they use tools to get ideas flowing.**

## 4. Prototype

**Show how it works**

10 mins+

Sketch your idea so others can understand it. Use arrows, labels and zoom-ins to show how it works.

**In business, prototypes help teams share and test ideas.**

## 5. Test

**Make it better**

10 mins+

Do some research online – does something similar already exist? Could you add another tech type to make yours better?

**Tweak your idea to improve it – that's called iteration, and designers do it all the time.**

# The Imagination Toolbox

## Step 1: Crazy 4s

4 minutes

- Fold a sheet of paper into 4.
- Draw or write 4 different tech ideas that could solve your problem – one per box.
- Be quick, be bold – wild ideas welcome!

## Step 2: Dot voting

5 minutes

- Share your ideas with your team (or a friend/family member).
- Everyone gets 2 dots to vote for their favourites.
- Write down the top 2–3 ideas to take forward. You can combine similar ones!

## Step 3: Tech mash-up

10 minutes

**For each idea, write down:**

- What tech it already uses
- What other tech you could add to make it even better

**Here's a quick list to get you started:**

- Tech that tracks or senses: Smart devices, Sensors, Wearables, Biometrics, GPS
- Tech that connects: Wi-Fi, 4G/5G, Internet of Things (IoT), Bluetooth
- Tech that 'thinks': Artificial intelligence (AI)
- Tech you interact with: Apps, Games, Virtual reality (VR), Accessories, 3D printers

## Step 4: Idea evaluation

5 minutes

Pick the idea that helps your persona most, feels realistic and stands out as original.

Now you're ready to draw your prototype and complete your entry form.

## A Tech that tracks or senses

Use these if your idea needs to detect, measure or respond to something like the environment, a human body or the location.

### Smart devices

Measure things with sensors and use the results to adjust what they do.

**Smart thermostats can measure a house's temperature and turn the heating system up or down.**

### Biometrics

Look at our unique features (like our faces or fingerprints) and respond with an action.

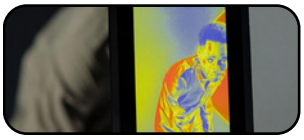
**Using your fingerprint to unlock your phone.**

### Wearable Tech

Worn on the body to track your health or activity.

**Samsung fitness watches can track your steps or heart rate.**

### Sensors



Pick up changes in the environment like movement, temperature, or light.

**Motion sensors turn on a light when someone passes by.**

### GPS

Uses satellites to track something's location and tell you where it is.

**Car satnavs give us directions.**

## B Tech you interact with

Use these if your idea involves creating a tool, app or experience people will use directly.

### Apps (applications)

Software programs, usually on a phone or tablet, that help the user perform all kinds of tasks, from learning to entertainment.

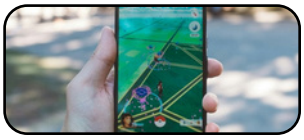
**Some apps help people learn new languages.**

### Games

Can be played on a phone, tablet, computer or console, alone or with other people. Can be educational or just for fun!

**Some games allow players to build and explore virtual worlds.**

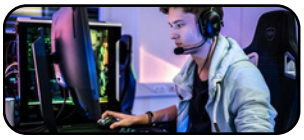
### Virtual and augmented reality (VR and AR)



VR creates a 'virtual' or fake version of the world that users can explore. AR overlays digital content onto real-life settings.

**Shoppers can 'try' clothes and glasses before they buy.**

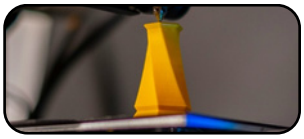
### Accessories (keyboards, headphones, etc.)



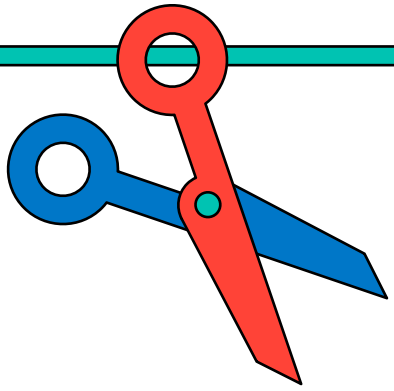
Used with other devices and can make it easier to do things like type or hear.

**Gamers can use controls and headsets while they play.**

### 3D printers



Print an object, rather than a flat image, using thin plastic threads to build it up.



## C Tech that connects

Use this if your idea needs to share data, link devices or work remotely.

### Wi-Fi

Allows devices to connect to the internet and each other wirelessly (without using cables).

**Using your laptop or tablet to go online at home or in a café.**

### 4G and 5G

Mobile data networks, which let devices connect to the internet without Wi-Fi using cell towers.

**Streaming and texting while out and about – 5G will do it faster and more reliably than 4G.**

### Internet of Things (IoT)

Everyday objects connected to the internet so they can share data or be controlled remotely.

**Samsung smart fridges track the use-by date of food to help reduce waste.**

### Bluetooth

Connects devices wirelessly over short distances.

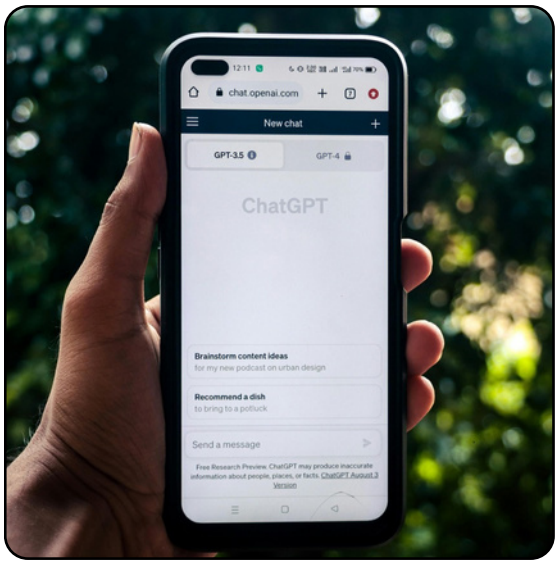
**Connecting your headphones to your phone.**

## D Tech that ‘thinks’

Use AI if your idea needs to make decisions, give advice or personalise something.

### Artificial intelligence (AI)

When computers are designed to do things that normally require human thinking: learn, recognise speech or pictures, understand language, and make choices.




Most AI systems work by spotting patterns in lots of data. Computers are trained on this data and then use it to make predictions or decisions.

### Examples

- **Recommendations:** AI learns what movies you like and suggests similar ones.
- **Safe search engines:** AI filters content so it’s safe for children.
- **Chatbots:** AI can check online content and warn you about scams.
- **Self-driving cars:** AI learns to recognise road signs and avoids obstacles.
- **Voice-controlled speakers:** AI responds to spoken commands, like asking it to turn up the volume.

## A Tech that senses

### Robotics

Machines that can carry out tasks automatically, often using sensors and AI.

**Why use it?** To build something that moves, reacts or performs actions.

**Real-world use:** Used by Samsung robot vacuums to clean floors automatically.

## B Tech you interact with

### Touchscreens

Displays that respond to touch – allowing users to control devices directly.

**Why use it?** To make your idea easy and intuitive to use.

**Real-world use:** Used by Samsung smartphones to let you tap and swipe.

## C Tech that connects

### Cloud computing

Storing and accessing data and programs over the internet instead of on local devices.

**Why use it?** To save space and allow access from anywhere.

**Real-world use:** Used to store files online.

### Networks

Systems that connect devices to share information – like LANs, WANs and the internet.

**Why use it?** To link different devices you are using for your idea together or to connect users.

**Real-world use:** Used by schools to connect computers and share resources.

## D Tech that ‘thinks’

### What’s a large language model (LLM)?

An LLM is AI trained on billions of words. It works by predicting what words or phrases should come next based on patterns it has seen before. This allows it to answer questions, summarise information, translate languages, and even write stories, scripts or code.

### Machine learning

A type of AI that improves its performance by learning from data – often used in recommendations or predictions.

**Why use it?** To personalise experiences or improve results over time.

**Real-world use:** Used by streaming services to suggest shows you might like.

### Natural language processing (NLP)

Technology that helps computers ‘understand’ and respond to human language – used in chatbots and translation tools.

**Why use it?** To help your idea understand or respond to written or spoken words.

**Real-world use:** Used by chatbots to ‘understand’ and reply to messages.

### Voice recognition

Technology that ‘understands’ spoken language and responds or acts on it.

**Why use it?** To let users control the thing you create by speaking.

**Real-world use:** Voice-controlled speakers and virtual assistants respond to spoken commands.

### Computer vision

AI that interprets visual information – used in facial recognition, image sorting or autonomous vehicles.

**Why use it?** To help your idea ‘see’ and respond to images or surroundings.

**Real-world use:** Used by social media filters to track your face.

# National Apprenticeship Week
# 9 – 15 February 2026

NAW is a week-long celebration that brings together businesses and apprentices across the country to shine a light on the positive impact that apprenticeships make to individuals, businesses and the wider economy. As part of the event we will be holding some in-school events that you will be attending, as well as others you can sign up for.
Keep an eye out in the weeks ahead to hear more about exciting opportunities. You can also find more events here.

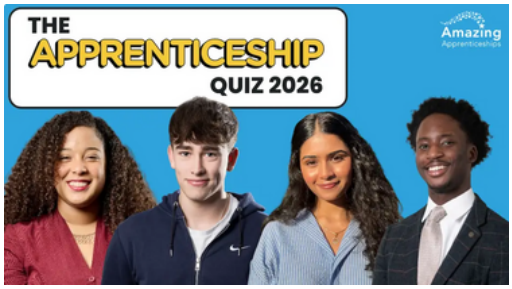
Upcoming events

| Event | Date | Time |
|---|---|---|
| Artificial Intelligence and Automation Practitioner | 26 Jan 2026 | 09:30 |
| Skillsfest LIVE | 2 Feb 2026 | 10:00 |
| Festival of Apprenticeships Online Careers Fair | 9 Feb 2026 | 12:00 |
| Introduction to Online Apprenticeships | 9 Feb 2026 | 12:00 |
| Government Office for Science (GoS) Event | 9 Feb 2026 | 13:00 |
| Reimagining Public Services in the AI Age | 10 Feb 2026 | 12:00 |

## How much do you know about apprenticeships?

Test your apprenticeship knowledge and find out key facts and information!

Start




## Stream Inspiration

For National Apprentice Week register to learn about winning in the workplace with SSCL, or the life of a Law Apprentice with DWF. Better yet, head online to explore Futures for All full online catalogue of talks.
Our talks library
If you are interested in podcasts, check out BBC Bitesize Careers, university-specific shows, and general career advice podcasts such as The Careers Podcast and Future You, offering insights from industry professionals, alumni, and advice on applications, pathways, and exploring different roles.

# Years 10 and 12

Work Experience Week
Monday 13 - Friday 17 July 2026