



CONNECT

Empowering Schools. Inspiring Learners.
Connecting Education With the Real World.



Aspire 2Be is part
of Educ8 Training Group

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Connecting Education and Industry to Enrich Learning

At Aspire 2Be, we bring education and industry together to create meaningful, measurable impact for pupils, teachers and school communities.

Connect empowers learners through real-world, future-focused experiences, delivered in partnership with organisations committed to supporting schools and investing in young people.

Why Aspire 2Be?

Our experienced team works closely with schools to design and deliver high-impact projects that introduce learners to digital skills, industry sectors and future career pathways. Delivered entirely by expert trainers, Connect enhances engagement, strengthens digital competence and supports whole-school priorities, helping young people prepare for life beyond school.

As the UK's only Professional Development Partner for Apple, AWS, Google and Microsoft, Aspire 2Be brings nationally recognised digital leadership and educational expertise to every programme. This trusted foundation ensures Connect delivers meaningful, future-focused learning that inspires pupils and supports staff.

What is Connect?

Connect is an immersive, curriculum-enhancing learning experience for 9–16 year olds. Each mission offers a hands-on, industry-inspired programme designed to enrich teaching and learning, strengthen digital competence and build essential skills for the future world of work.

Structured and High-Impact Learning for Your School.

Through Connect, learners take part in high-impact projects that link classroom learning with real-world industries such as digital media, technology, sustainability, construction and engineering. Led by expert trainers, each mission builds confidence, capability and digital skills.

Delivered through a fully funded social value initiative, Connect enables schools to access a high-quality, future-focused programme at no cost, while benefiting from meaningful industry partnerships. The structured, evidence-based framework enhances curriculum delivery, supports skills development and increases learner motivation, engagement and aspirations.

Delivery Model

We work closely with your school to ensure each mission suits your learners, curriculum priorities and timetable.

Our experienced facilitators lead all sessions - with opportunities for the partner business to participate and work alongside learners if desired - delivering the programme across 3 full days.

This flexible delivery ensures minimal disruption to your timetable while maximising learner engagement and whole-school impact.



Professional
Learning Provider



Google for Education
Partner

Our Missions



Mission: Create

Learners become digital creators, developing skills that underpin a vast range of careers. Designed to inspire creativity, innovation and communication through digital multimedia.

Purpose

- Master digital media tools and creative design
- Create digital content
- Understand Project Management
- Discover diverse career pathways in digital media

Ideal for

- Any Enterprise looking to showcase their business in a multi-media format
- Technology companies
- Media agencies
- Broadcasters
- Creative studios



Mission: Construct

Through immersive, hands-on challenges within Minecraft Education Edition, learners will plan, design and construct sustainable buildings and infrastructure projects within a virtual world.

Purpose

- Understand sustainable construction & design
- Use digital tools to create structures
- Strengthen problem-solving, teamwork, and communication
- Explore careers in Construction and Engineering

Ideal for

- Construction firms
- Engineering firms
- Manufacturing firms
- Planning agencies
- Any enterprise involved in sustainable development & infrastructure



Mission: Sustain

Using Minecraft Education Edition, learners explore the concepts of Green Energy, Sustainability, and the journey to Net Zero.

Purpose

- Understand green technologies
- Apply STEM principles within a creative and purposeful context
- Develop critical thinking & project management skills
- Gain awareness of career opportunities across the Energy & Utilities sector

Ideal for

- Utility & Energy providers
- Any enterprise committed to sustainability initiatives
- Green technology startups
- Construction and real estate firms focused on green building
- Non-profit environmental organisations



Mission: Launch

Through hands-on activities and mentorship, learners collaborate to design, develop and manage a business project.

Purpose

- Understand entrepreneurial and digital tech used in business
- Apply digital skills to design, develop and present business ideas
- Develop critical thinking and communication
- Gain awareness of career opportunities across the technology, business, and creative sectors

Ideal for

- Technology companies
- Creative agencies
- Businesses that value digital transformation
- Any business invested in developing future talent

BENEFITS

Organisation

Partner organisations invest in Connect because it enables them to deliver meaningful, measurable social impact within education. Their involvement ensures your school can access high-quality, fully funded learning experiences that support pupils, teachers and the wider community.

What businesses gain from supporting Connect:

- **Deliver measurable social value –**
Businesses receive clear Social Value reporting and evidence showing the positive impact made in schools.
- **Support future career awareness –**
By investing in real-world, industry-linked projects, partners help inspire the future workforce and build awareness of their sectors.
- **Demonstrate meaningful impact –**
Organisations can showcase their commitment to education, inclusion and skills development as part of their ESG priorities.
- **Strengthen community and education partnerships –** Businesses value the opportunity to build strong, positive relationships with schools and local education networks.
- **Align with ESG goals and corporate values –** Investment in Connect supports sustainability, social responsibility and long-term community outcomes.
- **Increase brand visibility –** Partners benefit from recognition across Aspire 2Be's communications, demonstrating their commitment to educational impact and community support.

Through Connect, businesses are not only supporting schools - they are investing in brighter futures, stronger communities and the development of young people across the UK.



BENEFITS

Schools & Learners

Connect gives schools like yours access to valuable business partnerships that enrich learning, enhance staff development and aligns with the curriculum. Each project provides new opportunities to connect education with the skills, experiences and insights pupils need for future success, all made possible through the support and investment of business partners.

- **Curriculum alignment** – Projects are designed to complement and enhance your existing curriculum, embedding real-world relevance across subjects.
- **Access to industry insight** – Gain expert knowledge and authentic examples from leading businesses and professionals.
- **Professional development for staff** – Build staff confidence through exposure to current industry practices and digital innovation.
- **Community partnership building** – Form meaningful, lasting connections with organisations that are invested in your school's growth and success.
- **Enhanced careers education** – Strengthen your school's approach to career learning and employability skills.

Learners experience education in action - connecting classroom learning to the real world through interactive, engaging opportunities.

- **Real-world learning** – Experience how skills and knowledge are applied in modern workplaces.
- **Industry engagement** – Work directly with professionals who bring learning to life through authentic, hands-on activities.
- **Develop essential skills** – Build communication, creativity, problem-solving and digital fluency.
- **Raise aspirations** – Explore career possibilities and gain confidence in future pathways.
- **Empowerment and inclusion** – Ensure every learner sees their potential to thrive in the world beyond school.

MISSION:

Create

Create is an exciting and hands-on digital learning experience for learners aged 9–16, designed to inspire creativity, innovation, and communication through digital multimedia.

Using a range of digital content creation tools, learners will explore how to plan, design, and produce creative media such as videos, animations and graphic assets. The programme encourages imagination, storytelling and critical thinking - helping learners express their ideas and understand the role of digital creativity across all areas of life and work.

Through engaging challenges and collaborative projects, students develop the technical and creative skills that underpin careers in the creative, digital and media industries, while building confidence to use digital tools in any career pathway.



Delivery Model

Learners take part in a series of three face-to-face workshops, supported by additional online resources hosted on a dedicated learning platform. Each session focuses on a different aspect of digital creation - planning, production and presentation - guided by Aspire 2Be facilitators and school staff.

The programme culminates in a Showcase Session, where learners present their digital projects and reflect on their creative journey.

Skills Development

Through Create, learners will:

- Build understanding of digital media tools and how they are used to communicate ideas effectively.
- Apply creative design principles to produce engaging digital content.
- Develop technical skills in video editing, audio production and visual storytelling.
- Strengthen collaboration, communication, and project management through teamwork-based creative projects.
- Gain awareness of career pathways in digital media, communication, marketing and the wider creative industries.
- Build confidence in using technology to express ideas, inform audiences and solve real-world challenges.

Careers!

Where could this lead?

Create introduces learners to diverse roles in digital media, marketing, communications, design and content creation, while also building transferable digital skills relevant to any sector. The programme encourages learners to see creativity as a valuable professional skill - empowering them to become confident, digital-first communicators ready for the future world of work.

- Media & Production
- Business
- Technology
- Transferable Skills

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MISSION:

Construct

Construct is an interactive learning experience for learners aged 9–16, designed to inspire future innovators in the Construction and Engineering sectors.

Using Minecraft: Education Edition, learners explore the principles of design, construction, and infrastructure, developing their understanding of how technology, teamwork, and creativity combine to shape the built environment.

Through immersive, hands-on challenges, students will plan, design, and construct sustainable buildings and infrastructure projects within a virtual world. The programme encourages innovation, problem-solving, and practical application of STEM learning - helping learners connect classroom knowledge with real-world industry skills and future career pathways.



Delivery Model

Learners take part in a series of three face-to-face workshops, supported by digital resources hosted on a dedicated learning platform. Each session introduces new challenges in Minecraft focused on design, materials, safety, and environmental impact.

With guidance from Aspire 2Be facilitators and school staff, learners apply curriculum-linked knowledge from subjects such as science, technology, engineering, and mathematics to plan and execute their virtual construction projects collaboratively.

The programme concludes with a Showcase Session, where learners present their completed builds and explain how their designs demonstrate innovation, sustainability, and functionality.

Skills Development

Through Construct, learners will:

- Build understanding of construction principles, engineering design, and the built environment.
- Apply STEM concepts and digital tools to design, plan, and build realistic structures in Minecraft.
- Develop problem-solving, teamwork, and communication skills through project-based collaboration.
- Gain awareness of career opportunities across the Construction and Engineering sectors.
- Build confidence in using technology to express ideas, inform audiences and solve real-world challenges.

Careers! Where could this lead?

Construct introduces learners to real-world career pathways in architecture, civil engineering, project management, surveying, and digital construction technologies. The programme builds confidence and curiosity about the built environment - encouraging students to see themselves as future designers, engineers, and innovators shaping the world around them.

- Construction
- Engineering
- Project Management
- Transferable Skills

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MISSION:

Sustain

Sustain is an interactive learning experience for learners aged 9–16, designed to inspire the next generation of innovators in the Energy & Utilities sector.

Using Minecraft: Education Edition, learners explore concepts of Green Energy, Sustainability, and the journey to Net Zero, developing their understanding of how technology, creativity and collaboration can help shape a sustainable future.

Through immersive, scenario-based challenges, students will design, build and manage sustainable solutions within a virtual world.

The programme encourages systems thinking, innovation and environmental awareness—helping learners connect classroom learning to real-world sustainability goals and future career pathways.



Delivery Model

Learners participate in a series of three face-to-face workshops, supported by a suite of online resources hosted on a dedicated learning platform. Each session introduces new sustainability challenges within Minecraft, guided by Aspire 2Be facilitators and school staff. Learners apply curriculum-linked knowledge in areas such as renewable energy, resource management and sustainable design to solve problems collaboratively.

The programme concludes with a Showcase Session, where teams present their sustainable Minecraft worlds and explain how their designs contribute to the Net Zero vision.

Skills Development

Through Sustain, learners will:

- Build understanding of green technologies and renewable energy systems.
- Apply STEM principles and digital skills within a creative and purposeful context.
- Develop critical thinking, teamwork and communication through project-based learning.
- Gain awareness of career opportunities across the Energy & Utilities sector.

Careers!

Where could this lead?

Sustain introduces learners to real-world pathways in engineering, environmental science, data and digital technology, and energy innovation. The programme builds confidence and curiosity about sustainable careers - empowering students to see themselves as future changemakers in the transition to Net Zero.

- Sustainability
- Engineering
- Energy & Utilities
- Transferable Skills

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MISSION:

Launch

Launch is a creative programme for learners aged 9-16 that prepares them for the future by combining digital skills and entrepreneurship.

Working individually, as pairs or teams, learners collaborate to design, develop and manage a business focused on a topic (or product etc.) of their choice.

Although delivered in a fictional context, the programme encourages real-world thinking, with opportunities to develop ideas that could become a reality. Through hands-on activities and mentorship, students build confidence, practical skills and a deeper understanding of the business world.



Delivery Model

Learners take part in three face-to-face workshops to develop their business ideas, assisted by additional learning materials available online, on a specifically developed platform. With support from school staff and A2B mentors, participants work through a series of tasks to establish their business. The programme ends with a presentation task where learners showcase their business journey.

Skills Development

Through Launch, learners will:

- Build understanding of core entrepreneurial and digital technologies used in modern business.
- Apply creative thinking and digital skills to design, develop and present business ideas.
- Develop critical thinking, teamwork, and communication through collaborative, project-based learning.
- Gain awareness of career opportunities across the technology, business, and creative sectors.

Careers!

Where could this lead?

Launch helps learners build understanding of potential careers in technology, business and creative industries.

Learners may pursue entrepreneurship, community roles or even leadership positions. The experience helps learners stand out in future education and employment, preparing them for the digital world.

- Business
- Technology
- Marketing, Sales & Communications
- Transferable Skills

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