

2016

THE PILOT PROGRAMME

Information pack

“The greatest illusion any person can harbour is the belief that their security lies in the acquisition of personal wealth.”

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1. INTRODUCTION

Welcome to The PILOT Programme

With the increasing globalisation of our society, the challenges and opportunities available are vastly different today compared to just a couple of decades ago. One of the biggest issues is navigating through the mass of information that is now so easily accessible. By using a critical thinking approach, this information can be understood in context and utilised to its maximum benefit. We believe that this ability should not only be the privilege of academics, but would like to give young people the tools to manage this themselves whilst maintaining an ethical perspective.

Additionally, the technological revolution has meant that knowledge of basic practical life skills is becoming lost. However, these skills remain an important resource and make up an integral part of our programme.

This project is open to people aged 13 to 21 from all backgrounds and abilities who want to learn to think critically, gain practical skills and enhance their prospects. We look forward to working with you and hope that you find the programme rewarding and enjoyable.

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Project team

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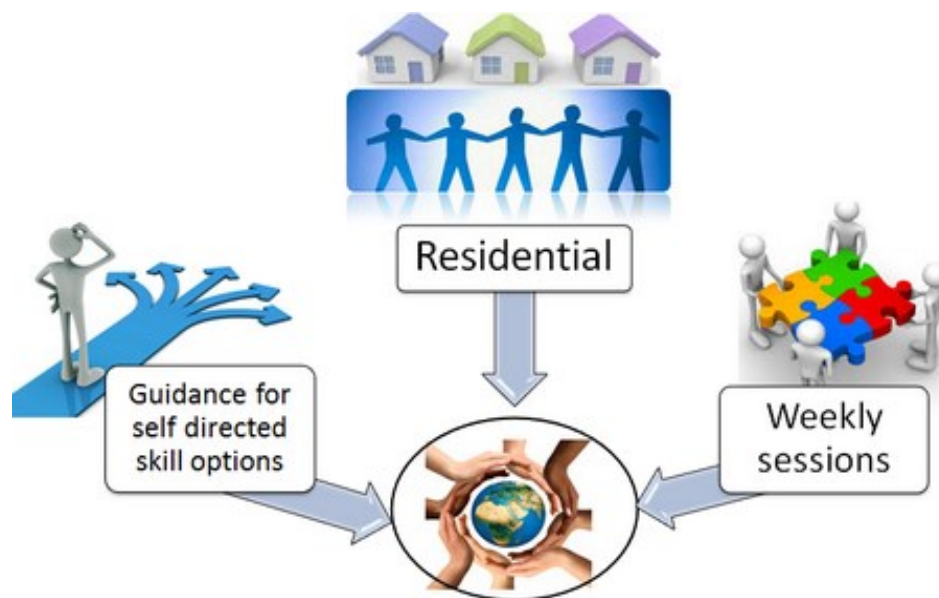
Mrs Yasmin Hussain

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2. OVERVIEW OF PROGRAMME

Our programme consists of a mixture of weekly sessions, optional skill modules and residential events. This will give members both a structured process of learning new skills as well as the opportunity to tailor new skills to their own interests. The optional skills would need to fit within our domains and themes and are best discussed with the unit team leader who would be able to suggest ideas and guide your learning. Whilst working towards the optional skill modules, members will need to maintain a reflective diary which can be paper based or in the form of a video diary, as evidence towards achieving the different awards.

For students, an academic environment that is supportive, individualized, and exciting helps them do better in school while they explore new interests and discover new talents and skills.



Domains

The PILOT Programme encompasses 4 domains (Skill, Sport, Reading, Volunteering) that members will partake in to reach both standardised targets and goals that they set themselves together with their mentors.

Themes

Our programme is built around five core themes and the optional skill modules that you choose to do independently.

The five core themes



Structure of weekly sessions

Sessions will normally run for two and a half hours and members will be involved in two activities separated by a short break. Log books will also be checked at the end of the session and the weekly contact will give members a chance to ask any questions or clarify any issues that may arise over the week.

Below is an outline of general areas to be covered with members to initiate enquiry.

Timetable example (Approx 6 months).

Week number	Session 1	Session 2
1	Critical Thinking	Communication Skill
2	Problem Solving	Financial Matters
3	Ethical Issues	Navigation
4	Public Speaking	Conflict Resolution
5		
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3. SKILL

The skill domain comprises both taught and optional elements.

3. a) Taught Skills

The taught component represents the core skills that will be offered to all members. These skills are an essential part of The PIOLET Programme and have been included specifically to help members deal with practical matters they may experience in life. These topics are often found to be challenging but simultaneously bring with them their own unique opportunities and over the course of the programme we hope for members to master these areas.

- Critical thinking
- Ethical issues
- Conflict resolution
- Communication skills
- Public speaking
- Financial matters
- Careers talks
- Navigation

3.b) Optional skills

The optional skills domain has been devised to particularly appeal to members' own interests and nurture their individual talents. Members will be guided by a dedicated mentor to help develop a plan with targets and a timeline which they will then use to monitor their progress together with a reflective diary. Members may choose a skill in which they already have some previous experience or it can be entirely new. By completing this element, members will have the potential to determine their career path, improve knowledge, deepen understanding and gain further experience.

Examples of optional skills include:

- Car repair skills
- Cooking
- Coding
- DIY
- Learning another language
- Photography
- Sewing

4. SPORT

The sport domain is an opportunity for members to develop fitness whilst having fun. Members are requested to choose an activity that requires them to exercise energetically i.e. tennis, swimming, running, martial arts etc.

Members will be guided by a mentor to make a plan with targets that may be specific to the time dedicated to the sport or achievements within the sport. For instance a target for martial arts may be to dedicate 2 hours every week or to achieve a certain colour belt in the next 6 months.

5. READING

The reading domain has been developed to give members a chance to stretch the critical thinking skills they develop throughout the programme, as well as explore new concepts and ideas. As members advance through the programme, greater emphasis will be placed on reading beyond the individual words and interpreting the subtle nuances of language.

Members will need to choose books from the pre determined reading list that includes fiction and non fiction from various genres around the world.

6. VOLUNTEERING

At the heart of volunteering domain of The PILOT Programme is an ethos to develop the values of civil society. Our programme is intended to facilitate an environment for members to grow as responsible and caring adults, and members will be encouraged to volunteer in any area of work they feel passionate about. They will be expected to record their experiences and achievement. The experience gained by volunteering will enable the members to develop empathy thus enriching their lives and that of the wider community.

7. AWARDS

Certificates are presented on an annual basis at the residential event. Reaching the award will be a demonstration of members' personal development and commitment. Beyond the sense of personal achievement, the awards will also strengthen job prospects or university applications for members.

Awards are grouped into 3 categories, which are normally progressed through from Basic 1 to Advanced 2 on a yearly basis for members starting aged 13. However, our programme is open to members starting at any age and those of all capabilities. The self-directed options mean that the programme can be tailored to suit the individual and awards will then reflect the level of complexity that members can manage.

Basic 1 and 2:

Proficient 1 and 2:

Advanced 1 and 2:

Members achieving the advanced 2 award will have demonstrated mastery in all domains and themes. We hope that members may consider becoming mentors themselves after they receive the advanced award.

Time scale of achievement

Activities Awards	Residential	Volunteering	Sports	Reading	Weekly sessions	Awards
Basics 1	2 days	33 hours	33 hours	3 books	2.5 hours	1 day
Basics 2	2 days	33 hours	33 hours	3 books	2.5 hours	1 day
Proficient 1	3 days	66 hours	66 hours	5 books	2.5 hours	1 day
Proficient 2	3 days	66 hours	66 hours	5 books	2.5 hours	1 day
Advance 1	1 week	99 hours	99 hours	7 books	2.5 hours	1 day
Advance 2	1 week	99 hours	99 hours	7 books	2.5 hours	1 day

8. RESOURCES FOR MEMBERS

FairMind website with links to other charities and websites to be added.