

Developing Suffolk Talent



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Welcome to our e-bulletin which is designed to give you timely updates on the work of the Skills Team and key developments across the region and nationally. It is our plan to send you this bulletin at monthly intervals, so please feel free to give us feedback on what you would find useful.

If you would like further information on any of the projects or issues below you are welcome to email skills@suffolk.gov.uk and we will get you in touch with the relevant staff member.



Dear colleagues,

We hope that you are remaining safe and well

If you have any comments, observations or feedback you would like to share with us please feel free to let us know via skill@suffolk.gov.uk.

The Skills Team

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Principles of working in Education settings

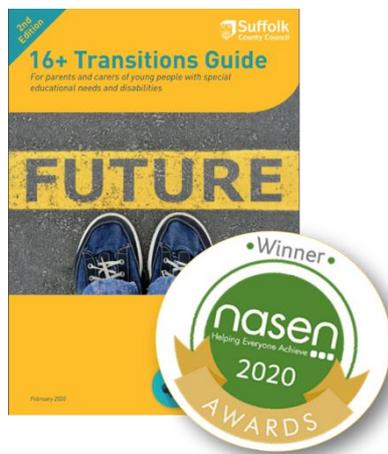
Suffolk County Council Children and Young Peoples' Services are very aware of our duty to take additional precautions to ensure that we safeguard and support children, young people, staff and their families during the pandemic and do all that we can to minimise the risk of transferring Covid-19 infection.

To support this, we have developed a **set of principles** to provide consistent guidance to all our staff regarding visiting children and young people in an education or early years setting. These were first produced at the beginning of the Autumn Term 2020 and have recently been updated.

A copy of the principles is **attached** here. The principles will remain under continuous review and reflect any new government guidance as necessary.

We would ask you to support our staff in enabling them to make visits in accordance with these principles.

NEWS



Winner announced of the nasen Award 2020

Category: The David Ryan Publication Award 2020

The Suffolk SEND [16+ Transitions Guide](#) has been announced as the winner in this category for 2020!

The 16+ Transitions Guide has been produced by Suffolk County Council in collaboration with parents, carers, and providers of education and health services including local NHS clinical commissioning groups. The second edition was published early in 2020 and can be found on the Local Offer site.

<https://nasen.org.uk/event-listing/nasen-awards/awards-2020.html>

Congratulations to all involved!

Training

Level Up 2020



The **Level Up Programme** is built by **Game Anglia** to help young people aged 16-25 throughout Suffolk make and publish their first game, from scratch. Throughout this programme, the goal is to learn the basics of project management, the business of game development, and then learn programming, User Interface (UI) and 2D Art techniques to make a mobile game to be published on the Google Play Store.

Throughout the course, experts from all of these fields will be available to learn from and help participants. Guest speakers will join each workshop to help the participants understand the career paths ahead of them, be it to begin their own company, sign up for a further course at university or college or get hired in an existing company.

To apply, visit the website at <https://levelup.gameanglia.co.uk> and fill in the short application form, or email levelup@gameanglia.co.uk with name, DoB, postcode and reason for application.

Interviews will be held over the phone or online.

The courses will take place **every Saturday starting February 2021**. If selected, participants will be expected to attend the courses held at the University of Suffolk in Ipswich. Support for transport costs is available. All workshops will also be livestreamed, for participants who prefer attending online events

Find our more on <https://www.levelup.gameanglia.co.uk/> | An information document with details is **attached**.

i-Teams University of Suffolk



The University of Suffolk i-Teams links the most innovative and creative students to industry facilitating solutions to real world business challenges. Supported by EIRA. i-Teams originated at MIT and was brought over to the UK by the University of Cambridge in 2006.

Several other UK Universities have since adopted the model and implemented their own i-Teams. Teams, who are selected from across all academic disciplines, work with and support a mentor, across a 6 week period.

Open to all current University of Suffolk students | 5-6 participants per team | Students will be selected from submitted application forms and a brief interview

Dates: 19 Jan – 25 February 2021

Time Commitment: 1 – 2.5 hours a week for six weeks with your student group virtually in a timeslot to suit you.

Role of the mentor: the mentor presents a challenge that their business is facing to a group of students and works with them over the six weeks (all virtually). At the last session teams then present their final conclusions to their business sponsor, along with an audience of business and academic experts to select the best student solution to the challenges.

For more information email h.love@uos.ac.uk

Click [here](#) for the **Skills Team Who's Who** and **previous issues** of this bulletin.

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