

Chef	<ol style="list-style-type: none"> 1. Make a dish inspired by a food movement or trend such as sustainability, budget friendly, plant based or one pot cooking. Find a fun way to take snapshots of what you get up to, such as photos, videos, a blog or a recipe book. 2. Make a meal using at least four of these chef techniques: smoking, sous vide, knife skills, vinaigrette, searing, roasting, Bain-marie, sauteing, blanching, marinating, caramelising, poaching or another skill you can think of. 3. Show off your chef's skills and host a meal for friends or family. Plan ahead and think about what meal would be good to prepare for others. Afterwards, share the recipe(s) used with your guests.
Digital design	<p>1. Find your idea</p> <p>To build a great app, website or game you have to know what people need or want to use, what would be a useful solution for them, or what game they'd play again and again.</p> <p>Start designing your app, website or game by finding out what products people already use and any problems they have with them. Also look at what problems they face every day that your design could help. You could do this in person or online by:</p> <ul style="list-style-type: none"> • Doing an online poll or survey. • Hosting a focus group. • Having one-to-one conversations. • Posting questions on a forum. <p>Use your research to decide what to design. Remember to stand out from the crowd – think about your 'unique selling point'. Another way to come up with an idea is through 'competitive research' – identifying an existing product's strengths and weaknesses and then modifying it, thinking about what it offers and how you can improve it.</p> <p>2. Plan the journey</p> <p>Before developers begin coding they first plan the layout and flow they want on paper.</p> <p>Plan the layout and flow of your design. Think about how people will use and interact with it. Work out how they'll move between different parts – where will links lead to? How do you want users to process information? This is called the 'user journey'. It might help to think about how an app you already use works.</p> <p>Present your plan visually: use sticky notes, sketch on paper or any other way you'd like.</p> <p>When you've got your map of screens think about what each screen does, and how it answers the needs you discovered in challenge one. Play with your design until it flows well.</p> <p>Once you're happy, you could make your design more realistic by creating it in a digital format using presentation software or a website maker.</p> <p>3. User testing</p>

	<p>It's test time!</p> <p>Put together some questions to check if your testers understand your design. Developers call this a 'script'; it's like a short story asking someone to use your design.</p> <p>Find your guinea pigs (if your design has a target audience try to find the right people), run them through your script and show them the first screen. Get them to think aloud as they 'use' your design on their own. Make notes of their feedback.</p> <p>You could ask: what doesn't make sense? What's missing? On a scale of 1-10, how easy was it to use?</p> <p>This exercise isn't about getting it right, it's about getting answers to your questions.</p> <p>Finally, use their feedback to improve your design.</p> <p>Take it further</p> <p>Code it! Why not take your design from lines on a page to lines of code?</p>
Entrepreneur	<p>1. Pick a business role model</p> <p>We all have people we look up to and who inspire us - it's good to learn from others who've been successful.</p> <p>Choose a business role model. They could be someone who's had a brilliant business idea, someone who's managed to overcome challenges, or someone whose ethos and morals appeal to you. Present your role model and their story, focusing on how they developed their business. Make a list of top tips you've learned from your role model.</p> <p>2. Pitch your own business</p> <p>Get your brain into gear and come up with a brilliant business idea!</p> <p>Are there any gaps in the market for a product or service? Do you have an idea that would stand out from the crowd? Think about things that you'd use, or do something that represents you or a group you identify with.</p> <p>Put your idea together and pitch it to a friend, family member or unit member, and ask your audience for their feedback so you can review it and evaluate your idea.</p> <p>3. Finalise your business plan</p> <p>Now it's time to find out how to create a business plan and make one for your idea. It needs to include:</p> <ul style="list-style-type: none"> • A name and logo for your idea. • What type of business it'll be, for example a social enterprise or limited company. • What support you'll need and where you can find it. • How you'll attract customers. • How profit will be made (if any). • Who your target audience is. • How you'll fund your idea. <p>Use SWOT or SMART analysis to help you make decisions about what to include. Make it as visual as you can by using sticky notes, diagrams or</p>

	<p>flow charts. Business doesn't have to be boring if it's something that inspires you, so try to make your plans as inspirational as possible.</p>
Event planning	<p>1. Explore different events</p> <p>Start by becoming an event inspector.</p> <p>Go to at least 1 event – it could be a party, music festival, meeting or any other event – and observe what works well and what you'd do differently. What was the aim of the event, and did it achieve it? Record your findings.</p> <p>2. Plan your own event</p> <p>Time to put your great ideas into action by planning an event! It could be a social event, family gathering, meeting or online event.</p> <p>First, decide on your event's aim, and think about what will make it enjoyable for both you and your guests. Record this and refer back to it often to make sure you stay on track.</p> <p>Next, think about what you'll need to do to make your event a success. Make a list of tasks that need to be done, by who and when. Here are some ideas:</p> <ul style="list-style-type: none"> • Decide who to invite and make a guest list. • Create invitations and send them to your guests. • Decide what decorations you might need. • Create a budget showing how much money you need and how you'll get it. • Will you need any help? Make a list of your team and their roles so everyone's clear about what they need to do. • Choose a date and set milestones for things you need to achieve in the run-up to your event. • Plan your location carefully. You'll need to make sure it's safe and accessible for all your guests. <p>3. Run your event</p> <p>Once your planning's done, it's time to run your event! Put in as much effort as you can to make your ideas a success.</p> <p>When your event's over, go back to your role as event inspector. Did you meet your aim? Evaluate what went well and what you'd do differently next time to make it even better.</p> <p>Share your ideas in whatever way best suits you.</p>
Interests	<ol style="list-style-type: none"> 1. Show or share an interest of yours to someone else. You could share your skill by talking to people about it, showing them, or getting them to join in. Think about what skills your interest gives you and note these down somewhere. 2. Expand on one of your current interests or try out a new interest. 3. Collect a list of interests which other people have and pick one you might not have considered before. Try it out once and record your time doing it in any way you like. Would you like to do it again?

Life skills

1. Complete two DIY or handy person tasks. You could fix shelving, mend a wall or fence, hang a picture, paint a room, build a raised garden bed, fill holes in a wall, bleed a radiator, change a light bulb, unblock a drain, take a metre reading, clean a washing machine, descaler, kettle or something else.
2. Try adulting by doing at least two of these:
 - Create a colour coded calendar to plan your month
 - Make and use a budget tracker for the month
 - Make a shopping list and meal planner
 - Create a week long task chart for yourself to boost your productivity
 - Any other task you see as adulting.
3. Find out how public transport works in your area. Work out the costs and time differences between taking a bus, train, cycling, walking or using a car. Find out if there are student travel cards or similar available. Plan to visit three locations you wouldn't normally go to, or may need to go to in the future. Find out how you could get there, then complete at least one of your journeys. How did it go? Was it easy to navigate? Do you now feel more confident planning other new routes?