

Example assembly planner to include weekly engagement with the world of work. A blank version can also be downloaded for schools to make their own plans on. The plan is based on Jan - July 2023 and dates refer to the Monday of each week. Holidays will vary but one Trusts' dates were used as reference.

January	February	March	April	May	June	July
2nd - Intellect	6th - Jackson's Law	6th - CPI	3rd - Easter	1st - Durata	5th - Resolution	3rd - GW Jo
9th - GW Eleanor	13th - Venator	13th - Wilton	10th - Easter	8th - Sock Monkey	12th - GW Harry	10th - AV Dawson
16th - PD Ports	20th - Half Term	20th - GW Kirbie	17th - JDR	15th - GW Tom	19th - Endeavour	17th - Visualsoft
23rd - Logic	27th - GW Claire	27th - Globe Theatre	24th - GW Megan	22nd - Suez	26th - AbacusBean	
30th - GW Connor				29th - Half Term		

The plan creates a cycle of 3 weeks with a Guess Who (GW) paired with two main company assemblies. The businesses have been mixed up on purpose to create a wide spread of different sectors across the year. Spark's experience suggests that repeated exposure to a resource is no bad thing and a rolling program of this plan would pair with a similar version for next year but using different companies and Guess Whos.

Ideally each asset would be used at least twice over the course of a child's primary years and hopefully more often, usually as a link to subject teaching where appropriate to contextualise it. The plan could be used as a rolling 2 year programme with next year's complementary programme available from the Summer.