



39%

of school leavers 'don't know what they want to do' when they leave school.

89%

of students list their parents as their 'key influencers'.

72%

of parents 'do not feel qualified' to help make career choices.

HIGH SCHOOLS

AND USED BY 100,000+ TERTIARY

STUDENTS

WHO WANT TO LEARN ABOUT

INDUSTRY































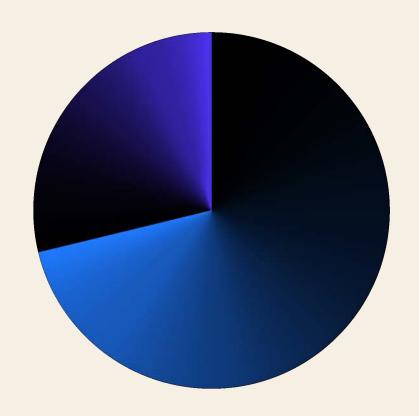




TOTALBEACH

1 MILLION

High School Students



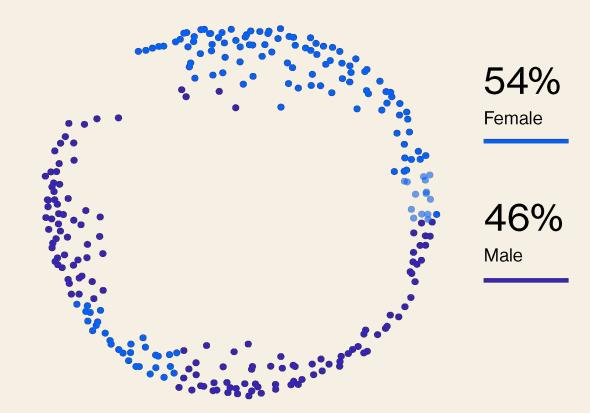
Our Users

100,000

Tertiary Students

4,900

Australian Teachers



90%

Schools Added an Additional Year Group to their Subscription 4.5 AVG

No of Times a Student Visits Per Month

 $21 \, \mathsf{min} 12 \, \mathsf{sec}$

Average Student Time on Site

3.8 AVG

Content Pieces Viewed Per Session

CAMPAIGNIREACH

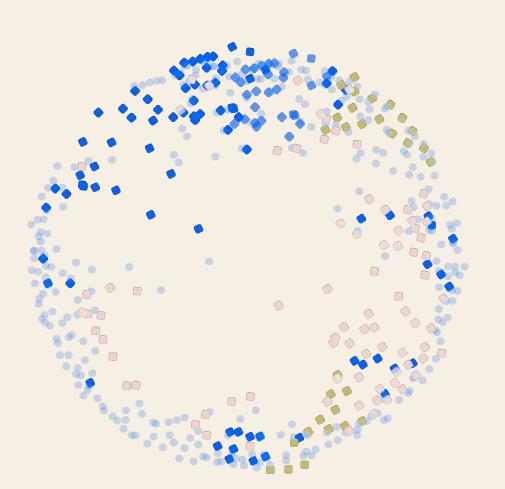
100,000

Tertiary Students

200,000
High School Students

650+

High Schools



Distribution of 650+ Schools

52%

Government

34%

Independent

14%

Catholic

WORK BASED LEARNING PROGRAM

A collaboration with schools will see our work based learning program replace traditional work experience for 200,000 school leavers and an additional 100,000 tertiary students.

The objective is to develop an industry and education collaboration which will continue to evolve.



WORK BASED LEARNING PROGRAM

1. COLLARBORATE WITH INDUSTRY:

The Careers Department will build industry supported 'skills' and 'virtual work experience' modules which prepare students for work.

The program is designed to reflect a typical work week (35 – 40 hours).

Students can complete it across one week, or in adhoc hour blocks.

2. ENGAGE 300,000 STUDENTS:

Throughout the program tertiary and high school students will upload their skills and virtual work experience modules into their 'e-Portfolio'.

3. CONNECT INDUSTRY AND STUDENTS:

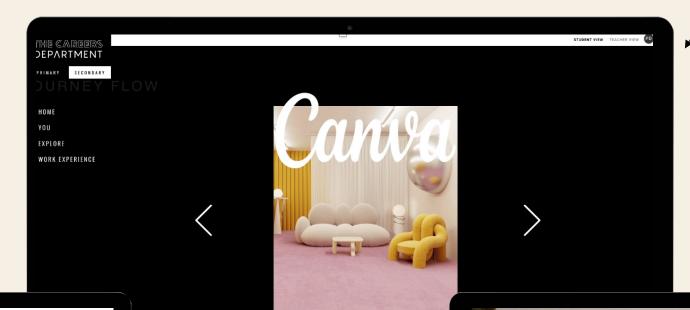
The e-Portfolio becomes a **marketplace** for industry looking to grow their labour force, and for students looking to build a body of work.

The platform will match student profiles with industry job vacancies, scholarship programs and tertiary courses.

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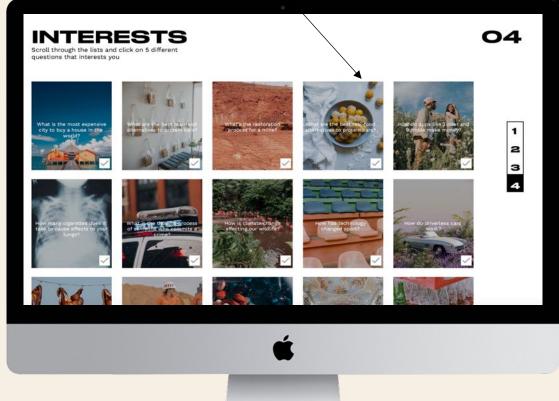
Gamified profiling and aptitude assessment, entry point.



02

Based on profiling results, students are introduced to aligned company profiles that match their aptitude, working style and interests.

Students receive access to exploratory content, skills modules and virtual work experience tasks.





All student work is stored in unique student e-Portfolios which sit in the employer marketplace.









A 3 – 5 minute video showcasing your staff and workplace in a highly engaging, relatable format. Students get a chance to see the day-in-the-life of people within a range of different industries.

See QANTAS Graduate Tour Here



















VIRTUAL WORK EXPERIENCE

Students earn micro credentials on completion of an interactive task which introduces them to industry specific skills.

Tasks range between 2 - 6 hours

1. CHOOSE FROM 60 TASKS

2. MEET AN EXPERT

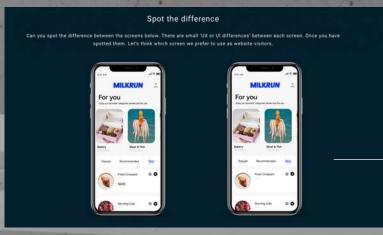
View task brief from an industry professional

4. UPSKILL

Through gamified modules











3. GET BRIEFED ON ACTIVITY

5. COMPLETE TASK

Receive feedback and upload to e-Portfolio

SKILLS MODULES

These are gamified skills training tasks that are aligned to different industries and upskill students before they enter the workforce.









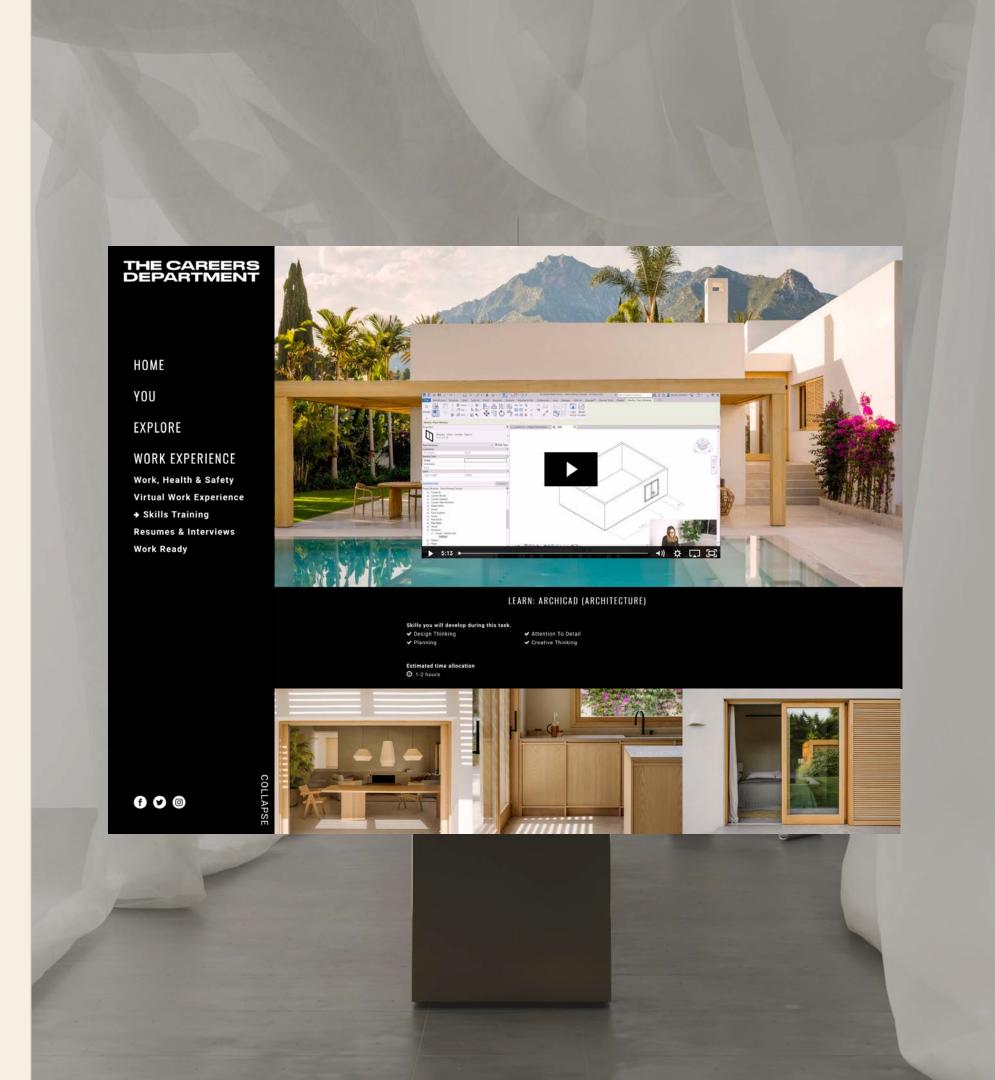












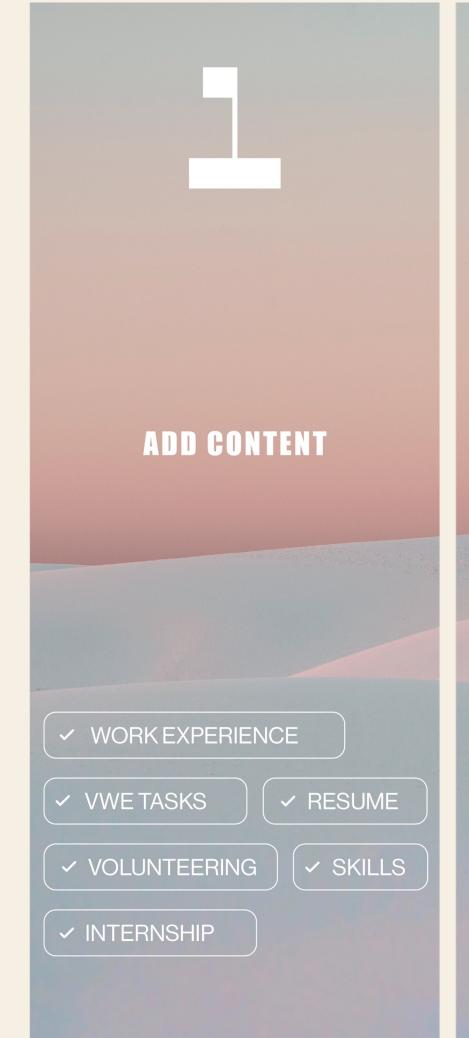
E-PORTFOLIO

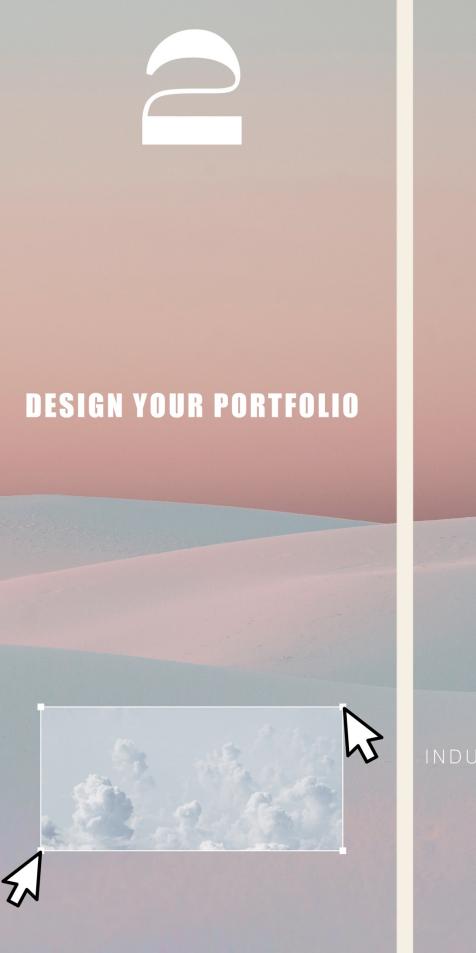
Enables students to upload their resume, skills modules and virtual work experiences, and collect micro-credential badges that are graded and are searchable by industry.













E-PORTFOLIO

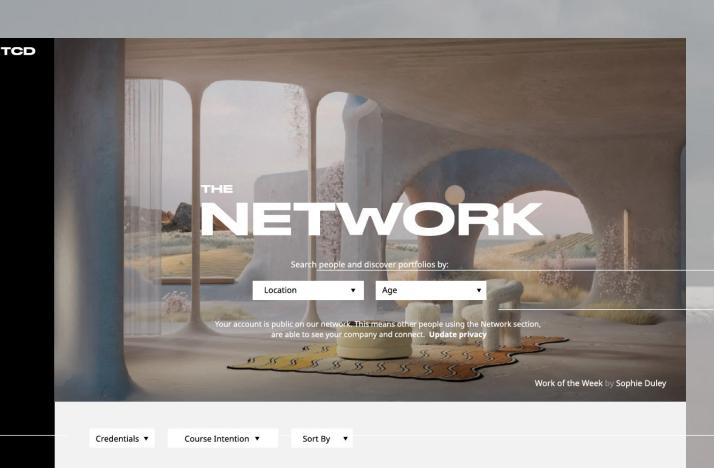
MARKETPLACE

Search students with the appropriate qualifications and skills training.

Filter and choose from a refined pool of potential candidates.

Credentials / Qualifications

Students -



Louise Allen

David Austin

Portia Roberts

Dan Mitchall

Message

Message

NORD

Letter Lan

Couling

Fill Ball

Hand

Letter Lan

AZ SAQ SA

Course intention

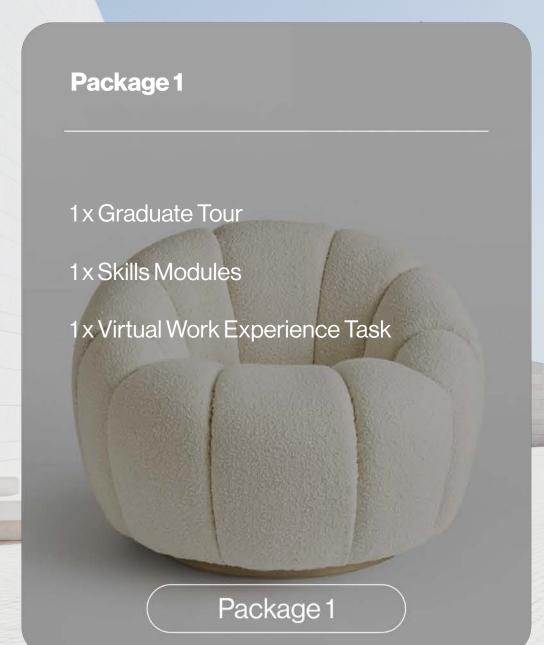
Location

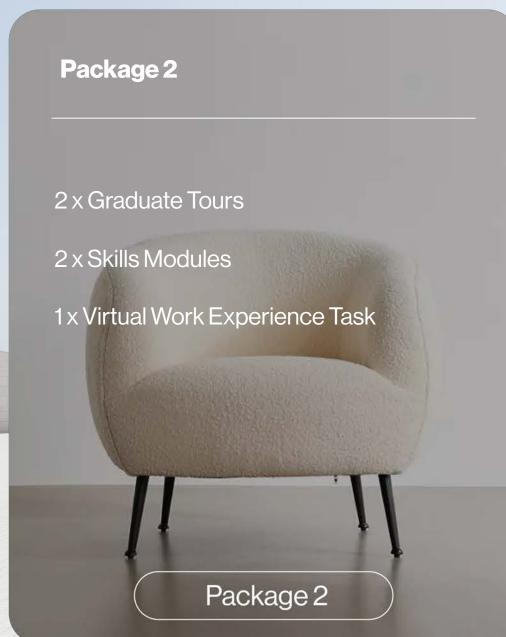
→ Age

 Virtual work experience and skills module projects

Additional portfolio work (internships, volunteering)

PACKAGES





Package 3

- 4 x Graduate Tours
- 3 x Skills Modules
- 3 x Virtual Work Experience Tasks
- 3 x eDM Communication with Students Priority placement of application offers for students who complete skills modules

Package 3

FIND OUT MORE

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