

YOUNG ENTERPRISE

# COMPANY PROGRAMME

# IMPACT

REPORT 2022

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## CHIEF EXECUTIVE FOREWORD

"During the 2021-22 academic year, we were delighted to have over 10,000 young people create and run over 850 Young Enterprise Companies across the UK. Through participating in Company Programme, these young people have developed enterprising mindsets and key employability skills that will help them in building their futures, irrespective of the careers or industry sector they pursue.

The ideas they developed were innovative, had strong socially conscious themes running throughout and many have real potential to become businesses of the future. They are a credit to themselves and their communities. We are hugely excited to see what young people taking part this year achieve and wish them the best of luck for their Company Programme journey.

We are immensely grateful to the many partners without whose support we would not be able to run Company Programme. Special thanks must go to HSBC UK."

**Sharon Davies**  
Chief Executive - Young Enterprise

# ye company programme

Company Programme is delivered in England and Wales by Young Enterprise, in Scotland by Young Enterprise Scotland, and in Northern Ireland by Young Enterprise Northern Ireland.



## WHAT IS COMPANY PROGRAMME?

A real-life learning opportunity that introduces young people aged 13-19 to the realities of the world of work. With extensive resources, support from a business volunteer and step by step guidance through our online platform, teams gain practical business experience, develop an enterprising mindset and build employability skills.

### Supporting schools through:

- ✓ Curriculum support
- ✓ Financial capability
- ✓ Gatsby Benchmarks
- ✓ Duke of Edinburgh Award
- ✓ Digital skills
- ✓ Developing an Enterprising Mindset

The journey through Company Programme consists of **eight key milestones** that take young people through the full process of starting, running, and winding up their business.

The **Milestone Map** offers a video introduction to each milestone and the key objectives student companies should aim to achieve at each stage.







## COMPANY PROGRAMME AT A GLANCE



**639**

**schools, colleges, youth group and alternative education provisions took part across the UK**



**10,165**

**young people aged 13-19 took part**



**899**

**student companies were established and provided with access to YE Online, our dedicated online platform**



**1,338**

**business advisors volunteered their support**



## CASE STUDY

TEAM

**Team Dringo**

SCHOOL

**Bedwas School, Caerphilly**

NET PROFIT

**£128.03**

**Team Dringo, from Bedwas School in Caerphilly, knew upfront that they wanted to create a product that was not only good for the environment, but also promoted better health for their customers.**

Supply chain issues following Covid-19 left their school tuck-shop short of supplies. Team Dringo saw their opportunity to sell personalised reusable bottles that could encourage buyers to refill with water rather than buying fizzy drinks.

Through sales of their bespoke bottles, the team achieved a net profit of £128.03 and were the deserving winners of the Customer Service Award at the 2022 Wales Final.

**Team Dringo reflected on their journey saying...**

“We have learnt many valuable lessons. The importance of committing to team meetings on a regular basis, planning our work, ensuring we have enough stock to meet the customer demand and meeting deadlines, especially with customer orders. Quality products are extremely important as poor quality would affect our brand and we could lose potential sales if we didn't take time to make sure the personalised part of the bottle was done correctly.”



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## YOUNG PEOPLE IMPACTS



"Personally, I think the best thing about taking part in the Company Programme is being able to work as a team to effectively grow a business from scratch, being able to overcome various obstacles that we faced as a group (whether it was communication issues or problems with the product) and being able to see first hand the progress we were making throughout the entire process and gaining entrepreneurial skills to aid us with the world of work."

**Young person 1**

"Collaborating to create a product we all believed in as a group and going through the development and marketing processes was the best thing about this programme for me."

**Young person 2**

"I personally think that the best part is learning about business and how teamwork is crucial in making a successful company, without all of my team and support staff, our accomplishments would not have been possible. The hands-on approach to business has been beneficial and with it being more interactive I have found it very enjoyable whilst still educational!"

**Young person 3**



**84%**

felt the experience helped to **identify their strengths and weaknesses**



**83%**

gained **confidence in themselves**



**93%**

have the courage to **keep trying when they find learning difficult**



**84%**

of young people now have a **greater understanding of the world of work**



**85%**

reflected on the **skills they need to develop for the future**



**88%**

of young people see the **value in their learning** from Company Programme



**72%**

developed four or more enterprising attributes, with the biggest changes in: **working responsibly, work readiness, organisation, and financial capability**



**78%**

of young people found Company Programme **useful in learning how to manage money**





## EDUCATOR FEEDBACK

Young Enterprise are a trusted provider of positive learning experiences:

**96%** of educators felt they would **take part again**

**96%** of educators felt Company Programme **raised young people's awareness** of their own **strengths and weaknesses**

**93%** of educators felt Company Programme **improved young people's employability skills**

**89%** of educators felt Company Programme **helped young people to communicate more clearly and concisely**

"A wonderful experience for students and staff lead. A whole range of skills have been developed and can be transferred to higher education and employment."

**Educator 1**



"Thank you for all the support that has been provided, as a new centre lead to the programme it was amazing how supportive the team was - especially with help for things like business plans, finances etc."

**Educator 2**



## WHY DO BUSINESS VOLUNTEERS CHOOSE TO TAKE PART?

**93%** of business volunteers felt Company Programme **helped young people to communicate more clearly and concisely**

**93%** of business volunteers believed Company Programme **helped build student's resilience**

**80%** of business volunteers said Company Programme **improved young people's financial capability**

**93%** said being a business volunteer for Company Programme **helped them to understand others' perspectives**

**93%** said volunteering with Company Programme had **helped them share personal experiences**

**93%** **would recommend volunteering** on the Company Programme to others



"It's a fantastic programme to be a part of. Seeing the students' personalities shine through and how they grow throughout the year is incredible to be a part of. I like the fact you don't need to run your own business to be a valuable resource to the students. I'd recommend the YE programme to anyone wanting to guide and support the next generation."

**Business Volunteer**





## 2022 COMPANY PROGRAMME WINNERS

The UK Company of the Year 2022 was awarded to Ocean Revolution, a business created by Year 10 students at Newquay Tretherras School, Cornwall.

The team sought to bring plastic pollution to the forefront of consumer choice and awareness by creating and selling jewellery made from micro-plastics collected from Cornish beaches.

The company further supported their beach clean-up mission by re-investing their profits into making plastic pollution collection easier and more enjoyable.

Ocean Revolution were also awarded the sustainability award and went on to represent the UK in Estonia at the JA Europe Company of the Year Competition 2022.

### The full list of winning teams is as follows:

- |  |  |
|--|--|
| ★ <b>Company of the Year Winner</b><br>Ocean Revolution<br>(Newquay Tretherras)              | ★ <b>Creativity Award</b><br>Project Parrot<br>(Royal Grammar School, Newcastle)         |
| ★ <b>Company of the Year 2nd Place</b><br>Stars of the Planet<br>(Scotland)                  | ★ <b>Telos Sustainable Success Essay Competition Award</b><br>Saim Khan                  |
| ★ <b>Company of the Year 3rd Place</b><br>103 Things<br>(Northern Ireland)                   | ★ <b>Journey Award</b><br>Fyske Whitehead  |
| ★ <b>Sustainability Award</b><br>Ocean Revolution<br>(Newquay Tretherras)                    | ★ <b>Best Promotional Video Award</b><br>Ocean Revolution<br>(Newquay Tretherras)        |
| ★ <b>Technology and Innovation Award</b><br>ShowerSmart<br>(Royal Grammar School, Guildford) | ★ <b>Company of the Year Team Programme</b><br>The Three Puffketeers<br>(Orkney College) |
|  | ★ <b>Individual Achievement Team Programme</b><br>Michael Walczuk                        |



## NEW DEVELOPMENTS

Looking ahead to the next academic year, we are preparing to reimagine the support offered to Company Programme participants.

The project is primarily focussed on ensuring a more engaging online experience for students through the development of a new product to replace YE Online. This new platform will offer young people a clearer roadmap for successful progression through the programme, as well as ongoing recognition and celebration of student's development and achievements as they work through the steps of launching, running, and winding up their own student company.

### card one money

This academic year, students participating in Company Programme are enjoying a much-enhanced online account offer via our new partnership with Card One Money.

The new account is the only business account available to under 18's in the UK and offers several fantastic features that will hugely improve the student experience including online banking, a simple online application process and a pre-paid card that guarantees students cannot go overdrawn.





# GET INVOLVED

**WORKING IN PARTNERSHIP  
WITH YOU TO CHANGE THE LIVES  
OF MORE YOUNG PEOPLE.**

**We're here to work with you.  
Get in touch and see how we can help.**

## Get in touch

Young Enterprise is a national charity supporting young people to successfully earn and manage money.

By 2023, Young Enterprise will create a minimum of 1 million opportunities to help young people learn the vital skills needed to earn and look after their money. We want to partner with more teachers, educators, volunteers and businesses to make this happen.

To do this, we need to mobilise 40,000 volunteers, teachers, and alumni across our network. We need your help to give more young people access to the enterprise and finance skills that can shape their careers and help transform their futures.

Work collaboratively with us to take part in programmes which meet your needs and ensure the successful development of your young people.

**To find out more about our full range  
of programmes and service visit:**

[www.young-enterprise.org.uk](http://www.young-enterprise.org.uk)

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