



Player Ready



# Post-16 Progression Pathway

2026 — 2027

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FOR IN-VENUE AND ONLINE PROVISION

# Introduction.

## ABOUT THE PATHWAY

Player Ready's Post-16 Progression Pathway provides young people aged 16 and over with a personalised, accredited route into further education, training, or employment. The programme blends digital creativity, technical skills, and personal development to create meaningful and measurable outcomes for every learner.

We specialise in working with young people with **Special Educational Needs and Disabilities (SEND)**, **Social, Emotional and Mental Health needs (SEMh)**, and those with **Education, Health and Care Plans (EHCPs)**. Our approach is grounded in trauma-informed mentoring, delivered by specialist staff who understand the unique challenges faced by this cohort.

Whether delivered in-venue across our five locations or online to learners nationwide, the pathway is structured around three progressive stages, with accreditation from both **AQA Unit Award Scheme** and **NOCN** recognised qualifications.

## Programme Aims.

### WHAT WE SET OUT TO ACHIEVE

#### AIM 01

Re-engage young people through creative and technical subjects that spark genuine interest and motivation.

#### AIM 02

Build practical digital literacy, equipping learners with skills valued in education and the workplace.

#### AIM 03

Develop personal, social, and employability skills that support independence and resilience.

#### AIM 04

Support transitions into further education, apprenticeships, supported internships, or employment.

#### AIM 05

Recognise achievement through nationally recognised accreditation via AQA Unit Awards and NOCN qualifications.

#### AIM 06

Provide a safe, inclusive learning environment tailored to individual needs, abilities, and EHCP objectives.

# The Three Stages.

## PROGRESSION THROUGH THE PATHWAY

### STAGE 1

## Re-engagement & Foundation Skills

The first stage focuses on rebuilding confidence, trust, and motivation. Learners work 1:1 or in small groups with a dedicated mentor, using creative technology tools as the entry point. Sessions are interest-led, flexible, and designed to re-establish positive learning habits.

### Tools & Platforms

Minecraft Education

Roblox Studio

Blender 3D

Unity

Unreal Engine

### AQA Unit Awards Available

Digital Art

Introduction to Coding

Video Creation

Python Programming

Lua Programming

Java Programming

Computer Science

Digital Skills &amp; the Environment

Stop Animation

Basic Game Design

### STAGE 2

## Skills Development

As learners demonstrate readiness, they progress to structured NOCN qualifications spanning Entry Level 3 through to Level 2. These Skills for Employment, Training and Personal Development (SETPD) qualifications provide nationally recognised certification and clear evidence of progression.

QUALIFICATION	LEVEL	CREDITS	TYPE
Creative Computing Award	Entry 3	6	Award
Foundations in Creative Computing	Entry 3	18	Certificate
Digital Skills Award	Level 1	6	Award
Digital Skills Certificate	Level 1	18	Certificate
Advanced Digital Skills Award	Level 2	6	Award

### STAGE 2 — EXAMPLE MODULES BY LEVEL

**Entry 3:** Using Digital Devices, Creating Digital Graphics, Internet Safety, Introduction to Coding

**Level 1:** Digital Communication, Web Design Basics, Data Handling, Digital Media Production

**Level 2:** Advanced Web Development, Digital Project Management, Cybersecurity Awareness, Professional Digital Portfolio

### STAGE 3

## Independence & Progression

The final stage prepares learners for their next destination, whether that is further education, an apprenticeship, supported internship, or employment. NOCN Entry 3 qualifications are supplemented with AQA top-up units focused on transition skills. Regular reviews are linked directly to EHCP objectives to ensure measurable progress.

### AQA Transition Units

Work Experience Preparation

Career Planning

Leadership Skills

Digital Enterprise

Progression reviews are conducted with the learner, their mentor, and relevant professionals (e.g. local authority caseworkers, parents/carers, SENCO) to align outcomes with EHCP targets and inform Annual Review contributions.

## Delivery Model.

### HOW WE DELIVER THE PATHWAY

#### In-Venue

Sessions delivered at our five purpose-built locations across the South West and South Coast.

Plymouth

Exeter

Taunton

Truro

Portsmouth

- 1:1 and small group sessions
- Green screen studio access
- Robotics and 3D printing
- Dedicated mentoring rooms

#### Online

Live 1:1 mentoring via secure video platform, available to learners nationwide.

- Nationwide availability
- Live 1:1 via secure platform
- Same accredited curriculum
- KCSIE 2025 aligned safeguarding
- Screen-sharing and collaborative tools

**Our Mentors:** All mentors hold Enhanced DBS clearance, are qualified to at least AET Level 3 (Award in Education and Training), and hold a degree or Master's qualification in digital technology or creative media. Many have specialist SEND experience and additional safeguarding qualifications.

## Progression Destinations.

### WHERE THE PATHWAY LEADS



#### Further Education

College courses, sixth form, or specialist provision



#### Apprenticeships

Employer-led training with real workplace experience



#### Supported Internships

Structured workplace learning with ongoing support



#### Employment

Direct entry to work, supported by exit portfolio



#### NOCN Level 3

Higher qualifications with UCAS points for university



#### Exit Portfolio

Comprehensive evidence of skills and achievement

## Monitoring & Support.

### HOW WE TRACK PROGRESS



#### Individual Learning Plans (ILPs)

Personalised targets and milestones reviewed regularly, aligned to EHCP objectives and learner aspirations.



#### Mentor & Learner Reflections

Structured session reviews capturing progress, engagement, and areas for development from both perspectives.



#### Parental & Professional Input

Regular updates to parents/carers and commissioning professionals, including contributions to Annual Reviews.



#### Accreditation Tracking

Live monitoring of unit completion and qualification progress through our AQA and NOCN centres.



#### Wellbeing Check-ins

Regular welfare monitoring integrated into every session, with escalation protocols for safeguarding concerns.

## Get in Touch

To discuss a referral or find out more about our Post-16 Progression Pathway

WEBSITE

[player-ready.co.uk](https://player-ready.co.uk)

EMAIL

[customerservice@player-ready.co.uk](mailto:customerservice@player-ready.co.uk)

NOCN CENTRE

**Approved Centre No. 12116**