

CHARACTER DEVELOPMENT IN SCHOOLS

In February 2019 then Secretary of State for Education, Rt Hon Damian Hinds MP, set out his vision to help children build character, saying the government will be "developing a set of benchmarks for schools to use so that they can deliver their own approach to developing character and assess themselves on how they are doing."

CHARACTER BENCHMARK

A.

What kind
of school
are we?



ReachOut helps schools to support pupils' personal development and character.

B.

What are our
expectations
of behaviour
towards each
other?



Pupils choose the positive behaviours they want to practice at ReachOut and maintain these every week for a year.

C.

How well do
our curriculum
and teaching
develop
resilience and
confidence?



ReachOut helps build resilience and confidence through our activities, including character development, growth mind-set, academic support and building relationships with mentors.

Using smart goals and reflection helps mentees to see where they have grown, builds confidence and gives a strong sense of progress.

HOW REACHOUT HELPS SCHOOLS TO ACHIEVE THIS

D.

How good is our
co-curriculum?



ReachOut's high quality programme complement school provision and engage hard to reach young people in positive activities.

E.

How well do we
promote the value
of volunteering
and service to
others?



Working with our volunteer mentors teaches young people about the importance of social action and makes it real.

F.

How do we
ensure that all
our pupils
benefit equally
from what we
offer?



ReachOut activities are always free for young people to attend and schools can target pupils most at need.

REACHOUT

As schools face ever greater demands on their resources ReachOut is an ideal partner to help support their most disadvantaged pupils' personal development and understanding of the world beyond school. By working with schools to address the Gatsby benchmarks and build pupils' character we give these young people the best chance of succeeding in education and life.