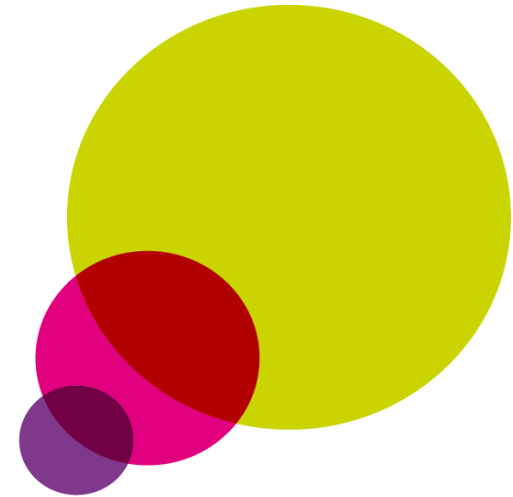


VIRTUAL WORK EXPERIENCE TOOLKIT

VERSION 1.0 JUNE 2020

GUIDANCE, FRAMEWORK AND TOOLS FOR
VIRTUALISING WORK EXPERIENCE PROGRAMMES



MOVEMENT
TO WORK™



CONTEXT

Analysis suggests that disadvantaged young people will be amongst the worst affected groups of people as a result of the COVID-19 crisis. Yet they could also be the smartest solution to rebuilding our workforces.

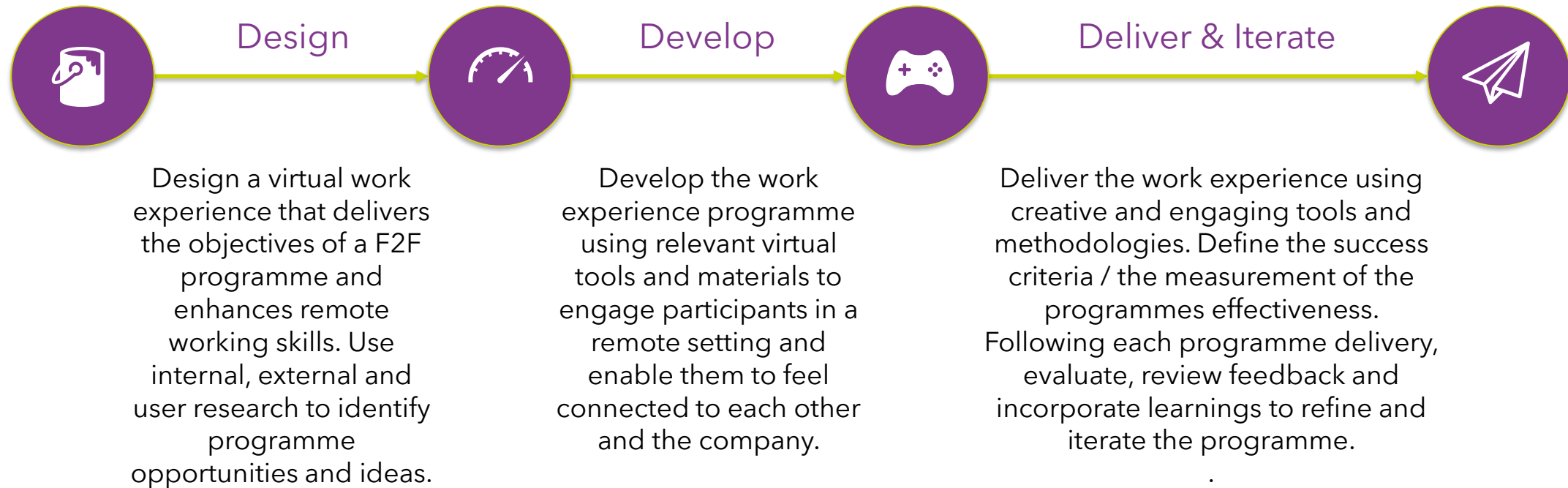
MtW exists to reduce the number of young people who are 'Not in Education, Employment, or Training' (NEET). The COVID-19 pandemic is the greatest threat to young people and their career prospects for over a decade. We know that when we empower young people and welcome them into our industries, they not only forge brighter futures for themselves, they go on to add real value to our businesses, and they improve our whole society.

Now, more than ever, we need to provide young people with the support to thrive at work and acknowledge their vital role in our economic recovery.

Reflecting [MtW's Covid response](#): 1. Young people first, 2. Be accessible, go digital and 3. Support and empower, MtW urges organisations to find creative ways to continue training, development and work experience for young people online.

APPROACH

Suggested approach to virtualising a work experience programme:



AGILE WAYS OF WORKING

Apply agile ways of working to the approach, enabling you to incorporate feedback and learning regularly so you can adapt and iterate to better meet user needs.

