



Summit Holiday Village
User Guide for Teachers

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This teachers' guide is also available in Welsh. To download a copy please visit www.goodday.org.uk or call SummitSkills on 01908 303960.

Mae'r canllaw i athrawon hwn hefyd ar gael yn Gymraeg. I lawrlwytho copi ewch i www.goodday.org.uk neu ffoniwch SummitSkills ar 01908 303960.



Summit Holiday Village



Introduction

The activities of the building services engineering sector touch our lives at all levels and yet young people are largely unaware of this and the role that they could play in building for the future.

The sector includes the following industries:

- Electrotechnical
- Heating
- Ventilation
- Air conditioning
- Refrigeration
- Plumbing

Ongoing technical and environmental developments and demands result in a range of interesting and challenging opportunities throughout the sector.

The Summit Holiday Village game targets the 14-19 age range and aims to engage, inform and entertain.



The Game

The game can be played from CD ROM and is also available on the SummitSkills careers website www.goodday.org.uk

The player takes on the role of building services engineering supervisor. In this role, players have to make decisions in order to:

- Carry out routine jobs
- Delegate
- Deal with emergencies and unexpected events

In making each decision, the player has to balance cost with energy efficiency, environmental factors and visitor comfort. The information [i] feature for each option gives additional information to help the player make their decision.

Each decision and action has a consequence. This is reflected in the player's Performance Appraisal report which can be viewed throughout the game and can be printed out at the end.

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After the user has logged in, there are 3 game length options:

- Short Game (approximately 5 minutes)
- Medium Game (approximately 10 minutes)
- Long Game (approximately 20 minutes)

The game will be different each time it is played as situations and events occur randomly. The longer the game, the more situations, events and emergencies will happen.



Suggestions for Use

This game is primarily a careers tool. However, you may find that it is a useful resource for other areas of the curriculum; it can be used as a starting point for discussion, as a launch pad to delve into a subject area in more detail, to encourage further research and to generate discussion or debate.

It is anticipated that the game will be used by individuals working independently, in small groups or can be used as a presentation to the whole class.



Summary of Activities

Some suggested activities have been included in this booklet. These are summarised below and are covered in more detail later.

Activity 1 – Careers in building services engineering requires students to find out more about the industry, job opportunities and related qualifications.

Activity 2 – Environmental Considerations requires students to reflect not only on environmental issues in the game but on the wider energy debate, looking at both renewable and non-renewable energies and the factors that influence decisions on energy sources.

Activity 3 – Science Issues takes some of the situations from the game and looks at the ‘how it works’ angle as well as looking at usage and future developments.

Activity 4 – Communication uses the game as a stimulus for a PR exercise, considering the customer’s perspective and use of appropriate language styles to promote the village.



Activity 1

Careers in Building Services Engineering

Aim

To learn about the building services engineering sector, the scope of jobs within the associated industries and relevant qualifications.

Format

Work in small groups or individually to play the Summit Holiday Village game – select the Medium option.
Further research via SummitSkills website or Careers Map.

Timing

- Allow 10 minutes to play the game
- Allow 10 minutes to classify the tasks
- Allow 10 minutes to identify the job roles
- Allow 10 minutes to state the required qualifications
- Allow 20 minutes for the group to feed back their findings and create a master table of information

These timings are for guidance only and may be adjusted as required.
This activity may be extended to allow more research time.

Resources

- Suitable Laptop or PC with either CD-ROM Drive and Summit Holiday Village CD ROM, or access to the game via the SummitSkills website
- Internet access or copies of the SummitSkills Careers Map
- Flip charts or whiteboard and pens

Outcomes

Each team should:

- Make a list of the types of tasks that were carried out in their game
- Classify the tasks according to the related industry
- Identify the job role of the person who would complete each task (Use the Careers Map (pdf version) on the SummitSkills website to do this)
- For each job role, state the qualifications required

Group to pool their information into a master table at the end.

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Activity 2 Environmental Considerations

Aim

To highlight environmental issues encountered in our everyday lives. Using the issues faced in the game as a starting point, students will find out about renewable and non-renewable energy sources. Students to research the sources of energy used in this country and see how we compare to our neighbours.

Format

Work in small groups or individually to play the Summit Holiday Village game – select the Medium option. Further information to be obtained either via the internet or from relevant text books for the presentation.

Timing

- Allow 10 minutes to play the game
- Allow 10 minutes to identify potential environmental issues through discussion – use the village map as a prompt – and to draw out potential sources of energy, both renewable and non-renewable
- Allow 20 minutes to research energy sources and their usage in the UK and in other countries
- Allow 20 minutes for the group to feed back their findings

These timings are for guidance only and may be adjusted as required.

This activity may be extended to allow more research time. Alternatively, you may want to provide information for the group to interpret.

Resources

- Suitable Laptop or PC with either CD-ROM Drive and Summit Holiday Village CD ROM, or access to the game via the SummitSkills website
- Internet access
- Relevant text books
- Flip charts or whiteboard and pens

Outcomes

- Initial group discussion about environmental issues in the game
- For guidance, some of the issues raised in the game include:
 - o Using low energy bulbs
 - o The use of 'grey' water
 - o Using photovoltaic cells
 - o Use of wind energy
 - o Waste water considerations (e.g. composting toilets)
 - o Wastage of heat energy
 - o Economic use of air conditioning
- Draw up a list of renewable and non-renewable energies sources and for each one make a list of pros and cons
- Group presentations about:
 - o The problems of deciding on which energy sources to use for the whole country and future considerations
 - o Energy sources used by other countries and any social, economic or environmental reasons why
- Extension work could include find associated issues discussed in the media, newspapers, internet, podcasts etc.

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Activity 3 Science Issues

Aim

To investigate some of the science issues encountered as part of the working day in the building services engineering sector.

Format

Work in small groups or individually to play the Summit Holiday Village game – select the Medium option.

Make a note of any tasks encountered that involve the following:

- Energy production by alternative means
- Recycling of water
- Alternative methods of disposing of sewage
- Energy saving tasks

Allocate one of these topics either for the whole class or one for each group.

Find out about the topic from the science angle to include things like:

- How it works
- How common the use is
- Future technologies in this area

Timing

- Allow 10 minutes to play the game
- Allow 10 minutes to discuss the science issues encountered
- Allow 40 minutes to research and create a spider diagram

These timings are for guidance only and may be adjusted as required. This activity may be extended to allow more research time.

Resources

- Suitable Laptop or PC with either CD-ROM Drive and Summit Holiday Village CD ROM, or access to the game via the SummitSkills website
- Internet access
- Relevant text books
- Flip charts or whiteboard and pens

Outcomes

- Use the internet and other sources for research
- Each individual or group should develop a mind map or bubble diagram for their topic, to show information about how it works, usage and the future
- The whole group to share their findings at the end

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Activity 4 Communication

Aim

Production of PR material for the Summit Holiday Village, focusing on positive features that will appeal to visitors.

Format

- Work in small groups or individually to play the Summit Holiday Village game – select the Long option. While playing, make a note of:
 - Features and activities on offer
 - The environmental policy of the village and energy efficiency measures
 - New developments on site
- You have been employed by the village to write a short paragraph to be used for publicity purposes:
 - Groups can either produce a small leaflet to advertise the village or create a poster

Timing

- Allow 20 minutes to play the game and make notes
- Allow 30 minutes to create first draft of marketing materials
- Allow 10 minutes to present at the end

These timings are for guidance only and may be adjusted as required. This activity may be extended to allow more development time for the marketing materials.

Resources

- Suitable Laptop or PC with either CD-ROM Drive and Summit Holiday Village CD ROM, or access to the game via the SummitSkills website
- Internet access
- Flip charts or whiteboard and pens and other materials

Outcomes

- Short presentation to the class to bring out:
 - Positive aspects of the village
 - Types of language used in publicity materials



About SummitSkills

SummitSkills is the Sector Skills Council for the building services engineering sector. We have been created by employers, for employers, to address five key objectives:

- Alleviate skills gaps
- Improve productivity
- Provide career progression
- Develop a competent workforce
- Champion the sector's skills agenda

The employer-led approach of SummitSkills gives businesses in the sector a key role in increasing their own and the country's productivity and profitability. Through the establishment of Sector Skills Councils, employers now have a direct route to influence strategic planning relating to skills and training.



About Building Services Engineering

The building services engineering sector represents the electrotechnical, heating, ventilating, air conditioning, refrigeration and plumbing industries.

There are over 60,000 businesses in the sector and over 600,000 employees.

The work carried out by the sector each year amounts to £20 billion. This is 3% of GNP (Gross National Product).

For more information contact SummitSkills at: Vega House, Opal Drive, Fox Milne, Milton Keynes, MK15 0DF

Careers helpline: tel 08000 688336

Email: enquiries@summitskills.org.uk

Or visit our website at www.goodday.org.uk

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Useful Web Links

Careers

Apprenticeships

<http://www.apprenticeships.org.uk>

Careers Wales

<http://www.careerswales.com>

Careers Scotland

<http://www.careers-scotland.org.uk>

Careers Service Northern Ireland

<http://www.careersservice.ni.com>

Connexions

<http://www.connexions.gov.uk>

Learn Direct

<http://www.learn-direct-advice.co.uk>

Trade Associations

Association of Plumbing & Heating Contractors

<http://www.aphc.co.uk>

Electrical Contractors' Association

<http://www.eca.co.uk>

Heating & Ventilating Contractors' Association

<http://www.hvca.org.uk>

Scottish & Northern Ireland Plumbing Employers' Federation

<http://www.snipef.org>

SELECT

<http://www.select.org.uk>

Professional Institutions

Chartered Institution of Building Services Engineers

<http://www.cibse.org>

Chartered Institute of Plumbing & Heating Engineering

<http://www.ciphe.org.uk>

Energy Institute

<http://www.energyinst.org.uk>

Institution of Gas Engineers and Managers

<http://www.igem.org.uk>

Institution of Engineering & Technology

<http://www.theiet.org.uk>

Institution of Lighting Engineers

<http://www.ile.org.uk>

Institution of Mechanical Engineers

<http://www.imeche.org.uk>

Institution of Refrigeration

<http://www.iior.org.uk>

Society of Environmental Engineers

<http://www.environmental.org.uk>

Society of Light and Lighting

<http://www.cibse.org>



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***Good day** is brought to you by SummitSkills, the Sector Skills Council for building services engineering, helping you to make an informed decision about your ideal job and the skills you need to achieve it.