



Playworker Apprenticeship Level 3

Over **3,000**
Qualifications a Year

94.4% Overall
Success Rate

Progression
Opportunities



Playworker Apprenticeship Standard

Playwork is a highly skilled profession that enriches and enhances children's play.

The role of a playworker is to support all children and young people in the creation of a space in which they can play.

This Apprenticeship provides knowledge about the role of the Level 3 playworker when working with children and young people between the ages of 4 to 16. It prepares apprentices for roles in management of play environments and as line managers of other staff.

The qualification covers the knowledge and skills needed when working unsupervised and apprentices will need to demonstrate their managerial skills in the workplace. It is aimed at experienced playworkers who have a wide knowledge

and understanding of children and young people and now want to move on to a managerial role.

Entry Requirements

Apprentices must be at least 16 years old and be working within a playwork environment.

Functional Skills

Apprentices will achieve their level 2 functional skills in Maths and English as part of their apprenticeship. Employment Rights and Responsibilities, Personal Learning and Thinking Skills form part of this apprenticeship.







Main Qualification Structure

Apprentices must achieve a minimum 65 credits in total – 46 credits from the 13 mandatory units in Group A and a minimum of 19 credits from any of the 11 optional units in Group B. The Diploma requires 65 Credits.

Mandatory Units

Unit Ref.	Unit No.	Unit Title	Unit Type	Level Method	Credit	GLH
1	Y/601/1695	Understand how to safeguard the well-being of children and young people	Mandatory	3	3	N/A
2	M/601/1699	Understand how to support positive outcomes for children and young people	Mandatory	3	3	N/A
3	L/602/1799	Understand children and young people's self directed play	Mandatory	3	5	N/A
4	T/602/1800	Understand the organisational framework of play	Mandatory	3	4	N/A
5	A/602/1801	Understand relationships in the play environment	Mandatory	3	3	N/A
6	F/602/1802	Understand health, safety and security in the play environment	Mandatory	3	2	N/A
7	J/602/1803	Understand how to plan for and support children and young people's self directed play	Mandatory	3	5	N/A
8	L/602/1804	Contribute to an organisational framework that reflects the needs and protects the rights of children and young people	Mandatory	3	4	N/A

Optional Units

Unit Ref.	Unit No.	Unit Title	Unit Type	Level Method	Credit	GLH
9	R/602/1805	Develop and maintain a healthy, safe and secure play environment for children and young people	Mandatory	3	3	N/A
10	Y/602/1806	Develop and promote positive relationships in play environment	Mandatory	3	3	N/A
11	D/602/1807	Plan for and support children and young people's self directed play	Mandatory	3	4	N/A
12	J/602/1798	Understand playwork principles	Mandatory	3	4	N/A
13	A/601/1429	Engage in personal development in health, social care or children and young people's settings	Mandatory	4	3	N/A
14	J/602/1834	Work with colleagues in a playwork team	Optional	3	10	N/A
15	L/602/1835	Engage with parents, carers and families in a play environment	Optional	3	10	N/A
16	R/602/1836	Administer playwork provision	Optional	3	8	N/A
17	Y/602/1837	Inclusive play, working with disabled children and young people	Optional	4	11	N/A
18	D/602/1838	Promote own organisation in the community	Optional	3	13	N/A
19	H/602/1839	Contribute to evaluating, developing and promoting services	Optional	4	11	N/A
20	Y/602/1840	Organise and supervise travel	Optional	3	7	N/A
21	D/602/1841	Manage a budget	Optional	3	11	N/A
22	H/602/1842	Recruit, select and keep colleagues	Optional	5	12	N/A
23	K/602/1843	Provide learning opportunities for colleagues	Optional	4	11	N/A
24	M/602/1844	Allocate and monitor the progress and quality of work in own area of responsibility	Optional	4	14	N/A

Duration

This course typically takes 12 months to complete.

Progression

This qualification intends to prepare apprentices for employment in playwork environments in roles such as adventure centre supervisor or as a manager of any playwork provision. Apprentices can also progress to ILM Management Level 3.

Qualifications

The overall grade for the qualification is a 'pass'. The apprentice must achieve all the required units within the specified qualification structure.

To pass a unit the apprentice must:

- Achieve all the specified learning outcomes.
- Satisfy all the assessment criteria by providing sufficient and valid evidence for each criterion.
- Show that the evidence is their own.

The qualifications are designed to be assessed:

In the workplace or in conditions resembling the workplace, as specified in the assessment requirements/strategy for the sector, or as part of a training programme.

Level

This is a Level 3 apprenticeship.

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