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### Apprentice Training Opportunity through the, Nationally Recognised, Innovation Literacy Programme

4<sup>th</sup> & 5<sup>th</sup>
MAR 2026

This unique, 2-day training programme is available, free of charge, to apprentices pursuing careers in Science, Engineering, Creative Industries and AI.

Interactive workshops will equip apprentices to impact on their workplace with fresh perspectives and ideas, deliver valuable CPD and count towards off-the-job training.

**Location:** Campfield Manchester, Liverpool Road, Manchester M3 4FP **Participant Investment:** Travel\* + accommodation cost, if required.

\*Travel costs will be funded by IST for participants who hold an IST Membership on 1st January 2026





#### Day 1: 9.00 AM - 5.00 PM

#### **Module 1: Foundations of Innovation**

What is Innovation?
Where Do Good Ideas Come From?

#### **Module 2: Prototyping & Problem Solving**

Exploring Innovation Physically Evaluating & Testing Innovation

#### Day 2: 9.00 AM - 5.00 PM

#### Module 3: Strategic Thinking & Proposal

Knowing Your Context
Consolidating Your Proposal

#### Module 4: Communication & Culture of Innovation

Effective Communication Creating the Culture

To register interest and further information visit <a href="https://istonline.org.uk/apprentice-training-opportunity/">https://istonline.org.uk/apprentice-training-opportunity/</a>

Registration Closes on 30.01.2026.

## WHAT YOU WILL LEARN?

#### **Module 1 - Foundations of Innovation**

#### What is Innovation?

A deep dive into the concept of innovation, its historical and modern-day impact, and how it applies to the real world. Activities include building a "Wall of Awesome" with modern innovations.

#### Where Do Good Ideas Come From?

Focuses on brainstorming techniques, idea generation, and fostering curiosity to find and develop innovative ideas.

# Foundations of Innovation Knowledge and understanding

#### Module 2 - Prototyping and Problem Solving

#### **Exploring Innovation Physically**

Emphasises the tangible aspects of innovation and creativity, including how physical models can quickly help deepen understanding of product or service innovations.



Explores an expansive range of tests to check the product solves the original problem and meets the business need.



#### Module 3 – Strategic Thinking & Proposal Development

#### **Knowing Your Context**

Emphasises the tangible aspects of innovation and creativity, including how physical models can quickly help deepen understanding of product or service innovations.



Discusses gathering relevant data, understanding the environment, and using metrics to support innovation proposals (eg. PESTLE analysis etc).



#### Module 4 - Communication & Culture of Innovation

#### **Effective Communication**

Focuses on creating impactful proposals for innovation ideas using data and a structured format like a Vision Specification document.

#### **Creating the Culture**

Explores how to foster a culture of innovation within organisations, and some ideas for personal growth.









