Taskmaster Club Benefits

Sense of Belonging / Inclusivity

Everyone gets their moment to shine at Taskmaster Club. Whether the children or young people are sporty, academic, musical, literary, mathematical, competitive, artistic, introverted or just downright quirky, there are tasks that will give them all a chance to flourish.

Creativity

There are no wrong answers at Taskmaster Club, but thinking outside the box is rewarded. Children are encouraged to think creatively and laterally to find unique approaches to each task and win more points from the Taskmaster. Teamwork / Collaboration The teams that succeed and get the most from Taskmaster Club are the ones who listen to each other's ideas and learn from their teammates. Different tasks play to different strengths and, by working as a team, the children are each able to contribute to their team's successes by drawing on their unique talents and skills.

Self-esteem / Self-Confidence

Taskmaster Club plays to a variety of different strengths, so it's never the same teams who win each task. Extra-curricular clubs tend to focus on particular activities, skills or talents, whereas Taskmaster Club is unique in fostering a wide variety of skills. This approach builds up confidence and self-esteem, as different teams are likely to excel each week. We have also found that children who come to Taskmaster Club reticent to speak up about, for example, their prize tasks in the early weeks of the clubs, very often display a greater willingness to speak out at the conclusion of the club term.

Fun / Interactivity

Taskmaster Club incorporates a 'learning by stealth' approach that is a great way of teasing educational outcomes from something that is genuinely fun. By engaging with the tasks and working with their teammates, everyone enjoys the session by laughing, learning, being creative, and doing interactive tasks, together.

Reasoning

Teams will always score more points for being convincing in the reasoning behind their decisions. This is particularly the case with the Prize Task at the beginning of each Club episode. Every week the teams are invited to bring in or describe, "The best..." thing. That might

be a physical object or a concept, but how the teams justify their decisions will determine how many points they receive.

Problem Solving

Taskmaster Club tasks can often be approached in a myriad of different ways, and teams must use their problem-solving skills to decide how best to tackle them. Tasks may be scored subjectively or objectively, with the latter often requiring teams to consider how best to create the longest, tallest, lightest etc. thing. Teams will have to work together to come up with solutions by drawing upon their collective problem-solving abilities.

The unexpected benefits

As well as the 'soft skills' and 'higher order thinking skills' that the young people are developing through Taskmaster Club, school leaders are also reporting additional benefits that we hadn't really considered when began put these resources together.

Attendance

In schools, by improving pupils' sense of belonging, their self-esteem and giving them a great reason to come to school, Taskmaster Club helps to improve attendance on the days that it is run.

Parental Engagement

By setting the Prize Task at the end of each session, pupils are taking away a little home learning task with them. These might appear to be fun or even silly (because they are) but we are finding increasing numbers of Taskmaster Club leaders are sharing that they are have increased contact with families that are usually harder to reach.

Behaviour

Some schools who track incidents of behaviour has reported to us that since beginning Taskmaster Club sessions with their young people, they have seen a decrease in the number of incidents. This could be down to some of the previously mentioned benefits, such as an increase in their sense of belonging and self-esteem. However, it's also true that as the participants develop their teamwork and communication skills, so they are able to get along with their peers in a more positive way.

