

Business Academy 2025 Annual Report



Contents

Business Learning Area	2
Entrepreneur Week	2
Inspiring Year 9 Entrepreneurs: A Snapshot of Our Innovation Workshops	3
Connecting Year 10 Business with Kootuitui: A Collaborative Journey	3
Year 10 take on the Young Enterprise Business Sprint	4
Inspiring leadership lessons with Davide Teixeira at Papakura High	5
Sharenanigans founder inspires Year 11 Business students	6
Makerspace	6
From Makerspace to Marketplace: Hominin Skulls	6
Exploring Design Thinking with Junior Hard Materials Students: From Hand Tools to Laser Cutting	7
A Blooming Partnership: Makerspace and the Art Department	7
Bringing Year 9 Maaori Classes into the Makerspace & other projects with the Maaori Whaanau	8
Bridging Culture and Craft: The Pasifika Sculpture Pro-Ject	10
Celebration Weeks in the Makerspace: A Year of Cultural and Creative Exploration	11
Professional Teacher Learning	11
Empowering Educators - the Makerspace Professional Learning Group	11
Deloitte - partnering goes to the next level	13
1. The Deloitte Grow Programme	13
2. Deloitte Hackathon	13
3. Development of the AI for Educators Initiative	14
4. Teachers add insight to Auckland Council / Deloitte Pacifica Insights Initiative	14
Pathways Experiences	14
Women in Design	14
An English curriculum integrating Pathways in Communications	15
Commercial Communications Council Event	17
Papakura Voices in Action initiative:	18
The Papakura Youth Festival	18
Partnerships	20
Expanding our reach into new schools	20
Building an ecosystem	20

Business Learning Area

It has been a busy but rewarding year working with the Papakura High Business Learning Area. With the new Head of Department and a new staff member there was a lot of knowledge to be shared.

Neither teacher has experience with Young Enterprise, very little knowledge of business activity experience and no experience of working with business partners. It has been a steep learning curve for the department.

Support has been offered throughout the year with curriculum knowledge, guest speakers, enterprise activities and experiences. The department appreciated the support and has been planning for bigger and better in 2026.

The department will grow next year with the addition of Brendan Lambert- award-winning Business teacher. This will lead to the reintroduction of Level 3 Business and Young Enterprise. The learning area will also be offering Economics, and they hope to add Accounting too.

Entrepreneur Week

We held an Entrepreneur Week for Year 9 Business students. We had four powerful speakers share their journeys over the week.

- Swade Fenton from Spartan HQ
- Chris Pongi from Taufamana
- Floyd Retzlaff from Fretz Cookies (a current student)
- Lynne Vatau from Fale de Keke.

Each speaker shared their entrepreneurial journey and insights. There were a lot of messages repeated which was great for the Year 9s to hear, realising that the same pressures affect different types of businesses but also what drove each one to start and continue their business. They were open about the sacrifices and challenges they faced: long nights, mistakes, setbacks but showed that resilience, consistency and staying true to yourself can turn small beginnings into something remarkable.

The key lessons our students took away were clear:

- You are never too young to start putting ideas into action.
- Practise your craft consistently, don't hide your talents, it is what leads to growth.
- Innovation is about doing things differently, not just following the crowd.
- Mistakes are not failures but learning opportunities.
- Be innovative, stay authentic, and learn from every step.
- You will face doubt – most of it from yourself.

- Success doesn't come overnight – it's about putting in the mahi, being flexible, and taking risks.

Students recognised that being an entrepreneur isn't about being a certain age or waiting until "later in life". It's about backing yourself, learning from the setbacks, and creating opportunities now. We're proud of how engaged the Year 9s were asking bold questions, making connections, and seeing that entrepreneurship is as much about mindset as it is about business.

Inspiring Year 9 Entrepreneurs: A Snapshot of Our Innovation Workshops

In Term 4, we ran some innovation workshops for our Year 9 Business students to spark their excitement about starting their own small ventures. The idea was simple: give these young learners a taste of what it's like to brainstorm, create, and run their own little student businesses, even if they just needed that little extra push of inspiration. With a teacher new to the business subject, we focused on hands-on activities and creative brainstorming sessions.

To add a little extra excitement, we introduced a prize for the most innovative idea: a small amount of seed to help the winning team bring their concept to life. This bit of friendly competition and real-world incentive really got the students buzzing with ideas and enthusiasm.



Connecting Year 10 Business with Kootuitui: A Collaborative Journey

Earlier this year, the Year 10 Business class had the fantastic opportunity to hear from Kootuitui, a community-focused partner deeply invested in supporting local initiatives. This talk was part of the "Be a Changemaker" Project, aimed at giving students skills in developing community-driven business ideas for real-world problems.

During the session, Tamara from Kootuitui visited their classroom and shared valuable insights about their work and the challenges they face. The students brainstormed alongside her, coming up with

creative ways to support Kootuitui's mission. This opportunity was not only a learning experience but also an inspiration, showing our young entrepreneurs how community partnerships can drive meaningful change.

Overall, the talk was a big success, strengthening our students' understanding of social enterprise and giving them a chance to see the real-world impact of their ideas.



Year 10 take on the Young Enterprise Business Sprint

The Young Enterprise Trust team ran the Business Sprint programme designed to spark innovation and creativity with the Year 10 Business students.

Led by Sian McMillan and Lucy Wymer, the sprint challenged students to think critically about sustainability and how New Zealand's natural resources could be used to develop eco-friendly products that replace non-recyclable materials.

Students worked in teams to identify environmental problems, brainstorm ideas, design prototypes, and pitch their final concepts to a judging panel that included Manurewa High Business Academy's Ryan King and Benny Abela (Papakura High Alumni). The process not only encouraged entrepreneurial thinking but also pushed students to collaborate, communicate, and take ownership of their ideas.



Inspiring leadership lessons with Davide Teixeira at Papakura High

Level 2 Business Studies are required to demonstrate a deep understanding of how large businesses operate internally. To help bridge theory and practice, the department has been bringing in guest speakers who can show students what leadership and management look like in the real world.

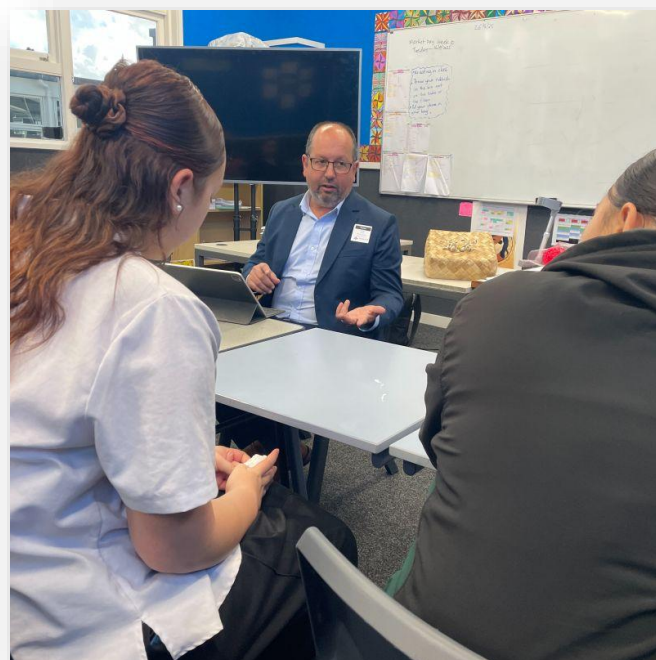
Recently, the students had the privilege of hearing from Davide Teixeira, whose life story is a lesson in perseverance and purpose. From leaving school at the age of 11 to fish with his father in Portugal, Davide's journey has taken him across continents and industries, eventually leading multimillion-dollar contracts here in New Zealand.

As a teenager, he emigrated to Norway and began at the bottom in hospitality, working his way up through sheer determination. His career later took him to Belgium, where he learned seven languages and managed diverse teams of over 20 nationalities aboard cruise ships. Davide went on to hold leadership roles across airports, five-star hotels, Google, Europcar, and major infrastructure projects—building a career defined by adaptability, humility, and vision.

His message to the students was clear and hard-hitting:

- If anybody can do it, you can too.
- Managers keep things running; leaders make people want to follow—the best do both.
- Know your stuff, grow your people skills, and always see the bigger picture.
- Don't chase big names—choose what's right for you.

The session left students energised and thoughtful, challenging them to reflect on their own goals and leadership potential. Davide's story reminded everyone that success isn't about where you start—it's about having the courage to keep learning, keep growing, and keep moving forward.



Sharenanigans founder inspires Year 11 Business students

Alli Kennedy, founder of the board game Sharenanigans, visited Papakura High School to speak with Business students about her entrepreneurial journey — and she didn't hold back.

Alli shared how her idea evolved from a spark of inspiration to a fully-fledged product now sold in retailers across New Zealand including The Warehouse. Her open and honest storytelling captivated students, offering a rare behind-the-scenes look at what it really takes to bring an idea to life.



From navigating crowdfunding campaigns and grant applications to learning through trial and error, Alli highlighted both the challenges and rewards of entrepreneurship. Her message was clear: determination, creativity, and a willingness to share ideas can take you far.

The visit left students energised, empowered, and full of ideas for their own ventures. Huge thanks to Alli for sharing her story and reminding our young entrepreneurs that innovation often starts with a simple idea and the courage to make it happen.

Makerspace

From Makerspace to Marketplace: Hominin Skulls

What started as a creative project inside the Papakura High School Makerspace to support the Science Department has quickly grown into something bigger. With sculptor-in-residence Blair Simpson leading the way, our students have been captivated by the creation of 3D hominin skulls.

The impact hasn't stopped within our walls. Other schools, both primary and secondary, have taken notice. Demand is growing for sets of these hominin skulls, and the Makerspace has now begun selling them to schools across the region. This not only reinforces the value of hands-on, inquiry-based learning but has also created a small-scale social enterprise model, with real-world production, marketing, and distribution.

Blair's work has shown what's possible when art, science, and entrepreneurship intersect. The project is a clear example of how a Makerspace can serve as more than a workshop—it's a centre for cross-curricular innovation, student engagement, and even national reach.

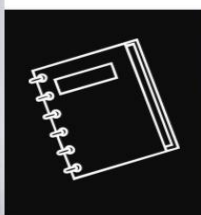


Exploring Design Thinking with Junior Hard Materials Students: From Hand Tools to Laser Cutting

I had the pleasure of guiding a group of junior Hard Materials Technology students through a hands-on exploration of Design Thinking.

Their teacher then started the Pro-Ject with traditional methods, where they used a saw and a chisel to carve their designs into wood. After they got a feel for the hands-on, manual approach, we introduced them to the digital side of things.

We walked through the process of creating the same designs digitally and then using the lasercutter to etch those designs onto wood. This let the students compare the intricacies of the handmade piece versus the precision and speed of the lasercut version. Along the way, they learned about the safety requirements and different finishing techniques that each method offered. It was a fantastic way for them to see how traditional craftsmanship and modern technology can complement each other in the creative process.



LASER CUTTING

I utilised my knowledge to assist my students in exploring the differences between laser cutting and carving. They were guided to consider aspects such as material properties, technical processes, design elements, and the relationship between the maker and the final product.

— THP

A Blooming Partnership: Makerspace and the Art Department

Over the past year, the collaboration between the Makerspace and the Art Department at Papakura High has truly flourished. We've had the pleasure of working closely with almost every Art teacher in the department, bringing a range of creative initiatives to life.

One of our standout projects involved the Level 1 Art class. Students had the opportunity to laser cut their designs for large art piece panels, merging traditional art skills with modern technology. Meanwhile, another collaboration with an art teacher focused on a Wednesday Merchandise Project. She took the skills she gained from our Makerspace professional learning group—like badge making, vinyl cutting, and heat pressing—and integrated them into her students' Pro-Jects. They designed and created their own merchandise, and some even crafted jewellery pieces using the lasercutter.



In addition, we've teamed up with Sarah and her students creating wooden tags for the horticulture Pro-Ject. Bernadette's printmaking class collaborated with us on lasercut designs for print making. They explored using the press machine to bring their art to life in a new medium.

What's exciting is that this partnership isn't just about individual projects. We're now looking at how to pool our budgets to bring in a wider range of tools, like a kiln or a specialised printer, which can benefit all our students. It's a true blending of the art and tech worlds, and we've even had Sarah bring her own kids in during the holidays to get a taste of the Makerspace magic.

Bringing Year 9 Maaori Classes into the Makerspace & other projects with the Maaori Whaanau

This semester, Fridays have become a hub of creativity and innovation for the Year 9 Maaori whaanau class as they immerse themselves in the Makerspace. Students are not just learning, they're creating. Each week, they engage in the principles of Design Thinking, exploring how to identify problems, brainstorm solutions, prototype ideas, and refine their creations through hands-on experimentation. The intention is to prepare these students to start taking their product to market.



Hohepa, a Year 12 student, was visiting Hawaii with The Rising Foundation; we helped him prepare gifts for the schools he was visiting. Blair 3D scanned Maaori wooden sculptures and 3D printed mini versions.



Bridging Culture and Craft: The Pasifika Sculpture Pro-Ject

This year marked an exciting first for our Makerspace: a collaborative Pasifika sculpture Pro-Ject that has quickly become one of our most popular and meaningful initiatives. In collaboration with local expert Chris Pongi from Taumafana and Blair, students have been diving into the rich tapestry of Tongan myths and legends to create beautiful cultural artefacts.

Throughout the Pro-Ject, students have explored the creation of traditional Tongan items such as fale models, kava bowls, and even replicas of Tongan weapons. By infusing these hands-on creations with cultural stories and legends, the Pro-Ject has not only been a craft exercise but also a deeply immersive cultural experience.



Attendance and engagement have been consistently high, with students eager to learn from both Blair and Chris and to connect more deeply with their heritage. The quality of the students' work has been outstanding, and it's clear that they take great pride in what they've created.

These sculptures will be showcased in the senior leadership and reception areas of the school, allowing the entire school community and whaanau to see the incredible fusion of culture and creativity that has come to life.



Celebration Weeks in the Makerspace: A Year of Cultural and Creative Exploration

This year, our Makerspace became a vibrant hub of activity, aligning hands-on creativity with the school's many celebration weeks. From Tech Week to Mana Week, Tongan Language Week, Cook Islands celebrations, Polyfest, and our end-of-year award ceremonies, the Makerspace played a key role in bringing these events to life.

During these themed weeks, we hosted a variety of workshops where students could dive into different skills often led by their peers. For Tech Week, for example, we had students exploring the vinyl cutter and heat press, creating custom designs that reflected the themes of the week. Mana weeks brought in a focus on crafts, with student leaders running activities and sharing stories.

As the year wrapped up, the Makerspace was also the go-to place for engraving awards for our prizewinning and producing the leavers' jumpers for student leaders. It was incredibly rewarding to see the students not only learn new technical skills but also see how those skills could celebrate and uplift their own cultures and school community.



Professional Teacher Learning

Empowering Educators - the Makerspace Professional Learning Group

This year, the Makerspace Professional Learning Group for teachers took another leap forward, building on the foundation laid last year and introducing new, more personalised approaches. With 12 teachers involved, the group was both a continuation and an evolution.


What set this year apart was how some teachers arrived not just to learn general Makerspace skills, but with concrete curriculum challenges in hand. Teachers brought specific examples of how they envisioned integrating the Makerspace into their subject areas. This shift meant the sessions became far more tailored and often involved some separate one-on-one coaching sessions. As a result,

teachers could dive deeper into their individual needs and, in turn, bring more tailored experiences back to their students.

By the end of the professional learning cycle, the teachers led a share-back with the entire staff. They showcased how they'd woven Makerspace tools into their curriculum—whether it was using lasercutters to modernise traditional woodwork Pro-Jects or exploring new media that sped up hands-on processes. Teachers reflected on their journeys, and outlined their next steps for the future.

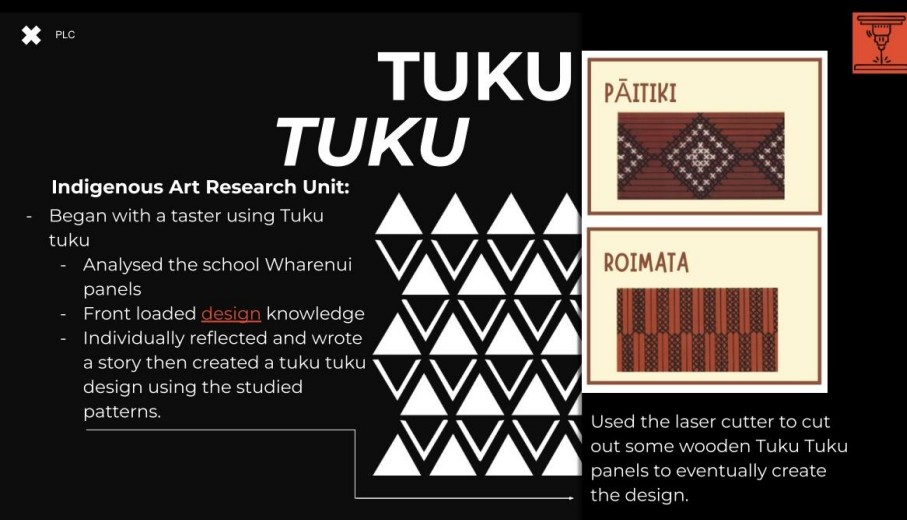
Ultimately, the impact was clear: teachers felt more confident and inspired, and their students benefited from a richer, more innovative learning environment. This year's professional learning group has truly proven the value of collaborative, hands-on professional development.

"I am so appreciative of everything you taught me to take my teaching into a different direction. Thank you for taking the time to impart your knowledge and for supporting my journey 💖💖💖" - Louise Thorpe-Frank – Hard Materials Teacher



BADGE MAKING

- Where it began 2024 till now... 2025
- Implemented in Junior digital art units & Art Club



TUKU TUKU

Indigenous Art Research Unit:

- Began with a taster using Tuku tuku
 - Analysed the school Wharehau panels
 - Front loaded **design** knowledge
 - Individually reflected and wrote a story then created a tuku tuku design using the studied patterns.

Used the laser cutter to cut out some wooden Tuku Tuku panels to eventually create the design.

Deloitte - partnering goes to the next level

1. The Deloitte Grow Programme

The Deloitte Grow Programme at Papakura High has become a cornerstone initiative that connects Year 10 students with real-world business experiences. Through workshops facilitated by Deloitte coaches, students have developed and pitched their own products, learned about entrepreneurship, and gained valuable insights into career pathways. The programme doesn't just teach business skills; it empowers students to see themselves as future leaders and innovators, making a real impact on their confidence and ambition.



2. Deloitte Hackathon

What started out as a seed of an idea grew into something incredible - our first Tech for Good Hackathon, which was a collaboration between [Deloitte](#) and [Hynds Foundation Business Academy](#) supported by [Amazon Web Services \(AWS\)](#).

7 schools | 7 industry experts | 3 judges | 1 inspiring day of innovation.

We brought together creative student minds from across Auckland to design app-based solutions that could have an impact on real-world challenges. Students explored platforms provided by [Amazon Web Services \(AWS\)](#) gaining insights into the tools that can turn their ideas into reality. Both Manurewa High and Papakura High were represented. The winning school was Ormiston College. From brainstorming concepts to pitching to a panel of judges, these young changemakers showed what's possible when purpose meets technology.

Next year we aim to collaborate to run a hackathon in three different cities – Auckland, Hamilton and Wellington.



3. Development of the AI for Educators Initiative

2025 has been a year of codesign for a pilot programme at Papakura High. Resources will be created and shared around creating an AI policy and practical guidelines for the school. Workshops will be provided for interested members of the school leadership team and some teachers who will be the school AI champions.

4. Teachers add insight to Auckland Council / Deloitte Pacifica Insights Initiative

The Pas Peau team from Deloitte collaborated with Auckland Council to gather diverse insights from the Pacifica community. The insights gathered will play a pivotal role in shaping MBIE's 'Going for Growth' strategy. Specifically, they will help inform future policies that support Pacifica communities in developing stronger skills, greater resilience, and enhanced leadership capabilities. Two Papakura High teachers contributed to the strategy in a workshop involving practitioners across digital capability, workforce development, education, and innovation. The workshop goal was to share perspectives, test emerging ideas, and co-create practical recommendations that can influence both national strategy and localised action. Both teachers enjoyed the experience and valued the opportunity to be able to visit Deloitte in the city and connect with others.

"I loved it, I was able to be part of some great conversations and connect with some incredible people, it reminded me of my own values and talents. I was a little apprehensive at the beginning and even felt a little bit out of place, but then collaborating with others and bouncing off their dialogue, I was able to make an impact." Ishmael

Pathways Experiences

Women in Design

The Women in Design Day workshop by [Design Assembly](#) got off to a great start for two [Papakura High School](#) students and their teacher, arriving at the stunning location of the Officer's Mess, Fort Takapuna. Then came a diverse range of speakers whose messages extended the day's impact beyond their current horizons.

Student Voice:

"I really enjoyed the talks from each woman working as a designer. I loved that the structure of the design process in industry was reflected in how we approach our assessments at school. It makes me feel prepared for my future," says Kaira.

Beverly acknowledged: "It was interesting to hear about individual challenges they faced, because I might face those very similar challenges in my future as a woman in design."

The Year 13 students were accompanied by their Art Design teacher, Miss Singh, who noticed how the girls confidently engaged in the event, asking insightful questions and mingling with designers. "The biggest takeaway was seeing them envision themselves in similar roles in the future, while discovering the many possibilities that are available to them."



An English curriculum integrating Pathways in Communications

Semester One at Papakura High School wrapped up with our Level 2 English students presenting their campaigns to Bastion Shine and Hāpai Te Hauora, tackling the issues of vaping and youth mental health. The students delivered their work with confidence, creativity and heart — proving just how capable they are when given the chance to work on real-world challenges.

The collaboration between the Hynds Foundation Business Academy, Bastion Shine, and Hāpai Te Hauora has continued to grow year on year. What began several years ago at Manurewa High School as an exploratory creative partnership has evolved into a rich, curriculum-connected learning experience that blends communication, strategy, and Design Thinking.

When the partnership first began, students relied on Bastion Shine's creative team to help develop their storyboards. Fast-forward to today, and the students are now creating their own campaigns, using AI tools to bring their concepts to life. It's a sign of just how far digital capability - and student confidence - has come in a short space of time.

This year's programme followed a clear structure designed to immerse students in the world of professional communication and marketing:

- Hui 1: Danny Carlsen and Melissa Hill introduced the Year 12s to the world of a communications agency, exploring what happens behind the scenes of a campaign.

- Hui 2: Strategy lead Ryan Jordan unpacked how asking the right questions and thinking like a detective forms the foundation of any great idea.
- Hui 3 and 4: Students moved into the creative and development phase, refining their ideas, testing concepts, and preparing to pitch their final campaign.
- June: Final presentations, where students stood before the professionals and delivered their ideas with poise and purpose.

Throughout this journey, teacher Jacqui Swney played a key role, bridging classroom learning with industry experience. Her leadership ensured the project remained aligned with NCEA standards while giving students genuine ownership of their ideas.

The partnership went beyond school walls. Students were invited to Bastion Shine's central Auckland offices to experience the professional environment first-hand, meeting designers, strategists, and producers who showed them how ideas move from concept to campaign. This visit was the first time they had stepped into a major creative agency, and it left a lasting impression.

Building on that experience, a small group of students were later offered a one-day internship during the holidays. This gave them the chance to shadow professionals, and explore possible career pathways in advertising, marketing, and design.

This partnership represents more than a single project — it's a model for how schools and industry can work together to make learning meaningful. It connects curriculum with real-world application, builds creative confidence, and shows young people that their voices and ideas matter.



Student Voice:

"Thank you so much for giving us the opportunity to participate in the internship, we really appreciate it and have learnt so much from it!"

"What made me interested in the internship was the short presentations that talked about career pathways within the marketing industry. I am interested in the design, creative, and animation aspects of marketing which is why I decided to partake in the internship."

"My overall experience was amazing! The people there were so kind and attentive. The environment was great as well! It wasn't stressful at all, everyone was working independently, while also still having time to joke around - it was just so comfortable!"

"This experience helped guide me to what kind of career I'd like to pursue later in life, and I see myself being part of a team like theirs one day."

"If we were to collaborate with Bastion Shine again, I'd really enjoy more practical activities to show what the other jobs consists of, but overall, the experience was super good, and I'd love to go back there if any opportunities arise. Other than that, I rate it a 6/5!"

"What made me interested in this internship was because I wanted to see what other things I could do in my future. I knew that going to this internship would expand my ideas of what I could do for my future, so I went, and I am glad I did. My experience there was very familiar. I, and so did the others, felt at home when we were there. All the people there were kind, generous and respectful. The part that interested me the most was the marketing designs and the filming (the last part). I do believe that the experience there has expanded my ideas for what I could do with my life. I do kind of see myself in marketing."

"I would love to be there again, I appreciated the internship."

Commercial Communications Council Event

One of the biggest challenges facing the communications industry is a lack of diversity within its workforce, a concern clearly highlighted in the Comms Council's Diversity, Equity and Inclusion (DEI) Industry Census 2025.

At an event to launch the research, it was a privilege to be a presenter alongside Bastion Shine. We shared the mahi we've been doing together with Manurewa and Papakura High Schools. We spoke about our journey so far; the highlights, the lessons learned, and the impact we're seeing. We encouraged other agencies to explore similar initiatives that open up opportunities for young people and bring new voices and faces into the industry.



Papakura Voices in Action initiative:

The Papakura Youth Festival

The Papakura Youth Festival supported by the Papakura Local Board was one of the year's standout achievements, demonstrating the creativity, determination, and leadership of the students.

After two postponements, the youth organisers refused to give up. Their resilience paid off when the festival finally came to life at Bruce Pulman Park, bringing together over 450 young people from across Auckland in a vibrant celebration of youth voice, culture, and enterprise.

The event was a follow-on from last year's Papakura Voices in Action youth report, in which Papakura High students led research of youth in the community. One of the needs identified in that research was that young people said they wanted more inclusive, family-friendly events that reflected Papakura's diversity and could offer opportunities to connect.

The festival featured youth-run stalls, cultural performances, free family activities, and a strong show of community pride. Students sold everything from food to art and handcrafts, gaining real-world experience in communication, customer service and financial management.

Despite cold, windy weather, the energy never dropped. Families and youth from Central, East, and North Auckland joined in, proving that Papakura can lead the way in hosting positive, youth-driven events.

The organisers also used the opportunity to give back to the community by collecting non-perishable food donations for Kootuitui's emergency kai parcels.

- Supported by Auckland Council, Young Enterprise Trust, and The Village Collective, the festival not only delivered an unforgettable day but also created lasting outcomes:
- Stronger youth engagement and confidence
- Increased community connection and wellbeing
- Real-world entrepreneurial learning
- Recognition of Papakura as a hub of youth innovation

The success of the festival has inspired future plans. A youth-led planning committee will be formed in Term 4 to deliver the next event in Summer 2026, in collaboration with the Papakura Youth Council.

Student voice:

"We learnt that customers don't always buy straight away — you have to talk to them and explain your idea."



Partnerships

Expanding our reach into new schools

We're excited to share that we've been expanding our network by welcoming schools like Pakuranga and Ormiston High into our fold. While they may not be diving into intensive projects with us, they're eager to have their students access our events and entrepreneurial learning opportunities.

Both schools are really keen to expose their students to future-of-work initiatives like our young entrepreneurs' markets and the hackathons we run with partners like Deloitte.

It's been fantastic to see these schools—traditionally a bit more on the higher end of the old decile rating - enthusiastic about giving their brighter students a real taste of entrepreneurial life.

Pakuranga High is particularly interested in refining their Business department strategy, while Ormiston is excited to use prize money from our hackathons (thank you Aaron Hynds and Hynds Foundation!) to equip their students with tools for future projects.

In short, it's a wonderful way for us to broaden our reach, strengthen our brand, and offer more young people the kind of real-world opportunities they might not usually get. It's all about connecting them with business experiences and showing them that the world of work can be just around the corner.

Building an ecosystem

Looking ahead to 2026, we're thrilled to announce a new partnership that promises to add another layer of entrepreneurial learning at Papakura High. We've connected with the Youth Town organisation, which will be offering a 16-week programme called "Building Entrepreneurial Capital".

This programme is all about helping young people explore what entrepreneurship can mean for their futures. Over the course of these 16 weeks, students will dive deep into idea development, craft a solid business plan, and then pitch their concepts to the King's Trust for a shot at \$20,000 in seed funding.

What makes this even more exciting is the collaboration with the King's Trust New Zealand and the Centre for Community Research and Evaluation at the University of Auckland, who will help guide the students through the process. It's a fantastic opportunity not just for the students, but also for one of our own teachers who's stepping up to support the programme. This teacher, who originally tested out his own food business idea at one of our markets, has now caught the entrepreneurial bug himself. It's inspiring to see how these initiatives ripple out, not only empowering students but also encouraging our educators to dive into new ventures.

We can't wait to see the creativity that comes from this partnership and to watch students and teachers bring their business ideas to life.