







BAM Nuttall – Highways Site Induction

Best Technology Based Onboarding Programme

HELLO, we are....

- Susan Fletcher − Skills & Inclusion Manager, BAM Nuttall
- Sophie Costin − Head of Learning Design at Make Real
- ⇒ Ben Dykes Director at Make Real

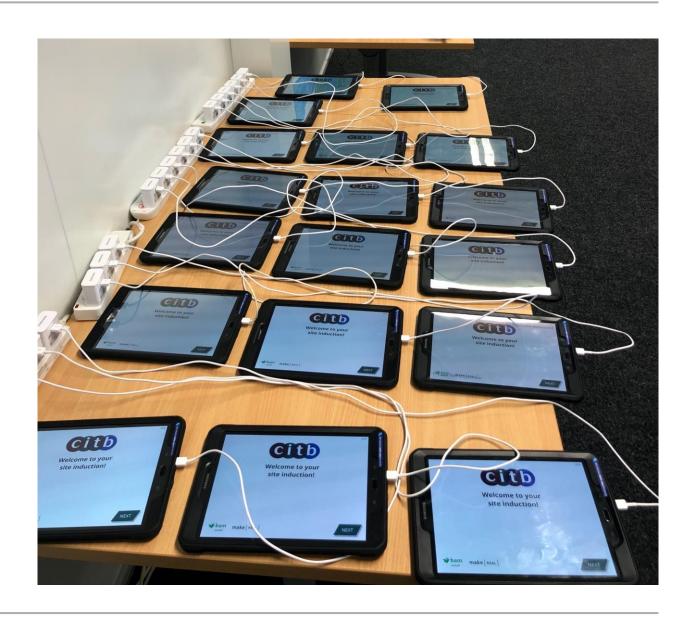
We're here to present the BAM Highways Site Induction:

- Conceived by BAM and Make Real
- ⇒ Grant funded by CITB
- ⇒ Why it is the best onboarding programme you will see today!

INTRODUCTION

We are going to explain:

- ⇒ Set the scene: Industry need
- ⇒ Set the scene: Business need
- Our objective
- ⇒ The previous induction
- **⇒** The solution
- Learning impact
- **Q&A**



SETTING THE SCENE: INDUSTRY NEED

- ⇒ In 2017 CITB commissioned the report 'A new reality: immersive learning in construction' to explore how the sector can modernise and innovate its training methods.
- The report identified challenges with digital adoption along with a lack of appeal to young potential recruits.
- These challenges were therefore adopted as an action plan for industry to devise digital projects that inspire: innovation, appeal and obviously improve learning.



CITB RESEARCH

A NEW REALITY: Immersive Learning in Construction



Full Report

The second in a series of CITB Research Reports on Productivity and Future Skills September 2017



SETTING THE SCENE: INDUSTRY NEED

- The action plan described a number of project objectives:
 - **⇒** Enhance industry's appeal
 - Increase the quality of learning by providing experiences that not possible via traditional methods
 - → Improve levels of collaboration and problem-solving to stimulate knowledge retention
 - ⇒ Reduce cost of delivery and optimise trainers' time



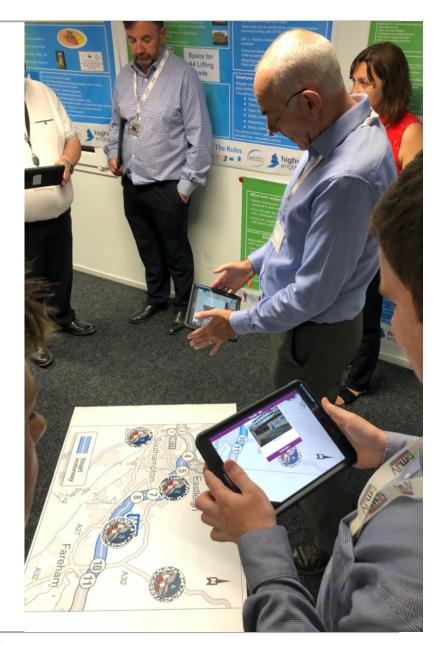
SETTING THE SCENE: BUSINESS NEED

→ Inducting/onboarding highway workers is time consuming and repetitive.

→ Attention and engagement levels are very low with language often a barrier to non-native English speakers.

⇒ On the M5 Oldbury flyover, BAM Nuttall introduced a sequence of printed wall-board materials to improve engagement.

- Our challenge was to take the M5 induction content one step further by digitising it to improve engagement.
 - Cover additional topics not possible using existing methods



THE INDUCTION













OUR OBJECTIVE

Our objective was to **blend existing behavioural induction** training for up to twenty people with new immersive learning content.

Seven key Health & Safety themes and topics needed covering alongside traditional content:

Access and egress

Lifting

Exclusion zones

Hazard identification

⇒ People plant interface ⇒ Service strikes

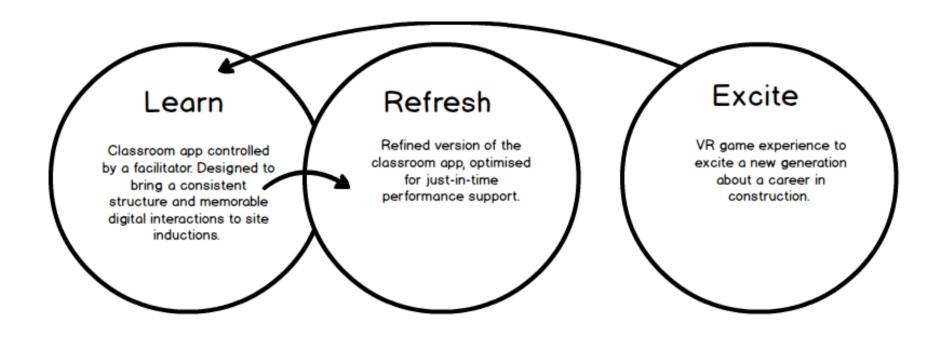
Open excavations





THE SOLUTION: What is it?

The digital solution comprised of three related, but distinct, applications to support the induction and address industry and business challenges.

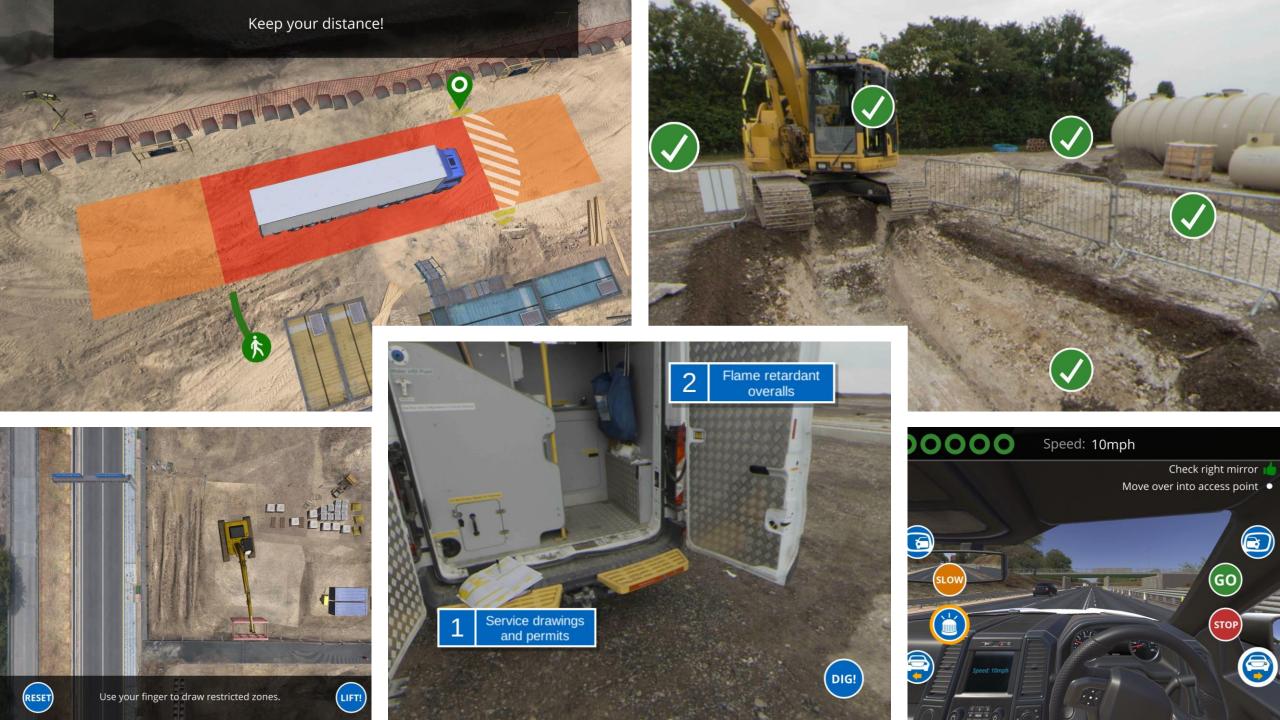


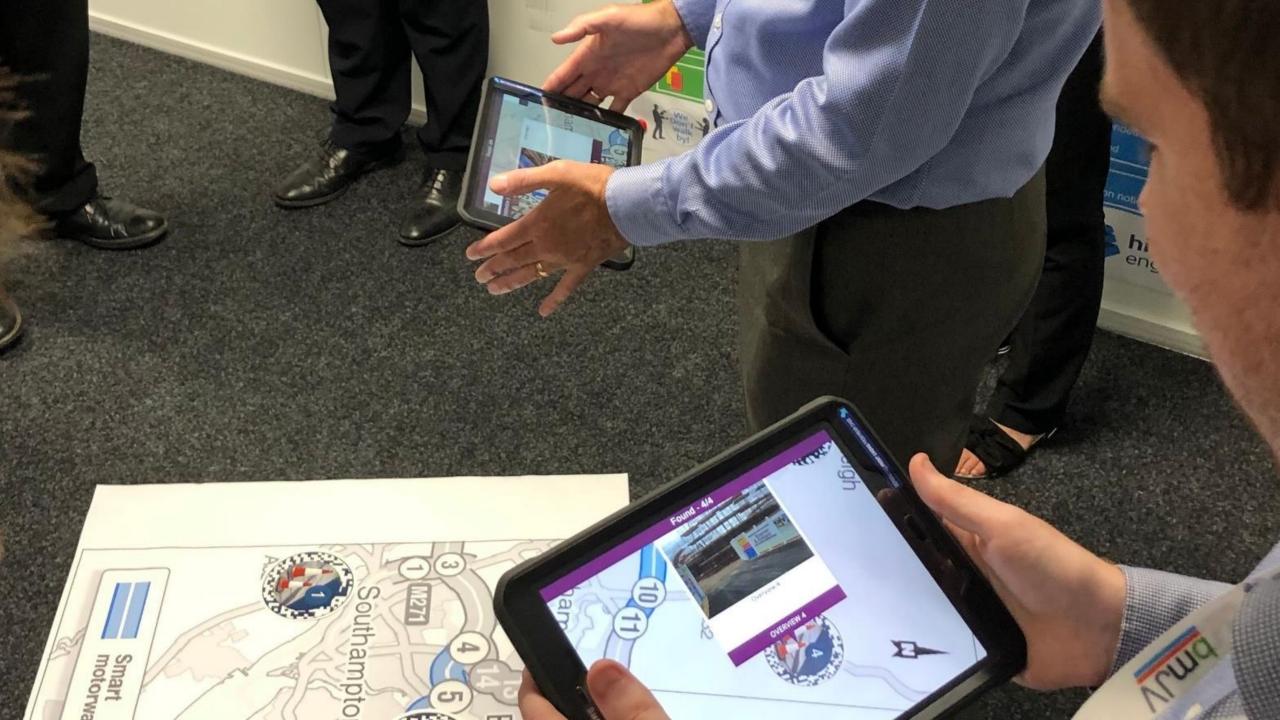


Learn: The classroom session





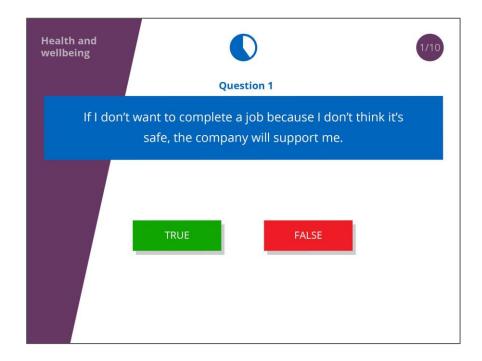




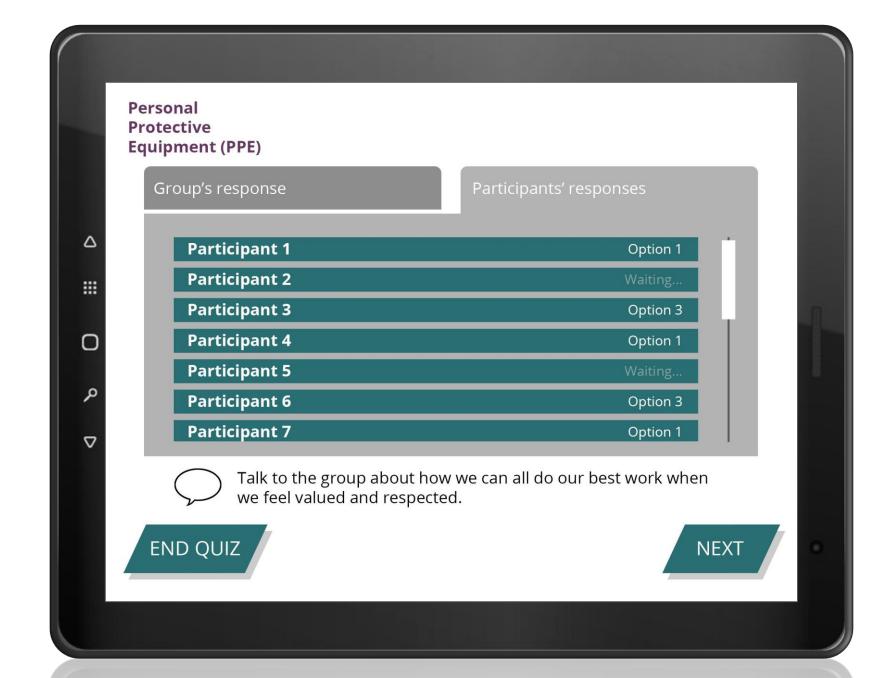












Personal Protective Equipment (PPE)





Lead a discussion around the around the site-specific service or structure strike controls.

Your group has been asked:

What controls might you find on this site that would help prevent a service or structure strike?

Other questions to consider:

- How would you make sure it's safe to excavate around live services?
- Why might it be dangerous to work near a structure?
- What site and service controls have you worked with in the past?



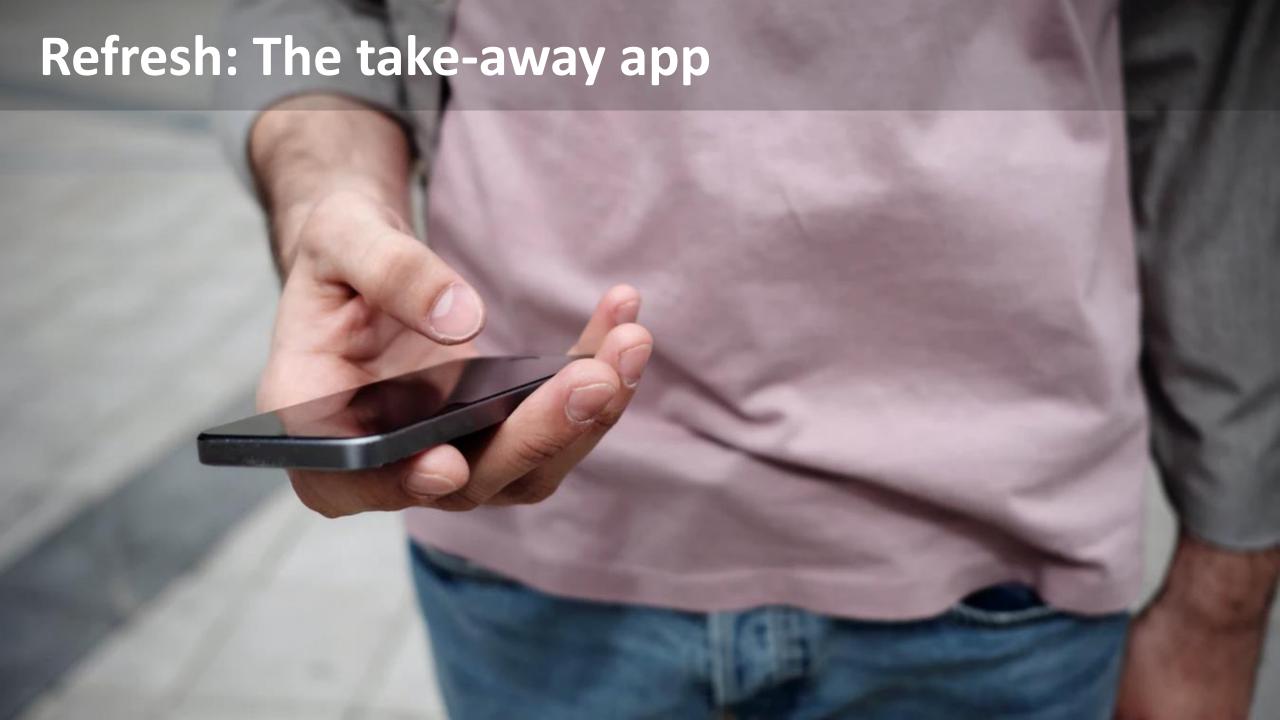


Session: 24th June 2019 15:00

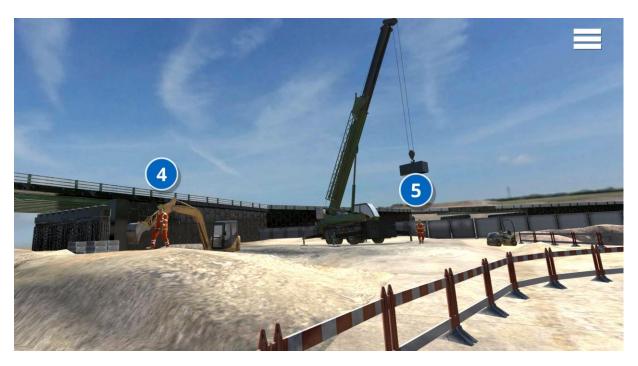
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Date 🛕	ID 🔺	Pass/Fail	Complete
Thomas Taylor	18530	Fail	Incomplete
Keith Black	18992	Pass	Complete
Abrahim Amir	19701	Pass	Complete
Karin Popov	19320	Pass	Complete
Josh Patel	18023	Pass	Complete
Annabel Katani	18530	Pass	Complete
Peter Manson	18992	Pass	Complete
George Griffon	19701	Pass	Complete
Jeremy Fisher	19320	Pass	Complete
Alan Clark	18023	Pass	Complete
Anthony Bartlett	19320	Pass	Complete
Harold Beard	18023	Pass	Complete

BACK



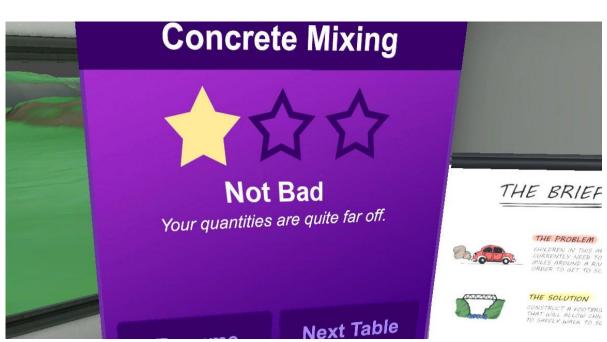
Welcome! Welcome! Welcome to the CITB Induction Refresher! This app includes six mini-games. If you've already experienced the games during your on-site inductions, have a play through to see how much you've remembered. If you haven't had a BAM Nuttall on-site induction, no worries! Take a look around and give the games a go. They'll introduce you to some of the challenges you might meet on site.









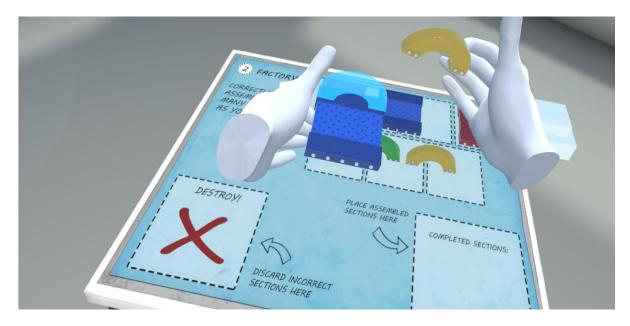


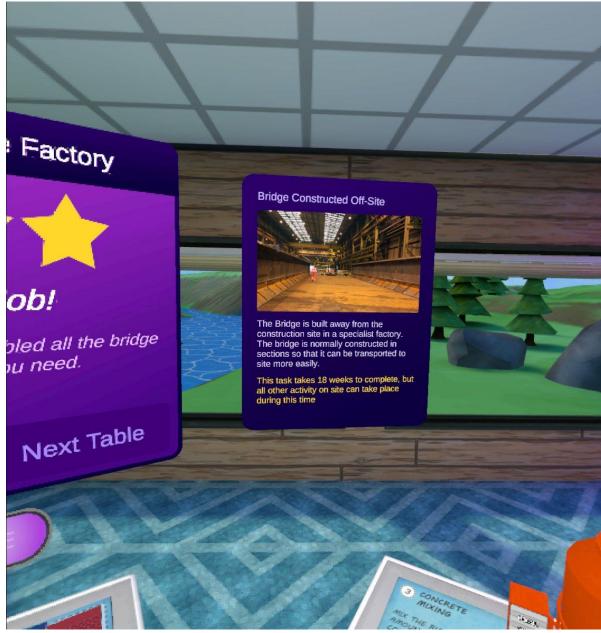


THE PROBLEM

CHILDREN IN THIS ALL CURRENTLY NEED TO MILES AROUND A RIV ORDER TO GET TO SC.

THE SOLUTION





Learning and Impact



LEARNER IMPACT

Piloting over last six months has limited due to Covid-19, however, the key impacts have been:

- ⇒ More people are passing 1st time (100% pass rate)
- → Increased class sizes from 15-20 people
- Digital assessment has reduced administration time by 5 mins per person
- ⇒ 50% saving in time and cost for inductions.
 - Time reduced from 3 hours to 1.5 hours per induction over the original Power Point
- ⇒ Highly positive user feedback including, Engaging, quick and intuitive
- → Positive qualitative impacts have been seen across the learner experience and engagement

2	26/03/2020 11:34 AM ID: 138123625	The interactive games were good, interesting and engaging.
3	26/03/2020 12:21 PM ID: 138127095	engagement
4	07/08/2020 09:48 AM ID: 146211873	intuitive
5	20/08/2020 10:12 AM ID: 146830249	Ease of use
2 Hide		
1	26/03/2020 12:21 PM ID: 138127095	learning .
2	07/08/2020 09:48 AM ID: 146211873	easy
3	20/08/2020 10:12 AM ID: 146830249	Quick
4	20/08/2020 10:12 AM ID: 146830266	Quick
3 Hide		
1	20/08/2020 10:12 AM ID: 146830249	Engaging
	5 2 1 2 3	ID: 146211873 5

CITB FEEDBACK

Feedback from Marcus Bennett, CITB future skills and innovation lead:

"People learn in different ways and the decades-old model of everyone sitting passively in front of a presentation may not be the best, particularly if better technology is available.

The projects delivered by Make Real and BAM Nuttall are improving learning and memory retention through active participation, collaboration and discussion and ultimately will improve capability and site safety for all.

I've seen the projects develop — they are hugely impressive, using technology in a way that is intuitive but challenging; monitors and reports progress so that we actually demonstrate what has been achieved.

I am confident that others will want to emulate what has been achieved."

What the end-users said...

"Engaging, informative"

"I liked how simple but engaging the app is."

"Lots of opps for discussion + comment, group learning."

"Brilliant idea to encourage engagement." "I found it enjoyable and a good experience."

"It was more fun and interesting than the previous format."

ADOPTION AT HS2

As a result of the initial pilot rollout and learner sessions carried out before COVID-19 lockdown, multiple other high-profile construction sites have stated a clear interest in rolling out the solution at their training sites nationwide.

Discussions are underway to include this approach on the HS2 induction site for the Greatworth section of the HS2 project being delivered by the BAM Nuttall, Kier, Eiffage and Ferrovial Agroman Joint Venture (EKFB).











Questions?