

TRADESMAN



PROJECT

WHITE EAGLE LODGE, TEMPLE
COMPLEX, HAMPSHIRE



TRADESMAN

THERE ARE A WIDE VARIETY OF SPECIALISMS FOR SKILLED TRADESMEN, INCLUDING CARPENTERS, PLUMBERS, BRICKLAYERS, ELECTRICIANS AND DECORATORS

THE ROLE

- Might work on new buildings or the maintenance of existing ones
- On larger jobs they work in teams and alongside other trades
- Could be full-time employed by a main contractor or work as a self-employed subcontractor

SKILLS & INTERESTS

Craft occupations are suited to people who are practically minded and don't enjoy the confines of an office.

Successful tradesmen need a good basic education. There are no set entry requirements, although GCSE passes in english, maths, and technology are advantageous.

ROUTES TO THE JOB

Different trades require study towards recognised qualifications at NVQ levels 2 & 3. New entrants to the industry tend to train on the job, through an apprenticeship.

DEVELOPMENT

You could gain additional qualifications and take on a technical, supervisory or management role.

BEARD TRAINEE PROGRAMME

Beard offers traineeships mainly in carpentry, where you will work on projects between £50k to £5m in value.

During the traineeship you will develop to be competent and confident, perfecting your trade on the job by shadowing a fully trained carpenter in a supportive culture.

SALARY

£17-21/HR AS A SKILLED & EXPERIENCED CARPENTER

REWARD AS A BEARD TRAINEE

£6.25-£8.84/HR

£13,000-£18,400/YR

Dependent on age & experience



A 3 month probation period allows time for us both to agree that there is an aptitude for the work before committing to a 4 year training agreement.

Employment typically starts on 1 September subject to the achievement of the required grades:

- Age 16: GCSE passes in english, maths, science & humanities at grades 9-4
- Age 18+: GCSEs as above plus 3 A levels or a construction related qualification (e.g ONC, HNC, T-level)

You will attend college one day a week (day release) while studying towards your NVQ level 2 or 3 in carpentry and joinery.