

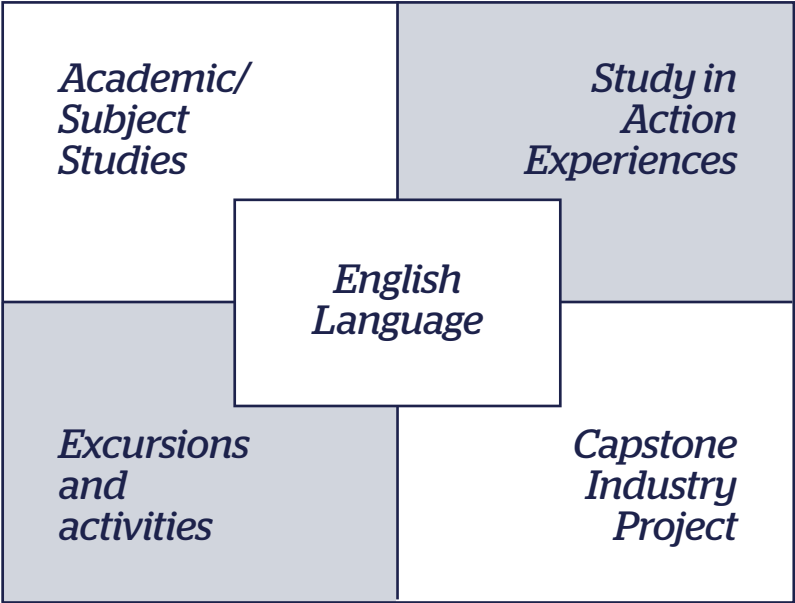
Young Professionals

Courses for those aspiring to become future professionals • *Ages 13-17*

Our "Aspiring" courses combine academic rigour, practical workshops and real world industry projects to provide an immersive career experience.

Who is this course for?

- Students with at least an intermediate level of English looking to improve their ability via a challenging context
- Students looking for an insight into future career paths in an English-speaking environment
- Students looking to gain a deeper understanding into the theory and practice in a specific career field



Academic Studies

Students will learn from highly experienced tutor practitioners who will share their personal insights into the industry, as well as deliver the theoretical and practical components of the course through a tutorial approach.



Capstone Industry Project

Students from related fields of study will come together to complete an interdisciplinary project based on a real-life problem-solving situation. This project is externally assessed and certified and provides an opportunity to work with industry professionals and can support a student's university application.



Study in Action workshops

The study in action workshops are off-site activities that provide a unique opportunity for students to extend and broaden their academic experience through linked subject specific career-related workshops delivered by industry leading providers.



Activities & Excursions

The Activity and Excursion component provides students with the opportunity to socialise with other international students, and visit places of interest within the UK that can help develop their cultural appreciation.

Sample Timetable

	TUE	WED	THU	FRI	SAT	SUN	MON
AM	Arrivals	Subject Theory	Excursion: Study In Action Day (see courses for examples)	Subject Theory	Excursion: London River Cruise and Greenwich tour	Subject Theory	Careers Morning
PM	Arrivals	Activity: Walking Tour of Oxford and punting		Subject Practical		Project Preparation	Subject Practical
EVE	Welcome Games	Project Preparation	Activity: Quiz Night	Activity: Murder Mystery	Activity: Movie Night	Project Presentations	Graduation and Party

**based on 2023 timetable*

Aspiring Architect

Locations

d'Overbroeck's, pg. 47

Key Facts:

- Age range:** 13-17
- Location:** d'Overbroeck's
- Class size:** 11
- Certificate:** Personalised report card, External and Bucksmore certification
- Minimum language level:** B1 (intermediate)
- Tuition content** Theory, practical workshops and capstone project
- Weekly excursions:** 2 full-day
- Hours per week:** 25
- Dates:** 9 July - 6 August

This course introduces the history of architecture, architectural concepts and design methods through practical demonstrations and exercises. The course introduces techniques for conceptualising, analysing and defining surroundings through the eye of an architect. Students are encouraged to explore, document and understand their surroundings as a context for practicing the use of drawing techniques considering the prominence of the city within contemporary creative practice. This course is ideal for students who are interested in art, design, urban planning, and sustainable development.

Learning outcomes

- Targeted career and pre-university development including an Individualised Career Action Plan
- Hands-on experience into careers in architecture, art, design and urban planning
- Improvement in English fluency, especially in practical and career-oriented language
- Development of transferable skills including leadership, teamwork, and problem-solving

Example Study In Action Workshops

Design Museum, London - Students engage with the museum's collection of contemporary design objects to foster experiential learning. Workshops will support students to gain new perspectives on the role of designers and the impact of design in everyday life. Additionally, students will delve into material exploration and the ethical responsibility of designers to actively seek novel and environmentally sustainable materials.

Tottenham Hotspur Stadium - The Technical Tour at the Tottenham Hotspur Stadium is led by an expert guide, students will venture on a journey beyond the boundaries of the usual tour route, underneath the pitch and above the stands, teaching you in detail about what makes the stadium both an architectural and engineering masterpiece.


Capstone Industry Project

Through the Capstone Industry Project students will develop a compelling portfolio which can support their application to university and gain a 'DEC Award'- an industry recognised certificate delivered by the award-winning 'Class Of Your Own' team behind the 'Design Engineer Construct!' Learning Programme and backed by a leading UK awarding organisation.




Aspiring AI & Computer Scientist


Key Facts:




Age range :
13-17




Location:
d'Overbroeck's




Class size:
11




Certificate:
Personalised report card, External and Bucksmore certification




Minimum language level:
B1 (intermediate)




Tuition content
Theory, practical workshops and capstone project



Weekly excursions:
2 full-day



Hours per week:
25



Dates:
9 July - 6 August

The course is intended to provide a comprehensive foundation in both artificial intelligence (AI) and computer science. Students will gain a solid understanding of AI concepts and techniques, as well as develop essential programming and problem-solving skills necessary for building intelligent systems. The course will foster creativity and innovation by encouraging students to explore and develop their own AI projects.

Learning outcomes

- Targeted career and pre-university development including an Individualised Career Action Plan
- Hands-on experience into careers in computer science and artificial intelligence
- Improvement in English fluency, especially practical and career-oriented language
- Development of transferable skills including leadership, teamwork, and problem-solving

Example Study In Action Workshops

The National Museum of Computing – Students discuss the ethical issues surrounding Chatbots and Artificial Intelligence. Workshops include comparing the achievable (narrow) AI with the Hollywood version in building basic 3D neural networks and applying algorithms.

Microsoft – In this Minecraft Education workshop students will be guided through unplugged activities, coding challenges, and interactive discussions to explore artificial intelligence and block-based coding, with a focus on completing quests.

Capstone Industry Project


Through the Capstone Industry Project students will develop a compelling portfolio which can support their application to university and gain an Industry Certification – delivered by Ofqual recognised UK provider.




Aspiring Engineer




Key Facts:




Age range :
13-17




Location:
d'Overbroeck's




Class size:
11




Certificate:
Personalised report card & certificate




Minimum language level:
B1 (intermediate)




Tuition content
Theory and practical tuition across engineering field.



Weekly excursions:
2 full-day



Hours per week:
25



Dates:
9 July - 6 August

This course will guide aspiring engineers to gain a better understanding of the engineering industry from commercial and technical perspectives. Students will understand the different areas of engineering and learn to evaluate the social, economic, and environmental impact of projects in different global contexts. Possible topics areas for each week may include: the principles of design, planning and prototyping, sustainable engineering and the varying roles of the Aspiring Engineer.

Learning outcomes

- Targeted career and pre-university development including an Individualised Career Action Plan
- Hands-on experience into careers in engineering and design
- Improvement in English fluency, especially in practical and career-oriented language
- Development of transferable skills including leadership, teamwork, and problem-solving

Example Study In Action Workshops

Reduce Energy - Students will take a tour of the wind turbine and a workshop about sustainable energy, its future and where/what we need to do in order to help save our planet. Additional tour of solar panels and lunch at the turbines is included.

National Space Centre - Working to a budget, students must work together to design, construct and launch their rocket to 'land' on the Moon. Their craft must be designed based on strict criteria and materials purchased on a budget. Which team will win the race?

Capstone Industry Project

Through the Capstone Industry Project students will develop a compelling portfolio which can support their application to university and gain a 'DEC Award'- an industry recognised certificate delivered by the award-winning 'Class Of Your Own' team behind the 'Design Engineer Construct!' Learning Programme and backed by a leading UK awarding organisation.

Aspiring Business Entrepreneur



Key Facts:

- Age range :** 13-17
- Location:** d'Overbroeck's
- Class size:** 11
- Certificate:** Personalised report card & certificate
- Minimum language level:** B1 (intermediate)
- Tuition content** Theory and practical tuition across business and leadership field.
- Weekly excursions:** 2 full-day
- Hours per week:** 25
- Dates:** 9 July - 6 August

In this course, we will equip you with the essential skills and knowledge to unleash your inner innovator and become a successful business entrepreneur. Throughout the course, you will explore various aspects of starting and running a business, including idea generation, market research, business planning, marketing strategies, financial management, and problem-solving. Engaging discussions, case studies, and real-world examples will deepen your understanding of entrepreneurship, while hands-on activities and group projects will allow you to apply your learning in practical scenarios. By the end of this course, you will have the confidence and tools to transform your creative ideas into viable businesses and make a positive impact in the world.

Learning outcomes

- Targeted career and pre-university development including an Individualised Career Action Plan
- Hands-on experience into careers in leadership, entrepreneurship and business
- Improvement in English fluency, especially in practical and career-oriented language
- Development of transferable skills including leadership, teamwork, and problem-solving

Example Study In Action Workshops

Museum of Brands - Students learn about the purpose of packaging and the development of supermarket brands from Victorian times to the present day. After undertaking research from the Museum's collection, students work to improve packaging designs in relation to consumer habits and market trends.

Business of Chelsea – Located in London, Stamford Bridge Stadium is home to the famous Chelsea Football Club. On this excursion, students will be introduced to the matchday and non-matchday business operations including a focus on merchandise, marketing, finance and staffing.

Capstone Industry Project

Through the Capstone Industry Project students will develop a compelling portfolio which can support their application to university and gain GoCreate Certification -an industry recognised certificate delivered by the award-winning 'GoCreate' team and backed by a GoCreate Examinations, a UK awarding organisation.

Locations

d'Overbroeck's, pg. 47

Aspiring Medic

Key Facts:

- Age range :** 13-17
- Location:** d'Overbroeck's
- Class size:** 11
- Certificate:** Personalised report card & certificate
- Minimum language level:** B1 (intermediate)
- Tuition content** Theory and practical tuition across medical field.
- Weekly excursions:** 2 full-day
- Hours per week:** 25
- Dates:** 9 July - 6 August

This course aims to introduce the field of medicine as both a scientific field and profession. Taught by experienced industry professionals, lessons will incorporate both theoretical and practical knowledge within the field of medicine. The areas of medicine and medical biology to be studied will be chosen from optional subjects and course content will be delivered from areas that can include anatomy and humane dissection, DNA research, ethical issues, and more.

Learning outcomes

- Targeted career and pre-university development including an Individualised Career Action Plan
- Hands-on experience into careers in medicine, nursing, dentistry, medical research, and more
- Improvement in English fluency, especially in practical and career-oriented language
- Development of Transferable skills including leadership, teamwork, and problem-solving

Example Study In Action Workshops

Centre of the Cell - Students will explore core concepts in the field of Immunology in this interactive workshop. Discover how we can treat cancer using immunotherapy, and how antibiotics become resistant; put knowledge to the test in a challenging quiz, and meet a real-life immunologist.

RI Bacterial Revolution – L'Oreal Young Scientist Centre - Students will step into the role of a clinical bacteriologist and use research-grade laboratory equipment to investigate DNA samples from new outbreaks of bacterial disease. They will use restriction enzyme digests and gel electrophoresis to analyse and learn about DNA, restriction enzymes and evolution.

Capstone Industry Project

Through the Capstone Industry Project students will develop a compelling portfolio which can support their application to university and gain an Industry Certification - delivered by Ofqual recognised UK provider.



Aspiring Visual & Graphic Artist

Key Facts:

- Age range:** 13-17
- Location:** d'Overbroeck's
- Class size:** 11
- Certificate:** Personalised report card, External and Bucksmore certification
- Minimum language level:** B1 (intermediate)
- Tuition content** Theory, practical workshops and capstone project
- Weekly excursions:** 2 full-day
- Hours per week:** 25
- Dates:** 9 July - 6 August

The course aims to provide a strong foundation in visual and graphic arts by exploring fundamental concepts, techniques, and tools. Through hands-on activities and practical exercises, students will develop their artistic skills and creativity while gaining a deeper understanding of various visual and graphic art forms.

Learning outcomes

- Targeted career and pre-university development including an Individualised Career Action Plan
- Hands-on experience into careers in visual art, graphic design and illustration
- Improvement in English fluency, especially practical and career-oriented language
- Development of transferable skills including leadership, teamwork, and problem-solving

Example Study In Action Workshops

Design Museum, London – Students engage with the museum's collection of contemporary design objects to foster experiential learning. Workshops will support students to gain new perspectives on the role of designers and the impact of design in everyday life. Additionally, students will delve into material exploration and the ethical responsibility of designers to actively seek novel and environmentally sustainable materials.

V&A Museum – In this workshop students will learn from the V&A's 1900 – Now collection about artists approaches to changing the world around them. They will be asked to take on the role of the designer for their own cause, using a design thinking approach to create change for good.

Capstone Industry Project

Through the Capstone Industry Project students will develop a compelling portfolio which can support their application to university and gain an Industry Certification – delivered by Ofqual recognised UK provider.

