

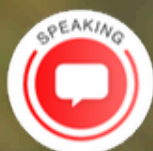
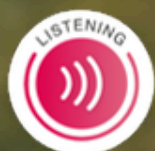


STANGROUND ACADEMY



Enrichment Curriculum

Years 7 - 10



INTRODUCTION

WHAT IS THE ENRICHMENT CURRICULUM?

We are delivering a ambitious high-quality enrichment curriculum that ensures every student can access a broad and purposeful range of experiences beyond their academic studies. This will be through a dedicated hour each academy week, whilst maintaining 25 one hour lessons.

WHY ARE WE DOING IT?

We provide enrichment because it plays a vital role in students' wider development, as emphasised by Ofsted and the National Curriculum, and because inclusivity is central to our ethos at Stanground Academy. By offering inclusive opportunities that broaden horizons and promote equal access to meaningful experiences, we support students to grow into confident, respectful, resilient and active members of their community. Our focus on inclusive enrichment helps ensure that every young person regardless of starting point can thrive, engage positively, develop knowledge, skills and character they need for success in school and in their future lives.

SKILLS BUILDER

Skills Builder is embedded within our enrichment curriculum to ensure students develop the essential skills they need for success in school, work and later life. Through a wide range of enrichment activities, students actively practise key skills such as communication, teamwork, problem solving and leadership in real-life contexts.

This structured approach to skills helps students build confidence, resilience and self-awareness, while giving them a shared language to recognise and reflect on their progress. Skills Builder ensures enrichment is purposeful, inclusive and prepares all students to thrive beyond the classroom.

WHAT TO DO NEXT:

1. Read through this booklet and identify enrichment activities that you would like to take part in
2. Discuss your choices with your parent or carer
3. Submit options using the online form communicated via email.

PLEASE NOTE

- Enrichment options have a minimum number required to run, if this is not met they will not operate.
- Each activity has a maximum numbers if these numbers are exceeded, where possible we will add additional capacity or a students reserve choice will be used
- For any questions or queries, please use the new email address: enrichment@stangroundacademy.org

DIRECTED ENRICHMENT

If a student chooses to take part in directed enrichment, it will replace their usual enrichment choices for the half terms in which the activity runs.

Activities include:

- School Production – Half Terms 1 & 2
- Duke of Edinburgh Award (Bronze) – Half Terms 4, 5 & 6
- Duke of Edinburgh Award (Silver) – Half Terms 4 & 5

These activities are organised separately from the main enrichment programme, and further information will be shared directly with students involved.

HELP & SUPPORT

Have a question about enrichment?

Speak to
Mr T Needham

or email

enrichment@stangroundacademy.org



NEW ACADEMY WEEK STRUCTURE

Stanground Academy will introduce a new structure to the academy week, allowing compulsory enrichment to be embedded alongside the full academic timetable. Supporting students personal development, wellbeing, and wider skills.

All sessions will be delivered by academy staff or qualified instructors, following the academy expectations for behaviour, attendance and safeguarding.

Monday, Tuesday, Wednesday and Friday

Session	Times
Tutor	8:35 - 9:00
Period 1	9:00 - 10:00
Period 2	10:00 - 11:00
Break	11:00 - 11:20
Period 3	11:20 - 12:20
Period 4	12:20 - 13:20
Lunch	13:20 - 13:55
Period 5	13:55 - 14:55

Thursday

One hour of compulsory enrichment/
Intervention for all students

Session	Times
Tutor	8:35 - 8:45
Period 1	8:45 - 9:45
Break 1	9:45 - 10:00
Period 2	10:00 - 11:00
Period 3	11:00 - 12:00
Lunch	12:00 - 12:30
Period 4	12:30 - 13:30
Period 5	13:30 - 14:30
Break 2	14:30 - 14:45
Enrichment*	14:45 - 15:45

*Outreach post 3:45pm

ENRICHMENT PILLARS

Students will take part in a broad and balanced enrichment curriculum across three main pillars: Discover & Connect, Mind & Body, World & Culture. Plus the opportunity to choose an paid optional activity from the fourth pillar, Outreach. This approach will ensure that every student experiences a range of opportunities that support their personal development, wellbeing and interests.

Each student will be required to select:

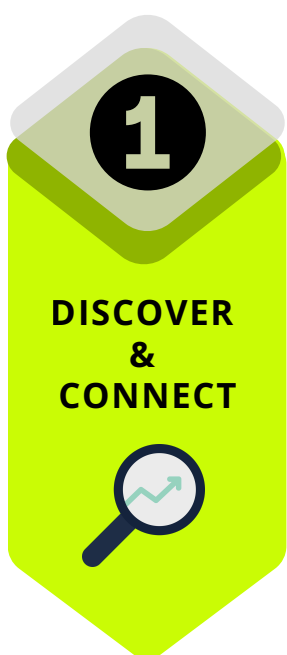
- Two activities from each of the three main pillars
- Two reserve choices from each of the three main pillars
- *Optional* - select one activity from the paid pillar

While we aim to meet students' preferences wherever possible, allocations cannot always be guaranteed. Reserve choices help ensure that every student can be placed in suitable activities.

We encourage students to consider trying something new as well as choosing activities they already enjoy, helping them to develop new skills and experiences.

Please note that students will not be able to 'swap' their choices. Once their choices have been allocated, the student must complete the chosen activity for the 5-week period.

Students are encouraged to consider choices carefully and not to make choices based on their friendships.



ENRICHMENT CURRICULUM 2026/2027

DISCOVER & CONNECT



- 1% Club Challenge
- A Journey in Textiles
- A Splash of Colour
- Airfix
- Badge Challenge Hub
- Becoming a Psychologist
- Build a Sustainable City - STEM
- Card Games
- Career Exploration
- Craft Enterprise
- Crochet
- Data Cruncher
- Design and Build a Music Speaker
- Entrepreneurship Challenge - Start a Small Business
- Event Planning
- Fantasy Book & Film Club
- Gothic & Fantasy
- How to Draw or Paint Flowers
- Jewellery Creation
- Journalism
- Making Sense of Poetry
- Mastering Literacy
- Minecraft
- Needle Felting
- Photopea
- Poisson Distribution Models for Football
- Science Club
- Scratch Project
- Silk Painting
- STEM Racing UK
- String Ensemble Experience
- The Brass Experience
- Warhammer
- Woodwork - Create a desk tidy using scrap wood
- Writers of the Storm

MIND & BODY



- Badminton
- Cheerleading
- Coach to 5k for Students
- Course Fishing
- Darts
- Exercise to Music & Wellness
- Field Hockey Club
- Fitness - Exercise to Music
- Fitness Circuit Training
- Fitness Classes
- Football (Male/Female)
- Football Fit (Male/Female)
- Gym Club (Male/Female)
- Hair and Make-Up Skills
- Kettlebell Cardio Workout
- Learn to be a Football Referee
- Mental Wellbeing: Arts and Crafts
- Mindfulness Colouring
- Mindfulness & Meditation
- Mindfulness & Wellbeing Club
- Mindfulness Drawing & Colouring
- Nail Painting
- Netball
- Padel Tennis
- Practical Mindfulness
- Simple Meals to Make and Enjoy
- Swimming/ Lifeguarding
- Table Tennis
- Tactical Football Analysis (TFA)
- 'The Book Nook'
- 'The Cool Collective' Chill Hub Programme
- Walking Club

WORLD & CULTURE



- Active Citizenship Project
- Board Games
- British Sign Language
- Card Playing
- Chess Society
- Christian Union
- Classic Albums
- Comic Book History
- Conspiracy Theory
- Creative Card Making & Colouring Club
- Culture Club
- Culture Hop On, Hop Off
- Cultures Around the World Enrichment
- Eco Action
- Exploring Shakespeare
- First Nations of Canada
- French Holiday Club
- French in the Kitchen
- Further Shakespeare
- Historical Fiction Book Club
- Holiday German
- Holiday Italian
- Holiday Portuguese
- Karaoke
- Latino Music Club
- LGBTQ+ History/ Culture Club
- Linguascope Club
- Map Making
- Passport to French
- Poetry - Ink & Echo Society
- Quizzes Around The World
- School Podcast
- Secret Art Studio
- STANDyourGROUND - Debate Society
- Theatre Club
- Urdu Speaking Club
- Wisdom in Action

OUTREACH: PAID (OPTIONAL)



- Archery
- Circus Skills
- Climbing
- Pitch & Putt
- Skiing
- Technical Theatre Course
- Watersports

You do not have to choose a paid activity - these are optional



Pillar 1

Discover & Connect



1% CLUB CHALLENGE (Y7-10)

Based on the popular TV show, which student will get to (and be able to attempt), the 1% question? This is a multiple choice quiz, where students answer individually, with the questions becoming progressively more difficult. Questions are logic/maths based. The winner is the student who manages to get through the most questions without an incorrect answer.



A JOURNEY IN TEXTILES (Y9-10)

Students will learn a wide range of Art Textiles techniques to be included in a project and working through a sketchbook to work towards and create a final outcome. Techniques including fabric manipulation e.g smocking, silk painting, embroidery stitches, printing and construction techniques; e.g garment construction, corsetry and tailored clothing.



A SPLASH OF COLOUR (Y7-10)

Learn to create and illustrate a storyboard using pencils, paints and fineliners to bring their ideas to life. They develop creative skills by zooming in on scenes and exploring illustration techniques, showing that drawing and visual storytelling are for everyone.



AIRFIX (Y9-10)

Learn the skills of building and detailing Airfix models in a calm and focused environment. Develop patience, precision and creativity while assembling, painting, and finishing your designs. Build fine motor skills and problem-solving techniques while exploring historical and technical design.



BADGE CHALLENGE CLUB (Y7-8)

Students work through a series of short, engaging tasks hosted on a website, earning themed digital badges as they complete each one. Activities cover creativity, problem-solving, subject-specific and wellbeing skills. Learners progress at their own pace, building motivation and independence through visible achievements.



BECOMING A PSYCHOLOGIST (Y9-10)

Students design and carry out a mini psychology research project exploring memory, attention, or social behaviour. Over five weeks, they develop hypotheses, collect and analyse data, and produce a structured report to build GCSE-ready research and academic writing skills.



BUILD A SUSTAINABLE CITY - STEM ACTIVITY (Y7-10)

Students work in teams to plan, design, and build a model of a sustainable city. Explore renewable energy, smart transport, and eco-friendly design while developing teamwork, creativity and problem-solving skills.



CARD GAMES (Y7-10)

Learn a new card game each week and put your skills to the test against other students.

Using a standard 52-card deck, you'll first learn the rules before taking on a range of opponents in friendly competition.



CAREER EXPLORATION (Y9-10)

Raise aspirations by exploring a range of modern careers and future pathways. Identify your strengths, interests and values while learning about post-16 and post-18 options. Develop key employability skills such as communication, teamwork and problem-solving to support your next steps.



CRAFT ENTERPRISE (Y7-10)

Students will be creating handcrafted items such as jewellery, macrame and keyrings to sell as part of a young enterprise project. Students will learn different crafting techniques, working out materials, labour cost and profit. Money raised will go towards resources.



CROCHET (Y7-10)

Week 1 - Learn and practise basic crochet stitches and techniques, building confidence with the foundations.
Weeks 2-5 - Apply your skills to crochet your own hat, developing your technique and creating something you can take home and keep.



DATA CRUNCHER (Y7-10)

This will be an in-depth basic to advance skills in using spreadsheet to analyse data and model and predict different scenarios. With the big push for Big Data and data Science, this will be fun sessions where students develop practical skills for real life situations and scenarios.



DESIGN & BUILD A MUSIC SPEAKER (Y10)

In order for students to get some Engineering experience, we will get the students to design and manufacture a speaker that needs to be wired up and connect to a phone to play music. They will use CAD software to design the speaker and then build using the tools in DT.



ENTREPRENEURSHIP CHALLENGE - START A SMALL BUSINESS (Y7-10)

Learn how to create and run your own small business, from idea to final pitch. Develop skills in market research, budgeting, branding, and marketing while building your own business concept. Present your ideas in a 'Dragons' Den'-style pitch, building confidence, creativity, and enterprise skills.



EVENT PLANNING (Y7-10)

To design and run your own school event from start to finish. Plan themes, create décor, invitations, learn photography skills, and manage the big day with confidence. A creative, hands on session for students who want to bring ideas to life and make memorable moments happen.



FANTASY BOOK & FILM CLUB (Y7-10)

Explore magical worlds through fantasy books and their film adaptations. Read a short story or key chapters each term, then watch the movie to compare. Discuss characters, creatures, settings, and creative choices that bring the magic to life. Perfect for anyone who loves imagination, adventure, and great stories!





GOTHIC & FANTASY (Y7-8)

The programme introduces students to the rich and imaginative worlds of Gothic and Fantasy writing, encouraging them to explore the key conventions, themes and storytelling techniques that define these genres.



HOW TO DRAW OR PAINT FLOWERS (Y7-10)

Using a range of media, students can exercise their own artistic ideas drawing and painting flowers. This will be guided. Students will be shown a range of ways to paint and draw and can then experiment with their own style.



JEWELLERY CREATION (Y7-8)

Making jewellery club, it will support students to develop their creativity, fine motor skills, confidence and social skills. Students will design and craft pieces of jewellery using wide range of beads, pendants, elastic and wire. With the support of basic jewellery making tools such as pliers, wires, cutters etc It will be engaging and personalised to students.



JOURNALISM (Y7-10)

Students will be able to participate in the making of the school newsletter. They will take on various roles involved in creating this such as editorial, photography, agony aunt and updating termly news for the Stanground Academy community.



MAKING SENSE OF POETRY (Y7-Y10)

Poetry is all about bringing ideas, emotions, and experiences to life using words. One of the most effective ways to understand and write poetry is by using the five senses. This helps you to create vivid imagery that your reader can picture, hear, and feel.



MASTERING LITERACY (Y7-8)

Build confidence in reading, writing, and communication through a focused five-week programme.

Develop key skills such as comprehension, vocabulary, and clear expression, applying them across a range of activities.

Gain practical strategies to support success in all subjects and approach literacy tasks with confidence.



MINECRAFT (Y7-10)

Minecraft challenges students to plan, test ideas, and solve problems such as limited resources or space.

Familiar and engaging, it provides an accessible introduction to coding while encouraging creativity, persistence, and deeper learning.



NEEDLE FELTING (Y7-10)

Learn about the history and origins of felt making while exploring how it has been used over time.

Try your hand at needle felting in a double session, developing practical skills and creating your own unique design.



PHOTOPEA (Y7-8)

Students use Photopea to complete small digital editing tasks such as retouching images, creating posters, or layering graphics. Each challenge builds confidence with industry-style tools and encourages experimentation. Learners develop practical design skills while working independently at their own pace through guided online tasks.



POISSON DISTRIBUTION MODELS FOR FOOTBALL (Y10)

Use maths to predict the outcomes of real football matches.

Learn how probability and statistical models can be applied to Premier League games.

Develop problem-solving and analytical skills while exploring how maths works in the real world.



SCIENCE CLUB (Y7-8)

An exciting opportunity to explore, experiment and have fun! Each session will involve a hands on practical followed by a 'whizz-bang' demonstration to watch and enjoy.



SCRATCH PROJECT (Y7)

Learn the basics of coding using Scratch, a visual programming tool that uses simple block-based coding.

Create interactive stories, games, and animations while exploring key concepts such as algorithms, sequencing, loops, and variables.



SILK PAINTING (Y7-10)

Learn about the history and cultural significance of silk painting while exploring this traditional art form.

Develop your skills by experimenting with techniques, colours, and patterns to create your own unique design.



STEM RACING UK (Y7-10)

Design, build, and race your own miniature Formula 1-style car as part of a team.

Take on roles in engineering, design, and marketing while developing real-world skills in a hands-on project.

Compete, innovate and experience how STEM links to exciting future careers.



STRING ENSEMBLE EXPERIENCE (Y7-8)

Introduction to violin and cello across a 5-week course, learning the basics of technique, posture and sound.

Work together as part of a string ensemble, developing teamwork and musical confidence alongside other Year 7 and 8 students.



THE BRASS EXPERIENCE (Y7-10)

A 5-week introduction to the world of brass instruments. Through learning to play the trumpet or trombone, you'll build strong foundations in brass technique, develop ensemble performance skills and grow your overall musicianship.



WARHAMMER CLUB (Y7-10)

Warhammer Club will help both beginner and experienced hobbyists to develop their building, painting and playing skills of tabletop games like Warhammer 40,000. Students will be given space to learn how to assemble models, paint them and then play out battles with those miniatures. We encourage students to bring their own models wherever possible, though we do have a limited number to share.



WOODWORK - CREATE A DESK TIDY USING SCRAP WOOD (Y10)

This project promotes sustainability and upcycling for young people. Each term we have lots of scrap wood that is unused or sent to landfill. In order to reduce our wastage we want to recycle this wood and create an object like a desk tidy that can be used at home.

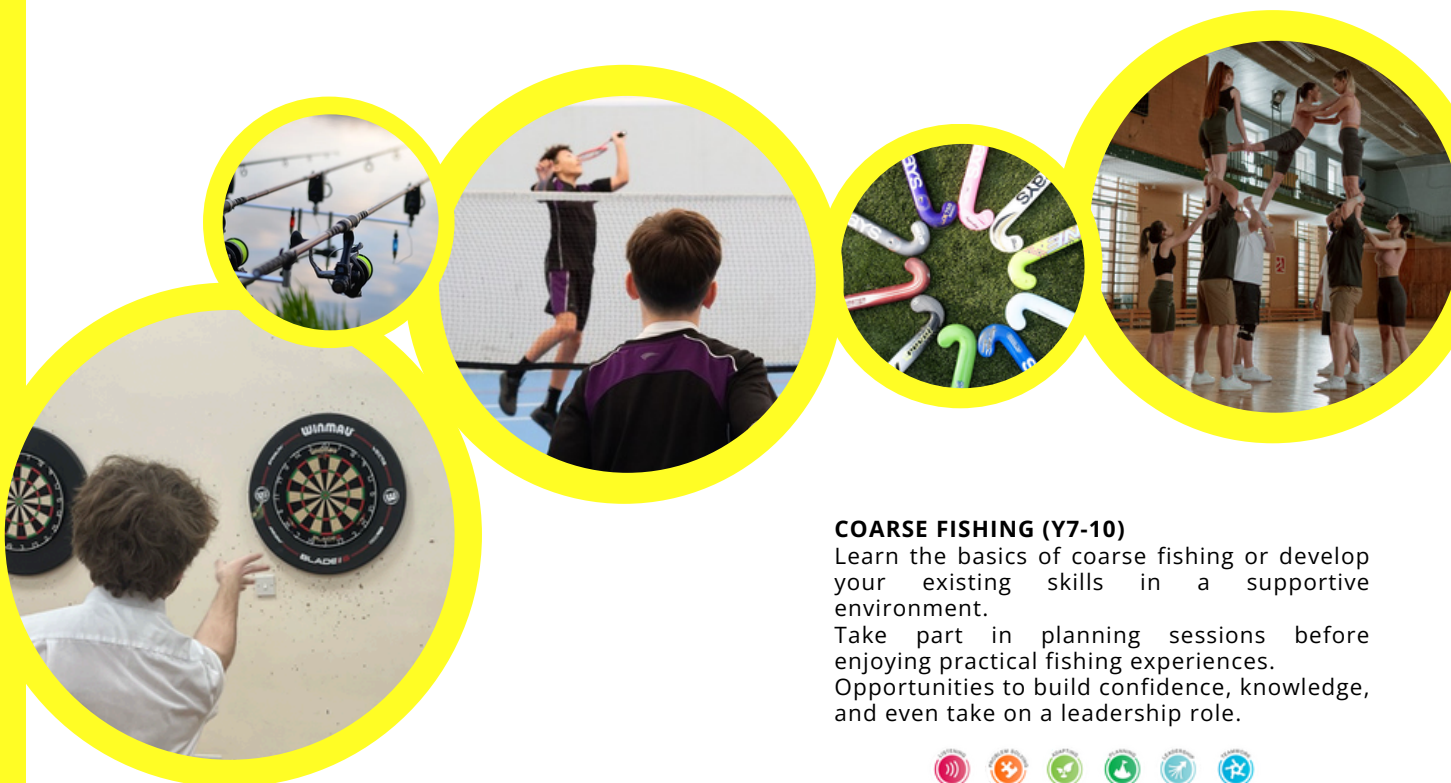


WRITERS OF THE STORM (Y7-10)

Learn to craft powerful creative writing, building entire worlds filled with magic, adventure, and heroic feats. Through shaping language and storytelling techniques, they develop the skills to captivate readers and bring imaginative ideas to life.



Pillar 2 Mind & Body



BADMINTON (Y7-10)

This program develops students' agility, coordination and tactical awareness through structured badminton coaching. Participants will refine core technical skills, apply strategic principles in game situations and enhance overall physical fitness. Open to all ability levels, the activity promotes confidence, teamwork and positive sporting conduct within a supportive learning environment.



CHEERLEADING (Y7-10)

Cheerleading the perfect team activity that uses chants, jumps, dance and stunts! It focuses on leadership, coordination, and school spirit. Cheerleaders build confidence, stay active, and create fun, energetic routines that bring people together.



COUCH TO 5K FOR STUDENTS (Y7-10)

A weekly schedule where students will be running. As the weeks progress the distance will increase. By the last week all students will be able to complete a 5k run all at different speeds and times.



COARSE FISHING (Y7-10)

Learn the basics of coarse fishing or develop your existing skills in a supportive environment.

Take part in planning sessions before enjoying practical fishing experiences. Opportunities to build confidence, knowledge, and even take on a leadership role.



DARTS (Y7-10)

Students will be given the opportunity to play darts. This will mean improving their skills and techniques, as well as their maths skills, to play fun and competitive games against friends.



EXERCISE TO MUSIC & WELLNESS (Y9-10)

Combine music, movement, and wellbeing in a positive and supportive environment.

Take part in low-impact exercise, stretching, and simple cardio, alongside mindfulness and breathing techniques.

Build confidence, reduce stress, and develop healthy habits that support both physical and mental wellbeing.



FIELD HOCKEY CLUB (Y7-10)

Hockey is a great sport for anyone to get involved in. Whether you've picked up a stick before or want to try something new, we welcome players of all skill levels. We focus on teamwork, fitness, and having a great time. Drills and games will vary with mini-competitions, passing, shooting and tackling. No two sessions look the same so get stuck in!



FITNESS CIRCUIT TRAINING (Y7-10)

Gym circuit training. To build muscular endurance and strength through strenuous physical exercise, testing your body to push it to its limit.



FITNESS CLASSES (Y7-10) (MALE/FEMALE)

Take part in a range of fitness-style classes, including dance fitness, yoga, Pilates and gym-based sessions.

Improve strength, flexibility and overall fitness while exploring different ways to stay active in a fun and supportive environment.



FITNESS - EXERCISE TO MUSIC (Y9-10)

Exercise to Music offers energetic sessions such as boxercise, circuits, and spinning, helping students build strength, stamina, and coordination. Working to music boosts motivation and enjoyment, while regular activity supports mental wellbeing by reducing stress, improving mood and increasing confidence - promoting healthier bodies and more positive mindset.



FOOTBALL (Y7-10) (MALE/FEMALE)

Football session is the perfect chance for students to build skills, stay active, and enjoy the game in a friendly, supportive environment. Whether you're a complete beginner or an experienced player, the sessions focus on teamwork, confidence, and having fun while developing technique. Come along, get involved, and be part of an empowering group where every girl can shine on the pitch!



FOOTBALL FIT (Y7-10) (MALE/FEMALE)

Football Fit is a high intensity, confidence building training club designed to get students into peak condition for the demands of football. Every session blends strength work, speed drills, agility training and endurance challenges to build the complete athlete.



GYM CLUB (Y9-10) (MALE/FEMALE)

Gym Club is open to students who want to get active, build confidence, and improve their fitness in a fun and supportive environment. With access to a range of equipment, guided workouts, and optional challenges. Join us and be part of a stronger, healthier school community!



HAIR & MAKE-UP SKILLS (Y7-10)

The chance to explore the creative world of hair and makeup. They examine different hair types and practise techniques such as plaiting, curling, and styling on training heads before trying simple looks on each other. Students will also study makeup styles from different eras and trends, comparing how fashion has evolved and experimenting with recreating those looks.



KETTLEBELL CARDIO WORKOUT (Y7-10)

Come and learn the basics of kettlebell cardio workouts; you will be taken through a series of exercises including presses, squats, swings and rows, improving your cardio fitness, strength and endurance



LEARN TO BE A FOOTBALL REFEREE (Y9-10)

Learn the basics of refereeing, including rules, decision-making and game management. Develop confidence, communication, and leadership skills while gaining an understanding of how to officiate matches fairly and effectively.





MENTAL WELLBEING: ARTS & CRAFTS (Y7-10)

Students can explore creativity as a pathway to calm, confidence and emotional expression. Through hands-on projects like drawing, painting, or simple craft-making, participants develop focus, reduce stress and enjoy a sense of achievement. It is a gentle, engaging way to support mental wellbeing while having fun and building new skills.



MINDFULNESS COLOURING (Y7-10)

Develop your mindfulness through calming, creative colouring. Each week, collaborate with others or work independently while exploring different patterns and designs. The club offers a peaceful space to relax, focus, reduce stress and meet new people.



MINDFULNESS & MEDITATION (Y9-10)

A quiet and reflective enrichment designed to help students build resilience and inner calm. The session includes structured breathing exercises, gentle stretching, mindfulness activities, visualisation and guided meditation suitable for all levels.



MINDFULNESS & WELLBEING CLUB (Y7-10)

Focus your mind and learn some useful strategies to help with mindfulness. Explore vision boards, gratitude journaling, mindful colouring, 'create your own...' activities and more. Relax, create and connect every week.



MINDFULNESS DRAWING & COLOURING (Y7-10)

Activities related to drawing and/colouring for mindfulness and relaxation. These can include guided doodling, zentangles, pattern-making, line meditation.



NAIL PAINTING (Y9-10)

A nail-painting session is a brilliant way to unwind, get creative, and enjoy some time together. In this session, students can explore colours, patterns, and styles while learning simple techniques to express themselves through nail art. Whether someone prefers bold designs or something subtle, students can experiment and have fun. It's a relaxed, social activity where students can share ideas and leave with a little splash of colour that reflects their personality.



NETBALL (Y7-10)

Netball is a fast-paced team sport that develops agility, speed, coordination and teamwork.

Improve your fitness, communication and game awareness while working together in a supportive and competitive environment.



PADEL TENNIS (Y7-10)

Learn the basics of padel, a fast-paced and exciting racket sport played in doubles.

Develop your skills, coordination, and teamwork while learning rules, techniques and match play.

Enjoy a fun and social activity that combines elements of tennis and squash.



PRACTICAL MINDFULNESS (Y7-10)

Explore Mindfulness in Nature, Writing, Sound & Colour

A calm, practical club where students slow down, reflect, and express ideas through gentle activities. Discover mindful moments using the natural world, creative writing, soundscapes, and colour. No pressure, no experience needed - just curiosity and calm.



SIMPLE MEALS TO MAKE AND ENJOY (Y7-8)

Students will learn how to prepare simple, affordable meals using basic ingredients and techniques.

Develop practical life skills while building confidence in the kitchen and understanding how to make healthy choices on a budget.



SWIMMING/ LIFEGUARDING (Y10)

Perfect way to stay active and gain valuable knowledge that could save lives.

- Enhance your swimming ability and stamina.
- Learn vital water safety and rescue techniques.
- Gain skills that look great on your CV and help others.
- Fun, supportive environment for all levels .



TABLE TENNIS (Y7-10)

Refine your table tennis skills while learning key techniques and match strategies.

Play both singles and doubles games, developing coordination, control and tactical awareness in a fun and competitive environment.



TACTICAL FOOTBALL ANALYSIS - TFA (Y9-10)

Analyse football tactics, formations, and player performance through structured discussion and debate.

Explore team strategy, set pieces and decision-making while developing critical thinking skills.

Apply your ideas through presentations or by taking on a coaching role to plan and lead strategies for games.



THE BOOK NOOK (Y7-10)

Come and enjoy a quiet space, to read and enjoy your current novel, alongside other like-minded people. There will be tea and biscuits, mood lighting and quiet background music to allow you to focus on your book with 10 minutes at the end to discuss what you've read and share why you're enjoying it.



"THE COOL COLLECTIVE" CHILL HUB CLUB (Y9-10)

"The Cool Collective" Chill hub and Global Rhythms programme is targeted at Y9 and Y10 students, that blends wellbeing, creativity and calm social space through music, movement, mind, poetry and games. A space to breathe, create and connect!



WALKING CLUB (Y7-10)

Take part in a walk around the school field in appropriate footwear.

Enjoy time outdoors while building fitness, promoting wellbeing and taking part in light physical activity in a relaxed environment.



Pillar 3

World & Culture



ACTIVE CITIZENSHIP PROJECT (Y7-8)

Students take part in an active citizenship project - this could range from an anti-littering campaign to raising awareness of local issues or lobbying for improved play area facilities.

Students will work in groups to produce ideas, write a proposal and then put their ideas into action.



BOARD GAMES (Y7-10)

Enjoy a variety of classic and modern board games in a relaxed and friendly environment. Develop your strategy, problem-solving, and teamwork skills while competing in fun challenges. Whether you prefer quick games or longer campaigns, there is something for everyone to enjoy.



BRITISH SIGN LANGUAGE (Y7-10)

This enrichment introduces students to British Sign Language through fingerspelling, everyday signs and simple conversations. Students will develop communication skills, learn about Deaf culture and practise signing through games, storytelling and performance. No prior knowledge is needed - just enthusiasm and a willingness to learn a new, inclusive way to communicate.



CARD PLAYING (Y7-10)

The Card Club offers a fun, relaxed space where students can sharpen their minds, build friendships, and enjoy classic and modern card games. The games will evolve in complexity as the weeks go by.



CHESS SOCIETY (Y7-10)

Chess Society enables students to practice cognitive skills like memory, focus and problem solving, as well as building crucial skills such as patience, strategic thinking and resilience. Students will compete with their peers to develop into better players, combining intellectual challenge with emotional growth, instilling principles of fair play and sportsmanship.



CHRISTIAN UNION (Y7-10)

This opportunity provides students to learn about the Christian faith in a supportive and respectful community. Across a series of sessions, students will explore the teachings of the Bible, share ideas, and reflect on how faith can influence people's everyday lives.



CLASSIC ALBUMS (Y7-Y10)

Explore a different classic album each week, listening to key tracks and learning about its history and impact.

Analyse lyrics and musical elements, and discuss how the album works as a whole.

Develop active listening skills and form your own opinions as a music critic.



COMIC BOOK HISTORY (Y7-10)

Explore the history of comic books while developing your own creative ideas.

Learn about iconic stories, styles, and artists before designing your own comic, either individually or as part of a team.





CONSPIRACY THEORY (Y7-10)

Students analyse conspiracy theories as case studies in belief, persuasion and misinformation. They learn how these theories spread, why people believe them, and how to challenge claims using logic and evidence.

Students produce a critical evaluation of one conspiracy theory, explaining why people believe it and how it can be tested or challenged.



CULTURE HOP ON HOP OFF (Y7-8)

To develop understanding of how culture shapes people's lives by comparing two or more cultures/countries, while building research, communication and critical thinking skills.



CREATIVE CARD MAKING & COLOURING CLUB (Y7-10)

Come & relax through drawing a themed picture of your choice & colouring it in. Go the extra mile to make a beautiful, creative greetings card for an occasion of your choice.



ECO ACTION (Y7-10)

Eco Action is the club for students who want to do something real for the planet. Inspire others as you see the impact of eco projects around the school. Great for anyone with a passion for nature and science, creativity or leadership. Take part in hands-on projects like the school garden, designing wildlife habitats or creating upcycled art. It's your project to choose so get stuck in!



CULTURES AROUND THE WORLD ENRICHMENT (Y7-10)

Students will explore traditions, languages, festivals, food and art from different regions across the world. Each half-term focuses on a new continent, with creative, hands-on activities - crafts, storytelling, music and cultural celebrations. This enrichment promotes curiosity, global awareness and respect for the diversity of people and cultures.



EXPLORING SHAKESPEARE (Y7-10)

Students will have the opportunity to watch and explore a Shakespeare play that does not feature on the curriculum.



CULTURE CLUB (Y7-10)

An opportunity to come together with pupils from diverse backgrounds to share culture and learn from one another. Pupils prepare and share presentations about their home countries and heritage, favourite music, dance and language. The sharing of food will also be highly encouraged!



FIRST NATIONS OF CANADA (Y7-10)

Learning about some of the many indigenous cultures in Canada and the northern United States and the challenges still faced by these groups.



FRENCH HOLIDAY CLUB (Y7-10)

Look at France and French-speaking countries as holiday destinations. Find out about the food & drink, places to visit and local culture in French-speaking countries. Learn essential phrases to order food and drink, to book a hotel room and to ask for advice at a tourist information centre. Produce a leaflet to advertise your chosen destination.



FRENCH IN THE KITCHEN (Y7-8)

Bake & Speak: French in the Kitchen is a hands-on after-school enrichment program that combines introductory French language learning with basic baking skills. Students learn simple French vocabulary and phrases while following recipes, measuring ingredients and creating delicious treats.



FURTHER SHAKESPEARE (Y7-10)

In this activity, students will have the opportunity to watch and discuss a Globe or Royal Shakespeare Company version of a Shakespeare play that is currently not part of our curriculum. Alongside this they will investigate elements of the play using RSC rehearsal room techniques.



HISTORICAL FICTION BOOK CLUB (Y7-9)

We will be reading historical fiction written for young adults so that we can judge the books submitted for the Historical Association Young Quills prize, and we will research historical events and people so that we can write our own prize-winning historical fiction by entering the 'Write Your Own Historical Fiction' competition.



HOLIDAY GERMAN (Y7-10)

Look at German-speaking countries as holiday destinations. Find out about the food & drink, places to visit and local culture. Learn essential phrases to order food and drink, how to book a hotel room and how to request information at a tourist information office. Students will then produce a leaflet to advertise their chosen destination.



HOLIDAY ITALIAN (Y7-10)

Come and learn some Italian to help you on holiday in Italy. Learn about the country, places to visit & the culture, how to buy food at the market, order food at the restaurant, book into a hotel, ask for information at the tourist office & arrange a day out. Make a leaflet on a place to visit in Italy & also taste some Italian food.



HOLIDAY PORTUGUESE (Y7-10)

Dive into Portuguese and get holiday-ready! Learn fun, essential phrases to order food, shop with confidence, and make new friends. Join us for lively activities, real-life role-plays and a taste of Portuguese culture!



KARAOKE (Y7-10)

Build confidence and have fun through singing and performance. Explore different music styles, practise vocal techniques and perform solo or as part of a group. Develop communication skills while expressing yourself in a supportive environment. Perfect for students who enjoy music, creativity and performing.



LATINO MUSIC CLUB (Y7-8)

Students can learn about culture, dance moves and learn Spanish with the support of videos and music.



LGBTQ+ HISTORY/ CULTURE CLUB (Y7-10)

A forum to discuss LGBTQ+ history and culture, and learn about the the development of the community. All welcome.



LINGUASCOPE CLUB (Y7-8)

Come along and join in with all the fun activities on Linguascope: watch fun video clips in French, play online games, interact with others in French and even produce and perform your own play in French!





MAP MAKING (Y7-8)

Students will design and create maps of any place, scale or theme that they like. Students can be as creative as they like and can also work in groups of various sizes. We would start with physical maps and if possible, move to digital maps perhaps in another term.



PASSPORT TO FRENCH (Y7-8)

Students don't just learn French; they travel through it.

Each student receives a French Passport and becomes a "language traveler." Every week, they "visit" a new everyday situation and earn stamps, stickers, or badges by participating in conversations.



POETRY - INK & ECHO SOCIETY (Y7-10)

Enhance your expression, creativity, and understanding of language through poetry. Explore meaning, emotion, and interpretation while analysing and writing your own work. Build confidence through discussion, performance and creative expression.



QUIZZES AROUND THE WORLD (Y7-10)

Put your general knowledge to the test at our quiz club! Impress others with what you know and discover something new along the way!



SACRED ART STUDIO (Y7-8)

Students will explore stunning patterns, symbols, and art styles from cultures around the world. Each week they learn a new artistic skill from mandalas to calligraphy.



SCHOOL PODCAST CLUB (Y7-10)

Create our weekly student podcast with assigned roles matched to your strengths: presenters, interviewers, researchers, scriptwriters, editors, sound/tech and producers. Develop your self confidence, communication and media skills while spotlighting school life and local stories. Rotations and progression available as skills grow. Limited places; commitment and teamwork essential.



STANDyourGROUND - DEBATE SOCIETY (Y7-10)

Develop research, speaking, and listening skills through structured debate and discussion.

Build confidence, critical thinking, and persuasive communication while exploring a range of issues in a respectful environment.

Opportunities to compete against other schools and showcase your skills.



THEATRE CLUB (Y7-10)

In this enrichment choice, students will get the opportunity to watch a West End performance on screen of a modern play, which is not included in our curriculum. Alongside this, they will get the opportunity to discuss their opinions and explore elements of theatre analysis.



URDU SPEAKING CLUB (Y7-10)

A lively Urdu speaking enrichment session where students practise conversational phrases, build confidence. Activities include paired discussions, vocabulary games, and pronunciation challenges to develop fluency and enjoyment of spoken Urdu in a supportive, interactive environment.



WISDOM IN ACTION (Y7-8)

This is a fun, hands-on club where students learn real-life skills through creative challenges, debates, art and teamwork. Each week explores big ideas like kindness, identity and leadership in exciting ways - helping students grow confidence, creativity and purpose while having fun.



Pillar 4 Outreach



Outreach is an optional pillar with paid on/off-site activities.

Students can choose one activity plus a reserve choice if they wish in addition to the six choices from the main three pillars (Discover & Connect, Mind & Body, World & Culture).

Following student selections, activities with an additional cost will require payment via Vericool prior to the commencement of the activity. Further information will be shared in due course.

Paid activities will run across multiple half terms based on the popularity and students can only choose one paid activity per academic year. These activities will replace one activity from the three main pillars.



Outreach

These activities are paid (optional) activities

ARCHERY (Y7-10)

On-site, £100

Take part in a 5-week programme led by an experienced and qualified instructor on the academy site.

Develop accuracy, focus, and technique while learning the fundamentals of archery in a safe environment.

Students may have the opportunity to gain a GB Archery qualification. **Activity will finish at approximately 4:00pm.**



CIRCUS SKILLS (Y7-10)

On-site, £60

Take part in a fun and engaging 5-week programme exploring a variety of circus skills, including unicycling and juggling.

Build coordination, balance, and confidence while learning new and exciting techniques in a supportive environment.



CLIMBING (Y7-10)

Off-site, £80 (cost includes transport)

5-week programme where you will develop your climbing skills, learning new techniques and mastering the different climbing walls (Summer term). **Activity will finish at approximately 4:00pm.**



PITCH & PUTT (Y7-10)

Off-site, £25 (cost includes transport)

5-week programme (Summer Term)

Develop your golf skills, including accuracy, control, and technique, in a fun and supportive environment.

This off-site activity provides a great opportunity to learn a new sport or improve your existing ability. **Activity will finish at approximately 4:00pm.**



SKIING (Y9-10)

Off-site, £80 (cost includes transport)

Take part in a 5-week skiing programme on a dry ski slope during the Autumn Term.

Develop your balance, control, and confidence while learning or improving your skiing skills.

Suitable for all abilities, from beginners to those with experience, in a fun and supportive environment. **Activity will finish at approximately 4:00pm.**



TECHNICAL THEATRE COURSE (Y9-10)

On-site, £70

September to December (10-week course)

The Production Design Crew is a hands-on opportunity for students interested in the technical side of theatre.

Learn to programme lighting, cue sound, design soundscapes, and run live microphones with confidence.

Work alongside performers to shape each production from behind the scenes, ensuring every show runs smoothly and professionally.



WATERSPORTS (Y7-10)

Off-site, £70 (cost includes transport)

5-week programme consisting of a variety of Watersports including Kayaking, Canoeing, Stand Up Paddle boarding and more (Summer term). **Activity will finish at approximately 4:00pm.**





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