

29. Curriculum Adventurers Bristol

The Adventurers programme at Academic Summer is an exciting, cross-curricular and hands-on learning experience which promises young learners aged 7-12 a summer experience they won't forget! Each week Adventurers explore a different topic which incorporates the full range of British primary curriculum with lessons delivered by qualified and experienced primary school teachers. Leisure activities and trips compliment the weekly topic, giving a well-rounded and immersive experience.

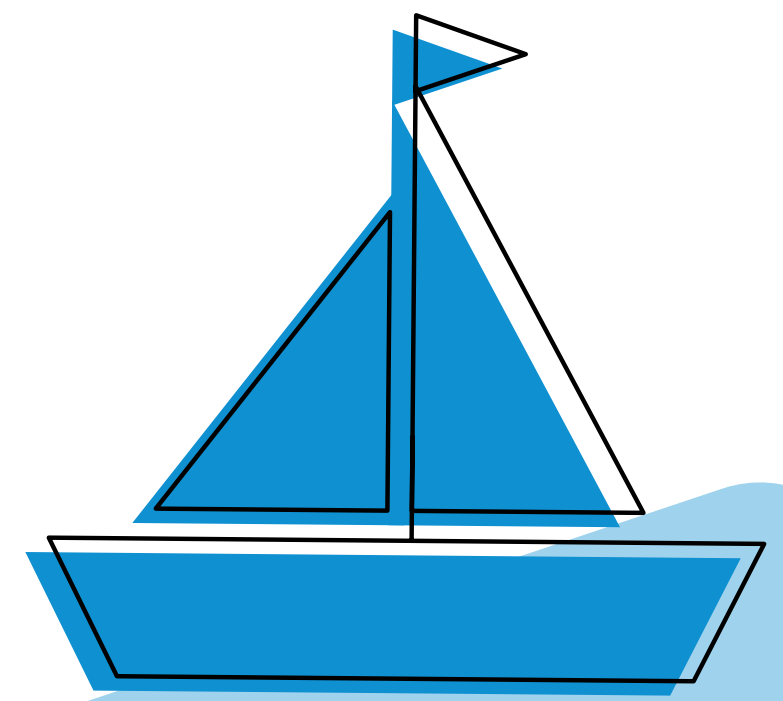
Personal Best

At Academic Camp we focus on each young learner as an individual with their own goals for growth, achievement and experience. Our Personal Best ethos encourages every student to push themselves to try new things, achieve the best they can and be proud of their achievements and celebrate each other. Our Personal Best philosophy is shared by all staff, and as a team we help Adventurers achieve this through encouragement, providing new opportunities with lots of support, helping young learners to set goals and really think about what they want to achieve in the short term, while at Academic Summer Camp, and in the future as they grow.

At Academic Summer we help motivate our Adventurers to reach for the future they want, empowering them and challenging them with experiences designed to unlock potential. We encourage everyone to try new things, explore subjects they enjoy in a new and exciting way, put themselves out there and see how much they develop in a short span of time. In our future world of technology and Artificial Intelligence (AI), our young learners need human skills that are not easily replicated by machines, such as creativity, problem-solving, adaptability, ethical awareness, emotional self-regulation, teamwork and critical thinking.

Content and Language Integrated Learning

We use Content and Language Integrated Learning (CLIL) as the cornerstone to our teaching and learning approach. CLIL has been described as 'a major methodological revolution' in language teaching and is central to our commitment at Academic Summer to respond to the evolving landscape of language learning. Students engage in content that interests them, resulting in an unconscious improvement in their language acquisition. We ensure learning is fun, interactive and age-appropriate, giving everyone the opportunity to thrive.



Facts:

- Age 7-12
- Length of course: 2 to 4 weeks
- 15 hours of learning per week
- Minimum level of English: A2+
- Max class size: 12



Content and Language Integrated Learning is based on the 4Cs:

- Content - enriching curriculum knowledge
- Culture - raising awareness of culture and the culture of others
- Cognition - thinking and learning skills
- Communication - sharing ideas effectively with others

Assessment

Students are assessed on their academic performance and attitude towards learning in lessons and this assessment will be documented in their weekly report which parents will receive. Students will be given an A-D grade with A representing excellent effort and a consistent positive attitude to learning and D representing unsatisfactory effort and achievement. At Academic Summer we celebrate the individuality of our students, and their achievement is benchmarked against their own ability and goals



Budding Future Leaders

An important part of the Adventurers programme is our Budding Future Leaders (BFL) course. Every day our young learners work on leadership and team working skills which provide them with the toolkit to go out confidently into the world as thoughtful future leaders. These skills are taught through a mix of fun activities, team challenges and taught sessions. Activities include aptitude and career planning specifically aimed at the 7-12 age range, orienteering and bushcraft challenges and targeted team building games such as escape rooms and scavenger hunts.

What Adventurers learn

Each week takes a different theme with cross-curricular activities encompassing the full range of curriculum subjects taught in a project, topic-based approach. Examples of the projects students will work on each week include:

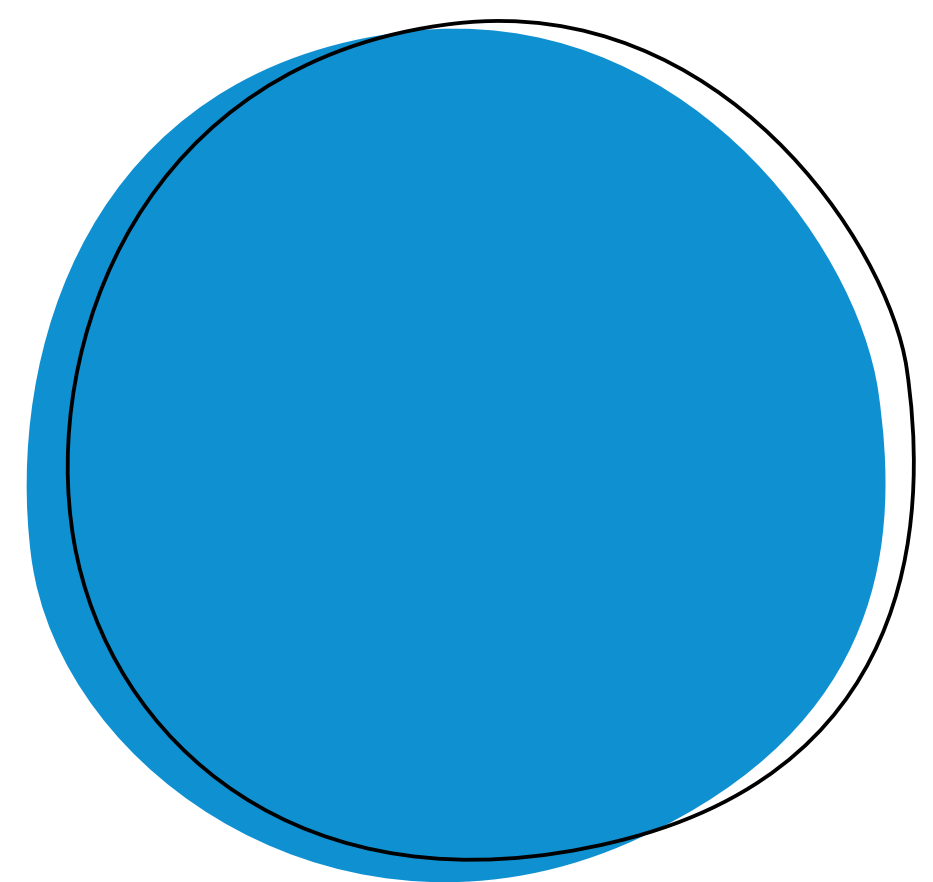
Adventure and Innovation

This week Adventurers will learn about famous adventurers and the discoveries and the innovations their adventures led to. We dive back in time to focus on Shackleton's journey to Antarctica, mapping the route taken, exploring the geography of Antarctica and investigating the resources we'd need to take with us if we were journeying along with him. We'll explore fiction and non-fiction accounts of Shackleton's journey and write our own pieces on our journey along with him.

In our STEM focussed lessons we'll learn about heat retention, how ice melts and oceans rise, explore alternative modes of travel and have a go at making an Antarctica ready outfit to keep us warm. Adventurers will learn about area and measures to help us map out our journey to Antarctica and they'll enjoy creating our own nutritiously dense foods to keep us full of energy on our adventure.

The Academic Programme

Adventurers are placed in classes of up to 12 students. The medium of instruction is English and there is an emphasis on "hands on", practical learning as well as getting out of the classroom, making the most of the amazing facilities Sidcot School has to offer our young learners. Den building in the Forest School, creative writing in the library and Science experiments in the state-of-the-Art Science room help our young learners to engage fully with their classes. Adventurers have 20 hours of lessons a week, as well as sports lessons, creative activities and leadership sessions.



Young learners will enjoy ice painting, creating scenes showing what our first view of Antarctica might be like. We'll explore digital art as well as using our computer skills to research and create group presentations on an innovator of our choice. We'll learn about innovative musicians and explore the music adventures of The Beatles, coming together to create a mini musical showcase.

Travel and Exploration

Our Travel and exploration week will take young learners on a journey around the world and right back to the UK, comparing different places around the world. Adventurers will learn about modes of travel, designing their own working vehicles as well as using digital resources including AI to design their vehicle of the future, following a creative design brief. We'll explore the text 'Around the World in 80 Days' both in our own creative writing and as a jump start for some fantastic drama work.

Of course, we'll need to learn to budget and young learners will have fun planning their very own round the world trip which group will make their budget stretch furthest? We'll learn about maps and coordinates and Adventurers will build map reading skills in forest school as we explore Sidcot's beautiful surroundings. Adventurers will let their creativity flow by designing their own fantasy worlds, inspired by classic fantasy novels. We'll make our own maps to guide intrepid travellers to our fantasy worlds and even help them reach it by making some papier mâché hot air balloons.

Adventurers will have a blast building rockets for space travel and learning about forces in action, from using air resistance to win our paper aeroplane contest to mastering buoyancy to make the best boat design. We'll learn about some inspiring explorers from history and use digital technology to explore places around the globe in an epic around the world digital scavenger hunt.



Back in Time

Ready to explore the past? Get your investigation skills ready as we head back in time to London, 1666 and investigate the Great Fire of London. Our young learners will enjoy building a model town of London to carry out controlled burn experiments to learn how the fire spread, and consider how changes in circumstances could have changed the course of history for London. We'll explore diarist Samuel Pepys diary entries and have a go at writing our own diaries and newspaper articles.

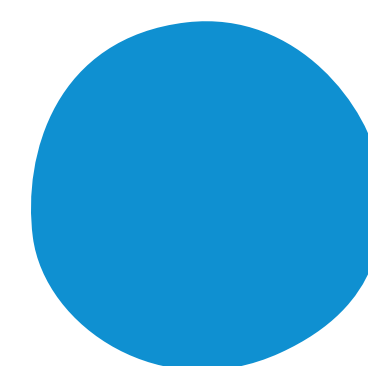
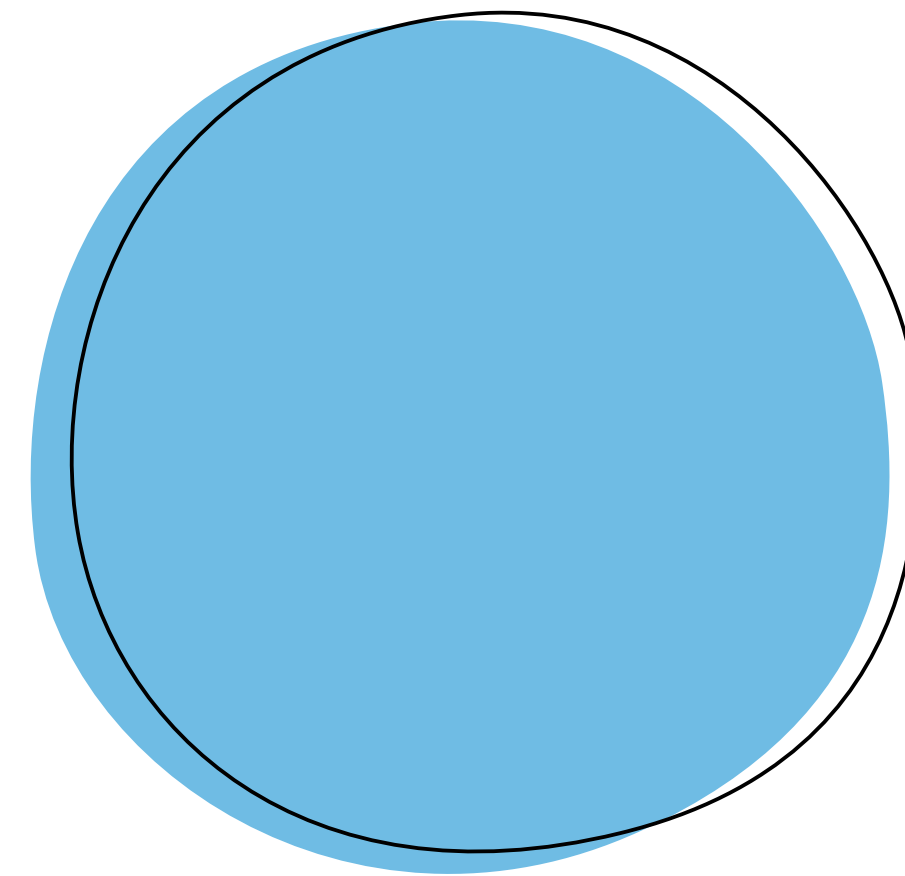
Continuing with our writing skills we'll learn about scientific investigation and even have a go at writing forensic reports. Adventurers will enjoy using their investigation skills to explore the mysteries of Sherlock Holmes and have a go at writing their own mysterious short stories set in London of the past before trying our hand at immersive theatre, creating our very own mystery for the rest of the camp in the case of the missing Course Director!

We'll explore time and a range of word problems to challenge our mathematical brains, as well as exploring whether time travel could ever be possible. Young learners will jump back in time to explore art inspired by Leonardo Da Vinci and combine art and maths in an effort to build a time machine, as well as rying out some iconic art styles from across the years. But don't worry, we'll be back in time to learn how to cook some delicious clock face pizzas over the campfire at forest school!

Culture and Creativity

Making the most of the fantastic mix of cultures that build our Adventurers community, our young learners will enjoy exploring different cultures in a creative and immersive way. We'll compare and contrast different countries, learning traditional dance (Morris dancing sticks at the ready!), songs and having a go at cooking some delicious food from our focus countries. Immersing ourselves in art styles from different countries before creating a mixed media culture collage telling the story of our chosen country is one way our young learners to really investigate and show visually the many ways we can express culture.

Adventurers will enjoy learning about the Amazon rainforest, also known as the lungs of our planet, and what this special place means to people. We'll become biologists, environmental scientists and STEM superheroes as we explore this fascinating habitat, how it sustains itself and so much life. Young learners will investigate habitats with some practical experiments, creating rain clouds in a jar, making a rainforest terrarium and attempting to recreate rainforest rubber.



Our Amazon rainforest inspired poetry session and creative writing workshop where we imagine exploring the Amazon Rainforest will inspire Adventurers to really think about what this place so different to our own homes really means to people.

We'll learn about data handling and calculations focussed on the Amazon Rainforest, finding out how we can use persuasive writing and speaking along with facts and figures to persuade those in power to protect the Amazon rainforest, giving a practical, real-life importance to maths whilst also developing those important leadership and communication skills. In forest school we'll learn how to survive in unforgiving habitats, building shelters and learning some important survival skills. We'll create digital storybooks, bringing together what we've learned in a celebration of culture and creativity to share with our fellow campmates.