Medicine

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Key Facts:



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 human dissection, DNA research, ethical issues, and more.

Learning outcomes

- Develop skills and knowledge relating to the anatomy and function of the cardiovascular, respiratory, digestive, urinary and nervous systems
- Develop treatment plans for a range of acute and complex medical disorders
- Engaging in immersive case studies and simulations that challenge students to think critically and apply multidisciplinary approaches to patient outcomes
- Consider the ethical complexities of clinical practice that is essential for effective patient care and collaboration in a healthcare team

Example Industry Workshops

E-Simulation Suite Day - Students will be immersed into an e-simulation suite, focusing on A-E assessments (Airway, Breathing, Circulation, Disability, Exposure). This hands-on experience will take place in a state-of-the-art simulation centre in London or Oxford. Students will interact with Sim Man. a patient simulator, to practice and refine their skills in managing acute medical emergencies. They will learn how healthcare professionals perform rapid assessments, initiate appropriate interventions, and work effectively in a team under simulated clinical conditions. This immersive session aims to enhance clinical decision-making and preparedness for real-life emergencies in a controlled environment.

Surgical Skills Workshop Day - Students will take part in a surgical workshop, focusing on suturing techniques and the basics of surgery. The workshop will cover the basics of surgery, including aseptic technique, basic surgical procedures, and postoperative care, as well as different types of surgical skills such as tissue handling, knot tying, and instrument handling.

Capstone Industry Project

The project is developed and delivered by medical education company, Meducators UK. Students will step into the role of healthcare innovators tasked with developing a new pharmaceutical product to address a specific medical need. Working in teams, they will collaborate with pharmacists and other healthcare professionals to simulate the drug development process. Through interactive activities and workshops, students will explore the concepts of clinical commissioning, cost effectiveness, and patient-centric outcomes in a fun and educational setting.

Capstone Industry Project in collaboration with:





Discover our Medicine course



Performing Arts

Key Facts: Age range : 13-17 Location: Kings College London **Class size:** 12 F **Certificate:** West End on Demand Certificate Bucksmore Academy Theatre Award (BATA) Minimum language level: B1 (intermediate) **Tuition content** Academic subject studies, Industry workshops and Capstone Industry Project Weekly excursions: ITYI 2 full-day, 1 half-day Hours per week: Er! 25 Dates: 8 July - 5 August **Duration**: 2 weeks **Price**: £3,050 per week

Discover our Performing Arts course



Taught by West End professionals, students will gain a first-hand experience of the performing arts industry through tuition in acting, singing, dancing, stage-combat and puppetry, as well as taking part in West End workshops and watching West End shows.

By partnering with a top West End theatre company West End On Demand, students will receive first hand experience of the industry and a true taste of West End Theatre. Students on the course will be taught by top West End professionals and the best of the theatre industry whilst they learn acting, singing, dance, stage combat and puppetry, as well as taking part in West End workshops, watching West End shows and going on a theatre tour! At the end of the 2-week course there will be a final performance followed by an award ceremony.

Learning outcomes

- Gain an understanding of the West End Theatre industry
- Improve confidence and communication skills
- Gain confidence in team-work
 and ensemble skills
- Understand and gain insight into the key skills required for a career in theatre



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Tutor profile

Rachel Bingham - Rachel Bingham is a top West End performer, teacher and the Director of West End On Demand. Rachel trained in musical theatre at the prestigious Mountview Academy Of Theatre Arts and has performed extensively. Her work includes: Les Misérables (West End); Billy Elliot (West End): The Sound Of Music (West End) to name a few. Rachel created West End On Demand to use her passion for the performing arts to encourage children and students of all ages to enhance their confidence, creativity and talents. Her teaching work includes performing arts and foundation degree performing arts, as well as guest teaching around the UK and Europe.

Example Industry Workshops

Stage Combat - Taught by a qualified stage combat instructor get to grips with the basics of stage combat and discover how actors make a fight look convincing. The workshop will include unarmed combat techniques, how to perform stage fight choreography and how to fight safely.

West End Audition Masterclass -

Experience what it is like to audition for a West End show in a fun and relaxed environment. The group will learn tricks and tips from a West End cast member and the workshop includes West End audition dance routines, singing, audition songs, sight reading and preparing audition text.



Industry Projects

This course is industry certified by West End On Demand, a leading performing arts organisation offering workshops lead by industry professionals. Students completing this course will receive a West End On Demand Certificate of Completion and Bucksmore Academy Theatre Award (BATA).

Graphic Design

Key Facts:



This course aims to introduce the field of graphic design as both an artistic discipline and a professional practice. Taught by experienced industry professionals, lessons will incorporate both theoretical and practical knowledge within the field of graphic design. The areas to be studied will be chosen from optional subjects, and course content will cover topics such as typography, branding, digital illustration, and more.

Learning outcomes

- Develop skills and knowledge relating to the fundamental principles of design, including colour theory, composition, and visual communication.
- Analyse and apply key concepts in branding, typography, and digital media to real-world design projects.
- Engage in immersive case studies and design briefs that challenge students to think creatively and apply multidisciplinary approaches to visual problem-solving.
- Consider the ethical complexities of design practices, essential for responsible and culturally sensitive communication in the modern creative industry.

Example Industry Workshops

Visit to a Design Studio – Students will be immersed in the daily operations of a professional design studio. This handson experience will take place in a leading design firm in London. Students will gain insights into the creative process, client interaction, and the role of design in branding and marketing. The workshop will include a Q&A session with junior designers, followed by a tour of the studio to observe live projects in various stages of development.

Digital Illustration Workshop – Digital Illustration Workshop: Students will participate in a workshop focusing on digital illustration techniques using industry-standard software. The workshop will cover the essentials of creating vector graphics, digital painting, and image manipulation. Students will have the opportunity to work on their own projects, receive feedback from industry experts, and learn how digital tools are used to create compelling visual content in the design industry.

Capstone Industry Project

The project is developed and delivered by design education experts. Students will step into the role of creative directors in a "design pitch" session, where they will critically evaluate branding concepts and visual identities presented by industry professionals. Drawing on their knowledge from the subject studies programme, students will analyse these designs from both aesthetic and strategic perspectives, using design terminology such as hierarchy, balance, and user experience. Armed with "client briefs," they will engage in constructive critique and negotiation, deciding which concepts to "approve" while applying their understanding of design principles and branding strategies in a realistic and interactive setting.

Discover our Graphic Design course



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Law

Key Facts:



This course aims to introduce the field of law as both an academic discipline and a professional practice. Taught by experienced legal professionals, lessons will incorporate both theoretical and practical knowledge within the field of law. The areas of law to be studied will be chosen from optional subjects, and course content will be delivered from areas that can include criminal law, human rights law, legal ethics, and more.

Learning outcomes

- Develop skills and knowledge relating to the foundational principles of legal systems, including Common Law and Civil Law traditions.
- Analyse and interpret key legal concepts and their application in real-world scenarios.
- Engage in immersive case studies and simulations that challenge students to think critically and apply multidisciplinary approaches to legal outcomes.
- Consider the ethical complexities of legal practice, which are essential for effective client representation and collaboration within a legal team.

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Example Industry Workshops

Courtroom Experience Day -

Students will be immersed in a courtroom setting, focusing on live proceedings. This hands-on experience will take place in a local court in the heart of London. Students will observe how legal professionals present cases, argue points, and how judges make decisions. They will participate in a debrief session with a legal professional to discuss their observations and refine their understanding of courtroom procedures.

Law Firm Visit and Legal Practice

Workshop – Students will take part in a workshop at a leading law firm, focusing on legal research, drafting, and the basics of legal practice. The workshop will cover the day-to-day responsibilities of a lawyer, including conducting research, drafting documents, and client communication. Students will also have the opportunity to participate in a Q&A session with solicitors and barristers, gaining insights into different legal careers and practice areas.

Capstone Industry Project

The project is developed and delivered by legal education experts. Students will step into the role of legal practitioners tasked with conducting a comprehensive mock trial to address a fictional legal case. Working in teams, they will simulate the roles of prosecution, defence, and jury members. Through interactive activities and workshops, students will explore the concepts of legal research, argument preparation, and trial execution in a fun and educational setting.

Discover our Law course

