

One-Week Programme

Day 1 (am): Notions of Creativity (*Juniors and Seniors*) Creativity in Maths, English, Science and History

From Leonardo Fibonacci to Marie Curie to Martin Luther King, the worlds of Maths, Science, English and History have been shaped by creative thinkers and doers. This workshop explores some of those people - and how they "thought differently".

Day 1 (pm): Maths (*Juniors and Seniors*) The Trading Game

Working in small teams, students represent different countries and have only one aim in mind: to make as much money for their countries as possible. To achieve their aim, this fast-paced and energetic workshops tests them on their understanding of shapes, promotes precision and develops an understanding that "value" can be a shifting concept.

Day 2 (am): Maths (*Juniors*) The Expedition

Finding themselves posited as explorers, children work in small groups to plan their expeditions to the heart of the jungle. Having worked to a budget to buy provisions, they'll be faced with a series of obstacles both on their way to and at their destination in a workshop that probes the ability to prioritise as well as problem solving and number operations.

Day 2 (pm): Maths (Seniors) The Bunker

Inspired by the work of the code breakers at Bletchley Park in World War II, this fiendishly challenging workshop sets students to cracking a series of increasingly difficult cyphers. If they succeed, they'll find some real treasure - but they'll have to use all their knowledge of numbers, shapes and non-verbal reasoning along the way!

Day 3 (am): History (*Juniors*) The Great Fire of London

In role as Thomas Farriner, owner of the bakery at the seat of The Great Fire of London, Jackson takes students on an interactive journey through the events of September 1666. He works with them to study the Science of Firethen reveals that his great friend Chris Wren needs their help in designing England's new capital city. Working in small groups, they convey their advice back to the seventeenth century via Postcards from the Future.

Note: this is intended to give a flavour of our approach to teaching and learning in history - we'd be happy to change the character and content if you wanted a workshop exploring a period the children have been looking at.



Day 3 (pm): History (Seniors) An audience with General Haig

In role as the controversial military figure General Haig, Jackson supports students in exploring the causes, course and consequences of the Great War. They'll investigate how and why this conflict differed from any other in history up to that point - and the impacts it had on women and children as well as on serving soldiers. Lord Haig will reveal that he needs help in dealing with the troubled (and troublesome) soldier-poet, Siegfried Sassoon - but he's unlikely to be pleased with their advice, delivered from more knowing and more tolerant times ...

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Day 4 (am): English (*Juniors*) The Great Grammar Adventure

What's the use of Bolognese without the SPaGhetti? Students will bring their knowledge of Spelling, Punctuation and Grammar to the fore as they tackle a uniquely interactive SPaG quiz before using what they have learned to construct imaginative and mouthwatering recipes that will make grammatical sense whilst also tickling the senses!

Day 4 (pm): English (Seniors) Star Cross'd Lovers: the Tale of Romeo and Juliet

How does Shakespeare manipulate his audience in "Romeo and Juliet"? Why are words just as powerful as weapons to the Montagues and Capulets as swords? And what, exactly, did Friar Laurence think he was up to? This workshop takes a uniquely "actor's eye view" of both the Bard and his text as it supports students in unlocking the answers to all these questions - and more!

Note: this is intended to give a flavour of our approach to exploring written texts - we'd be happy to change the subject matter to any play, novel, poem or anthology if you wanted a workshop investigating a text the students have been looking at.



Day 5 (am): Science (*Juniors*)
Pirate Science

Blackbeard, Henry Morgan, Anne Bonney and their ilk might have been skulduggerous scoundrels - but they were also sophisticated scientists. So, after exploring the mechanics of flotation (and customising some model boats), children will both learn some of the facts behind Pirate Science - and cement their new learning by embedding it into short dramas!

Day 5 (pm): Science (Seniors) Selling Science Successes

The ability to make fire was the most important scientific moment of all time, wasn't it? Oh, hold on; what about the discovery of the wheel - or of gravity, come to that? Then there's the realisation that the Earth goes round the Sun - and the manufacturing of that amazing alloy, bronze - and ... It's all terribly confusing, isn't it? This workshop seeks to clear up some of that confusion as students work in teams to learn more about specific Science Successes - then "sell" them to their audience ...