Ashcroft School

Summer School 2021 Information

TOGETHER TRUST

Key Information

Intent

The summer school has been designed to give young people the opportunity to strive. Providing them the opportunity to build and develop stronger relationships with both peers and teachers whilst also broadening their knowledge through a varied, enriching and engaging timetable of activities throughout the week. It is intended that we are to bridge the gap for those students both academically, socially, emotionally and mentally. Preparing them for the transitions and changes ahead.

Implementation

The summer school has been designed around the theme ‘Around the world’. To make implementation successful we have taken a varied and broad approach, looking at food from different places, young people will be cooking a range of foods throughout the week, taking turns cooking for the rest of the group, encouraging the development of vital independent life skills as well as personal values.

Core subjects embedded throughout the week will also take on the around the world themes, encouraging interaction and enthusiasm whilst also giving an insight into intended curriculums for the coming academic year. Other subjects covered will include outdoor education and music. Underpinning are resilience, leadership, communication, organisation and initiate – life skills which are embedded throughout our whole school.

Staff intention, several staff to take part in either the full week or being able to offer days. Staff will need to be able to fully commit and be willing to either take on specific aspects of interest to them or work with others to ensure the above statements are met and fulfilled. A staff team of 6 per day to support the two groups of 5 would be required. Each member of the team having specific roles to encourage consistency,

approachability and structure, aiding in a successful implementation of the programme.

The timetable has been designed to be varied and interesting so that both staff and young people will hopefully, find it both motivating and more importantly fun, as the main aim from the week will be to form relationships and create memories with the young people.

Impact

The week will work to support the social, emotional and mental resilience of the young people; it will create relationships with staff and peers which will help throughout their time at Ashcroft school. To measure success, we will look at the work produced but also the feedback and response which we get from students. Teachers will carry out formative and summative evaluations around the success of the summer school in order to build on the successes and highlight areas of development. Aiding in the development of future events, aiming to continue to offer the same level of impact and value year on year.

Staffing for the Week

- Eileen Sheerin – Head Teacher
- Tom Edghill – Pastoral lead
- Andy Jones – Phase Leader Computer Science
- James Shaffer – Senior Leader Music Phase Leader
- Shane Henry – Teacher of Sport and outdoor Education
- Frankie Hardy – Learning Support Assistant
- Elaine Jennings – Learning Support Assistant

Staff Roles and Responsibilities

- Overall Lead – Tom Edghill
- Curriculum Design - Tom Edghill, James Shaffer, Andy Jones
- Safeguarding – Eileen Sheerin
- Teaching – James Shaffer, Andy Jones, Shane Henry
- Family liaison – Elaine Jennings

- First Aid – Tom Edghill, Shane Henry
- Catering – Frankie Hardy
- Logistics – Tom Edghill
- Cleaning – School Cleaners

Lessons and Rationale

World Math's Conundrum

Intent: To broaden knowledge and understanding of things around the world using maths as a tool to implement this.
Implementation: Following the theme of the world around us learners will take part in some fun and interesting quizzes and fact finding, related to maths.
Impact: To broaden knowledge of maths.

Automation Programming

Intent: An introduction to Robotics Programming. Learners will use VEX code to automate the robot to be able to move through a pre-designed course.
Implementation: Learners will understand how to code the robot they designed in the previous session to be able to automate it through a floor course using measurement and rotational degrees, in a friendly coding block builder format.
Impact: Learner know how automatic machinery can be coded to save time and labour costs.

Archery

Intent: An introduction to Archery, learners will use bow and arrows and a variety of different targets.
Implementation: Learners will develop Archery skills using a variety of different bows and arrows, alongside a variety of different targets to help aid the understanding and skill of how to take part in archery. They will also be expected to follow safety guidelines and strict instruction to remain safe.

Impact: Learner's will progress in skill and proficiency whilst also developing numeracy though keeping track of scoring. Be able to work as a team and support each other through peer coaching.

Eco Systems

Intent: to create an ecosystem that would replicate how the eco system works in the world we live in.
Implementation: Learners will use a selection of material and plants to create individual eco systems. Be able to use a variety of different skills to create the finished product by working safely and following instructions.
Impact: Learners will have a better understanding of how the eco system works and will be able to take home there own eco system. They will also develop more skills in the ability to follow instructions to create a successful finished product.

Developing the future robots

Intent: An introduction to Robotics design in the real world. Learners build skills and knowledge in the first steps to understanding how to create a robot for a purpose.
Implementation: Learners begin by getting hands on with designing a VEX IQ base Bot, building it using the VEX super kit tools and using the kit to create a motorised robot that has a grab arm and works with a wireless remote control.
Impact: Learners know how to work to a brief to design a working machine.

Team Building

Intent: To build relationships between peers and for them to work cohesively.
Implementation: Through a range of different exercises and activities that will challenge young people both mentally and physically. The

activities will encourage young people to share experiences to reach a common goal.
Impact: It's hoped that relationships can be developed through shared experience of challenging situations, and that the completion of these activities will forge a sense of teamwork and comradery.

Climbing

Intent: to develop interpersonal skills and resilience.
Implementation: Through using a variety of games and activities learners will develop self-confidence and climbing skills which will both challenge them mentally and physically.
Impact: Learners will be able to climb successfully and be able to over come any fears and barriers that may be present.

Cooking

Intent: To work as a team to cook suitable meals for other learners and staff throughout the week.
Implementation: Learners will cook a selection of dishes throughout the week which will be linked to other countries. They will need to follow instructions and recipes to provide a suitable meal.
Impact: Be able to follow instructions and develop life skills. be able to cook basic meals and work in a clean hygienic environment.

Magic of Music

Intent: The intent behind this short sequence of activities is to identify key characteristics of creativity in making music. Students will explore methods of being musically creative and implement these whilst composing a section of music that fits within a composition brief. Students will experience job roles and responsibilities of a studio producer, session musician, composer, studio engineer and music promoter in a vocational context. Other skills that will be explicitly built upon and measured will be communication, conflict resolution and problem solving, dexterity, co-ordination, expression, self-identity and of course, creativity. Students will develop a sense collaboration to meet a

common goal. In music, they will collaborate to compose and produce music that will be added to a short film of their summer school experience.

Implementation: Students will be given a compositional brief that will detail the project and this will be referred back to throughout the project. Delivery of the sessions will include many different popular music instruments including guitar, drums and keyboards. It will also include a range of instruments from world music, including samba drums. Music software will be utilised to create and record music. Through this, students will acquire a range of ICT and audio skills.

Students will experience a range of workshops where creative stimuli will inspire and enthuse. The teacher will support students in decision making to reach an agreed musical outcome. Whilst ideas might be simple, when added to other's contributions, students will have produced a completed composition.

Impact: Students will improve communication as the project relies on positive verbal communication. This will ensure that problems are resolved, and decisions are made to reach a common goal.

Students will have a developed understanding of teamwork and how collaboration often leads to success over completing activities alone.

Students will have a developed understanding of world music, popular music and other musical influences that have contributed to the creation of a product that has cultural significance.

The project not only fits within the context of the project but also significantly contributes to their progress against the success criteria for KS3 and KS4 music at Ashcroft School.

Timetable and Staffing

Group 1

Group 1						
	Time	**Monday**	**Tuesday**	**Wednesday**	**Thursday**	**Friday**
Settling	0930-1000	Team Games **SH**	Team Challenge **SH**	Team Games **SH**	Team Challenge **SH**	Team Games **SH**
Session 1	1000-1100	Magic of Music **JS**	Archery **TE**	Developing the future Robots **AJ**	Climbing **TE**	Task Master
Session 2	1100-1200	Italian Cuisine Cooking **FH**				BBQ and Rewards Ceremony
Lunch	1200 -1230	Lunch	Lunch	Lunch	Lunch	
Session 3	1230-1330	World Maths Conundrum	Eco Systems **VB**	Music Composition **JS**	Great Ashcroft Cake Off **FH**	
Session 4	1330-1430	Automation Programming **AJ**			Science all around me	

Group 2

Group 2						
	Time	**Monday**	**Tuesday**	**Wednesday**	**Thursday**	**Friday**
Settling	0930-1000	Team Games **SH**	Team Challenge **SH**	Team Games **SH**	Team Challenge **SH**	Team Games **SH**
Session 1	1000-1100	Automation Programming **AJ**	Science all around me	Music Composition **JS**	World Maths Conundrum **EJ**	Task Master
Session 2	1100-1200	Magic of Music **JS**	The Great Kebab Cook Off **FH**		Chicken in a Basket **FH**	BBQ and Rewards Ceremony
Lunch	1200-1230	Lunch	Lunch	Lunch	Lunch	
Session 3	1230-1330	Eco Systems **VB**	Archery **TE**	Developing the future Robots **AJ**	Climbing **TE**	
Session 4	1330-1430					

Costings

Ashcroft School ran a very successful summer school during the week beginning 2nd August for nine pupils. Some pupils were transitioning to different provisions within Ashcroft services and some moving on to further education. The school received funding from the Department of Education to fund the activities for the week and cover the costs of food, resources, transport arrangements, management time and staffing.

Staffing costs for 7 members of staff including DSL	£4393.00
Management and admin costs – 20 hours	£409.00
Food and resources	£145.02
Nominal transport costs for pupils requiring school transport	£20.00
TOTAL	**£4967.02**

Costings Of Activities

Lesson Activity	Resources	Extras	Cost
Team Games	All resources available through school	N/A	£0
Magic of Music	All resources available through school	N/A	£0
Cooking	All resources available through school	Food which will be cooked each day for meals. £3 Per Person Per Day	£145
IT	All resources available through school	N/A	£0
Archery	Resources supplied by external supplier	N/A	£0
Climbing	Resources supplied by external supplier	N/A	£0
Maths	All resources available through school	N/A	£0
Science	All resources available through school	Pop Bottles, soil and seeds	£0