

20. Intro London Westminster

	Academic Summer UK London - Westminster
Highlight	Study in the heart of Westminster, where iconic London landmarks are your classroom and strengthen your English and critical thinking through project-based, GCSE-linked learning
Where	London Westminster, UK
When	July and August
Age	Boarding: 13-17 (Explorers & Engagers) Day: 7-12 (Adventurers & Pathfinders); 13-17 (Explorers & Engagers)
Academic	Explorers & Engagers: A CLIL-based, cross-curricular programme linking English with academic subjects through project-based learning, designed around the main GCSE areas to build skills and knowledge for A-Level or IB preparation. Adventurers & Pathfinders: A CLIL-driven, thematic curriculum blending English with maths, science, arts, and social studies, laying strong foundations for future secondary and IGCSE studies.
Leisure	An exciting combination of creative activities and cultural excursions gives students the chance to make friends and discover highlights such as the London Eye, Buckingham Palace, Camden Market, world-class museums and many more.
Be a Leader (CPD)	No
Hours of learning	15
Max class size	15 (Explorers & Engagers) 12 (Adventurers & Pathfinders)

21. Leisure Programme Westminster



Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
28/06 Arrivals	29/06 On the doorstep	30/06 Tate Modern	01/07 Madame Tussauds	02/07 British Museum	03/07 Covent Garden	04/07 Hastings
05/07 Big Bus Tour	06/07 Camden Market and Primrose Hill	07/07 Museum of London	08/07 London Eye	09/07 Natural History Museum	10/07 Oxford Street	11/07 Cambridge
12/07 Greenwich	13/07 Battersea Power Station	14/07 Science Museum	15/07 London Dungeons	16/07 National Gallery	17/07 Covent Garden	18/07 Brighton
19/07 Big Bus Tour	20/07 Notting Hill	21/07 British Museum	22/07 Buckingham Palace	23/07 Imperial War Museum	24/07 Oxford Street	25/07 Oxford
26/07 Hampton Court	27/07 On the doorstep	28/07 Museum of London	29/07 Madame Tussauds	30/07 British Museum	31/07 Covent Garden	01/08 Hastings
02/08 Big Bus Tour	03/08 Camden Market and Primrose Hill	04/08 Tate Modern	05/08 London Eye	06/08 Natural History Museum	07/08 Oxford Street	08/08 Cambridge

22. Westminster London Adventurer Leisure Programme 2026



Monday	Tuesday	Wednesday	Thursday	Friday
29/6/26 London Aquarium	30/6/26 British Museum	01/7/26 Arts & Crafts	02/7/26 Diana Memorial Playground	03/7/26 Sports
06/7/26 Natural History Museum	07/7/26 Madame Tussauds	08/7/26 Arts & Crafts	09/7/26 Transport Museum	10/7/26 Scavenger Hunt
13/7/26 Imperial War Museum	14/7/26 Shrek's Adventure	15/7/26 Arts & Crafts	16/7/26 Young V & A	17/7/26 Sports
20/7/26 Science Museum	21/7/26 Buckingham Palace	22/7/26 Arts & Crafts	23/7/26 Cable Car	24/7/26 Afternoon Tea Party
27/7/26 Museum of London	28/7/26 St Paul's Cathedral	29/7/26 Arts & Crafts	30/7/26 Diana's Memorial Playground	31/7/26 Scavenger Hunt
03/8/26 Natural History Museum	04/8/26 Churchill's War Rooms	05/8/26 Arts & Crafts	06/8/26 Vauxhall City Farm	07/8/26 Sports



23. Sample Weekly Schedule Westminster

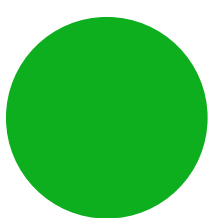


Week 1. If you have lessons in the morning your programme will look like this:

Time	Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
7:30 8:00		Wake-up Breakfast	Wake-up Breakfast	Wake-up Breakfast	Wake-up Breakfast	Wake-up Breakfast	Wake-up Breakfast
9:00		Lessons	Lessons	Lessons	Lessons	Lessons	Hastings
10:30	Arrivals	Break	Break	Break	Break	Break	
11:00		Lessons	Lessons	Lessons	Lessons	Lessons	
12:45 13:30		Lunch Pod time	Lunch Pod time	Lunch Pod time	Lunch Pod time	Lunch Pod time	
14:30 15:45		On the door step	Tate Modern	Madame Tussauds	British Museum	Covent Garden	
18:00	Free time	Free time	Free time	Free time	Free time	Free time	
18:30	Dinner	Dinner	Dinner	Dinner	Dinner	Dinner	Dinner
19:30	Evening activities	Evening activities	Evening activities	Evening activities	Evening activities	Evening activities	Evening activities
22:00 23:00	Back to Boarding Lights out/quiet	Back to Boarding Lights out/quiet	Back to Boarding Lights out/quiet	Back to Boarding Lights out/quiet	Back to Boarding Lights out/quiet	Back to Boarding Lights out/quiet	Back to Boarding Lights out/quiet

Week 2. If you have lessons in the afternoon your programme will look like this:

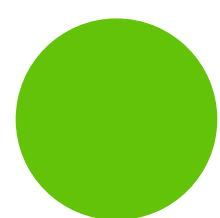
Time	Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
7:30 7:45	Wake-up Breakfast	Wake-up Breakfast	Wake-up Breakfast	Wake-up Breakfast	Wake-up Breakfast	Wake-up Breakfast	Wake-up Breakfast
8:30	Big Bus tour of London	Pod time	Pod time	Pod time	Pod time	Pod time	Cambridge
9:00		On the door step	Tate Modern	Madame Tussauds	British Museum	Covent Garden	
13:00		Lunch	Lunch	Lunch	Lunch	Lunch	
14:30		Lessons	Lessons	Lessons	Lessons	Lessons	
16:00		Break	Break	Break	Break	Break	
16:30	Free time	Lessons	Lessons	Lessons	Lessons	Lessons	Free-time Dinner
18:00 18:30	Free-time Dinner	Free-time Dinner	Free-time Dinner	Free-time Dinner	Free-time Dinner	Free-time Dinner	
19:30	Evening activities	Evening activities	Evening activities	Evening activities	Evening activities	Evening activities	
22:00 23:00	Back to Boarding Lights out/quiet	Back to Boarding Lights out/quiet	Back to Boarding Lights out/quiet	Back to Boarding Lights out/quiet	Back to Boarding Lights out/quiet	Back to Boarding Lights out/quiet	Back to Boarding Lights out/quiet



24. Sample Weekly Schedule Westminster-Adventurers



Time	Monday	Tuesday	Wednesday	Thursday	Friday
8:30	Arrival	Arrival	Arrival	Arrival	Arrival
8:45	Lessons	Lessons	Lessons	Lessons	Lessons
9:45	Break	Break	Break	Break	Break
10:00	Lessons	Lessons	Lessons	Lessons	Lessons
11:00	Break	Break	Break	Break	Break
11:15	Lessons	Lessons	Lessons	Lessons	Lessons
12:15	Lunch	Lunch	Lunch	Lunch	Lunch
12:45	Relax & recharge	Relax & recharge	Relax & recharge	Relax & recharge	Relax & recharge
13:30	London Dockland's Museum	Shrek's Adventures	Arts and Crafts	British Transport Museum	Sports
18:00	Pick up	Pick up	Pick up	Pick up	Pick up



25. Curriculum Adventurers & Pathfinders Westminster

The **Adventurers & Pathfinders programme** at Academic Summer is an exciting, cross-curricular and hands-on learning experience which promises young learners a summer experience they won't forget! Each week Adventurers explore a different topic which incorporates the full range of British primary curriculum subjects in small classes, led by enthusiastic and experienced primary teachers. Daily trips complement the weekly topic, giving a well-rounded and immersive experience.

For our **Adventurers (ages 7–10)**, the emphasis is on curiosity, play-based discovery and building confidence in English through engaging projects and activities across subjects.

Our **Pathfinders (ages 11–12)** follow the same thematic, CLIL-inspired curriculum but at a higher level, with more academic challenge, greater independence, and preparation for the transition into secondary education and future IGCSE studies

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 & Pathfinders 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 & Pathfinders 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

Facts:

- Length of course: 2 to 6 weeks
- Hours of learning per week: 15
- Minimum level of English: A2+
- Age: 7-10 Adventurers; 11-12 Pathfinders
- Max class size: 12

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

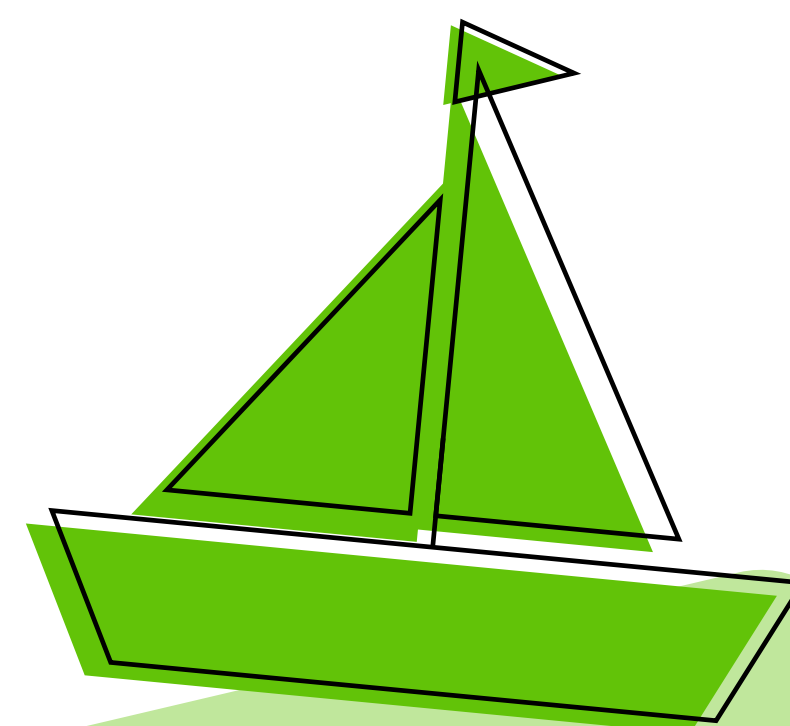
We use Content and Language Integrated Learning (CLIL) as the cornerstone to our teaching and learning approach. CLIL has been described as 'a major methodological revolution in language teaching and is central to our commitment at Academic Summer to respond to the evolving landscape of language learning. 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.

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.





The Academic Programme

Adventurers & Pathfinders 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. Performing in the dedicated Theatre, Art sessions in the beautiful Art room and Science experiments in the state-of-the-art Science room help our young learners to engage fully with their classes.

Adventurers have 18 hours of lessons a week, as well as creative activities and BFL sessions.

What Adventurers & Pathfinders 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 & Pathfinders learn about famous adventurers and the discoveries and innovations their journeys led to. We dive back in time to focus on Shackleton’s expedition to Antarctica, mapping the route taken, exploring the geography of the continent and investigating the resources needed if we were to journey with him. Students explore fiction and non-fiction accounts of Shackleton’s adventure and write their own pieces about travelling alongside him.

In STEAM-focused lessons, they learn about heat retention, how ice melts and oceans rise, explore alternative modes of travel, and design an Antarctica-ready outfit to keep them warm. They apply maths skills such as area and measures to map out the journey and create nutritiously dense foods to fuel their expedition. Learners enjoy ice painting to capture the first sight of Antarctica, experiment with digital art, and use computer skills to research and present on an innovator of their choice. They also discover innovative musicians and explore the musical journeys of The Beatles, coming together for a mini showcase.

As an extension, Pathfinders (ages 11–12) take this further by analysing Shackleton’s leadership and decision-making, comparing historical maps and sources, applying more advanced mathematical calculations to expedition planning, and researching sustainable technologies for polar environments. Their work culminates in collaborative digital presentations and performances, building on the same themes but with greater academic depth and independence.



Influence and Exploration

Our Influence and Exploration week takes young learners on a journey around the world and back to the UK, comparing places and cultures across the globe. Students learn about modes of travel, designing their own working vehicles as well as using digital resources, including AI, to create a vehicle of the future following a creative design brief. They explore the text *Around the World in 80 Days* as inspiration for creative writing and as a springboard into exciting drama work.

Learners put maths into practice by budgeting and planning their own round-the-world trip, competing to see which group can make their money stretch furthest and who can influence the final travel decisions. They practise maps and coordinates before putting their skills to the test in a high-energy treasure hunt. Creativity flows as they design their own fantasy worlds, inspired by classic fantasy novels, with hand-drawn maps and paper hot-air balloons to guide intrepid travellers on their journey.

In STEAM, students build rockets for space travel and investigate how forces influence exploration, from air resistance in a paper aeroplane contest to buoyancy in boat design. They also learn about inspiring explorers from history and take part in a global digital scavenger hunt using the latest technology to explore new destinations.

For Pathfinders, the curriculum builds on these shared themes with greater academic challenge and independence: they design and test more advanced vehicles and rockets, apply detailed calculations in budgeting and mapping, and link their exploration studies to contemporary issues such as sustainability and global connectivity. Their creative work develops into more ambitious collaborative projects and digital showcases, combining imagination with critical thinking and cross-curricular depth.



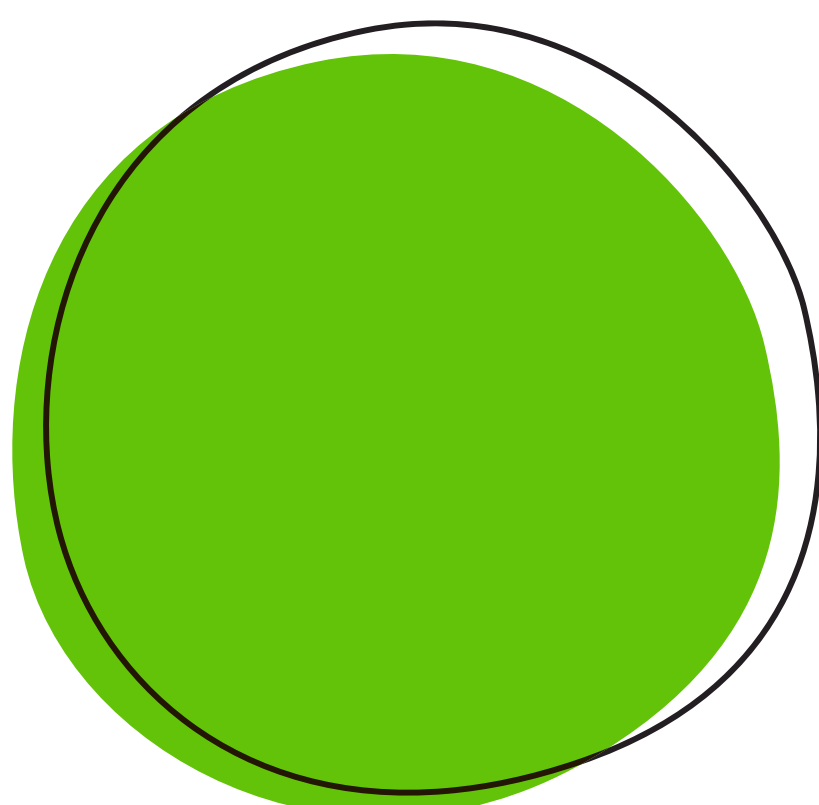
Communicating with the Past

Ready to explore history? This week takes learners back to London, 1666, as they investigate the Great Fire of London. They build model towns to carry out controlled burn experiments, learning how and why the fire spread and considering how different circumstances might have changed the course of events. Students read and analyse Samuel Pepys' diary entries and develop their own historical writing through diaries and newspaper articles.

Writing continues in a scientific context as learners practise investigation skills by writing forensic reports. They also dive into the mysteries of Sherlock Holmes, writing their own short stories set in London's past before stepping into immersive theatre to create and perform "The Case of the Missing Course Director."

In maths, they tackle problems linked to time and explore the possibilities of time travel. Art lessons are inspired by Leonardo da Vinci, blending art and maths in an attempt to design and construct a "time machine," alongside experimenting with iconic art styles from across history. Finally, students jump forward again for forest school, cooking delicious clock-face pizzas over the campfire.

Pathfinders work with the same themes but on a more advanced level: they take a critical approach to sources like Pepys' diary, craft extended investigative and creative writing, and tackle more challenging problem-solving in maths. Their projects encourage independence and deeper connections across subjects, bringing together history, science, and the arts in ambitious outcomes that showcase both analytical and creative skills.



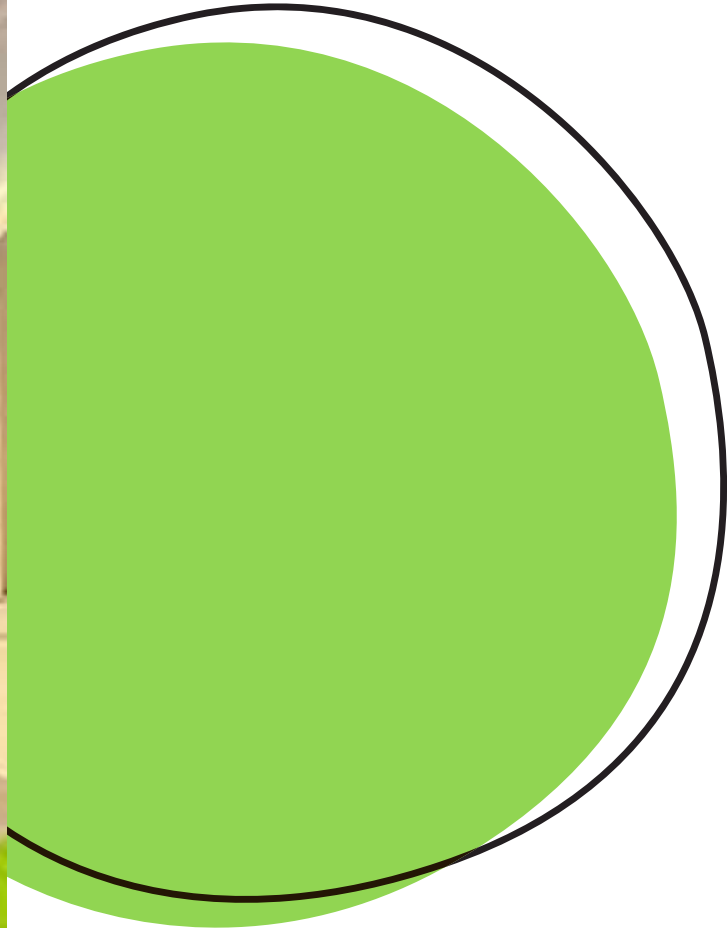
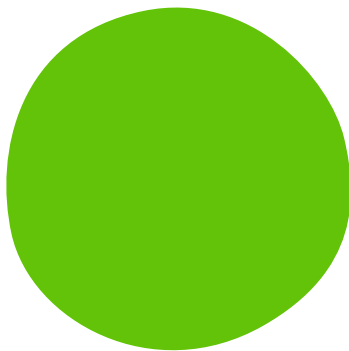
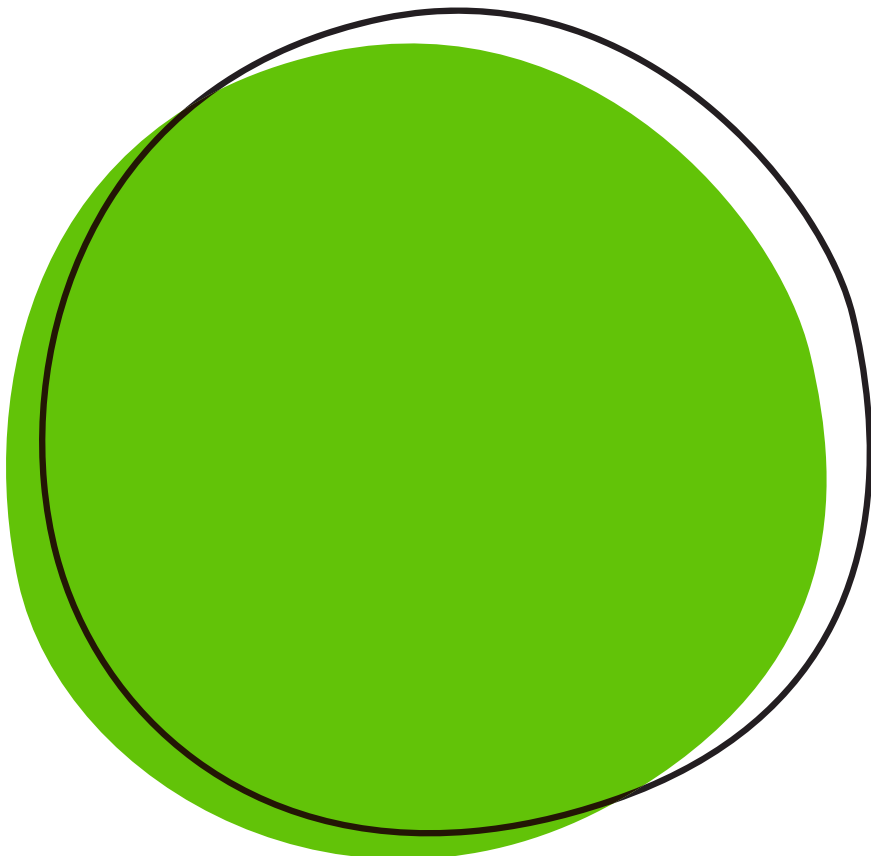
Culture and Creativity

Making the most of the fantastic mix of cultures within our Adventurers & Pathfinders community, learners explore traditions in a creative and immersive way. They compare and contrast different countries, trying out traditional dance (Morris dancing sticks at the ready!), learning songs, and cooking delicious dishes from focus cultures. Immersing themselves in global art styles, they then create a mixed-media culture collage to tell the story of their chosen country and the many ways culture can be expressed.

The journey continues into the Amazon rainforest, the “lungs of our planet,” where learners act as biologists, environmental scientists, and STEAM superheroes to investigate this vital habitat. Practical experiments include making rain clouds in a jar, creating terrariums, and even attempting to recreate rainforest rubber. Poetry and creative writing sessions inspired by the Amazon encourage students to reflect on what this extraordinary place means for people and for our planet.

In maths, learners work with data handling and calculations linked to the rainforest, using facts and figures to strengthen persuasive writing and speaking as they make the case for protecting this unique ecosystem. Survival skills add a practical edge, and the week culminates in the creation of digital storybooks, combining everything learned into a celebration of culture and creativity to share with the camp community.

For Pathfinders (ages 11–12), this week becomes an opportunity to take on bigger questions and responsibilities. They look more critically at how cultures influence one another, dig deeper into the environmental science behind the rainforest, and handle more complex data as they shape arguments for conservation. Their digital storybooks reflect this maturity, blending research, creativity, and advocacy into projects that both inform and inspire.



26. Curriculum Explorers and Engagers Westminster

Explorers and Engagers - age 13-17

Explore and engage in a new theme every week that connects with your excursions around London. Improve your English with a cross-curricular approach through subjects such as history, art, media, science, social studies and culture, and enjoy creative and interactive lessons.

Our academic content draws on key areas of the GCSE curriculum, helping you build the confidence and skills for future study in English — whether that's the IB, A Levels or another international programme.

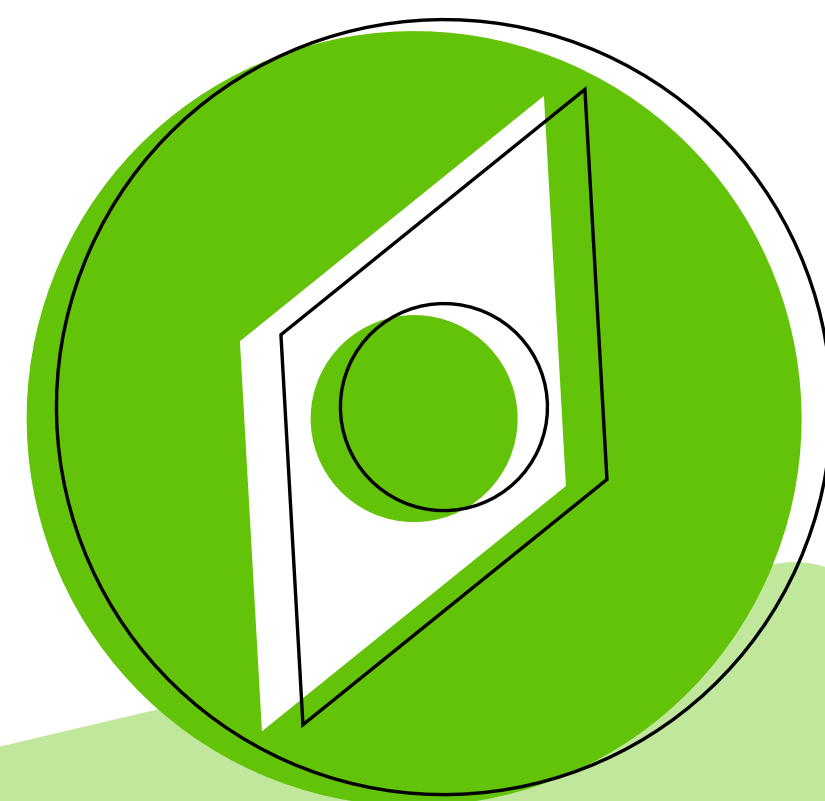
Your classroom in London is designed to bring the city to life, spark your imagination and develop your critical thinking skills as you explore one of the most exciting and diverse cities in the world.

Reaching for Your Future

At Academic Summer we understand that your future is important, and we are committed to inspiring and guiding you towards the future you want. We empower and challenge you with new experiences designed to unlock your full potential. We encourage you to step out of your comfort zone, delve into both familiar and new subjects in innovative and exciting ways, and see the remarkable progress you can achieve in a short period of time.

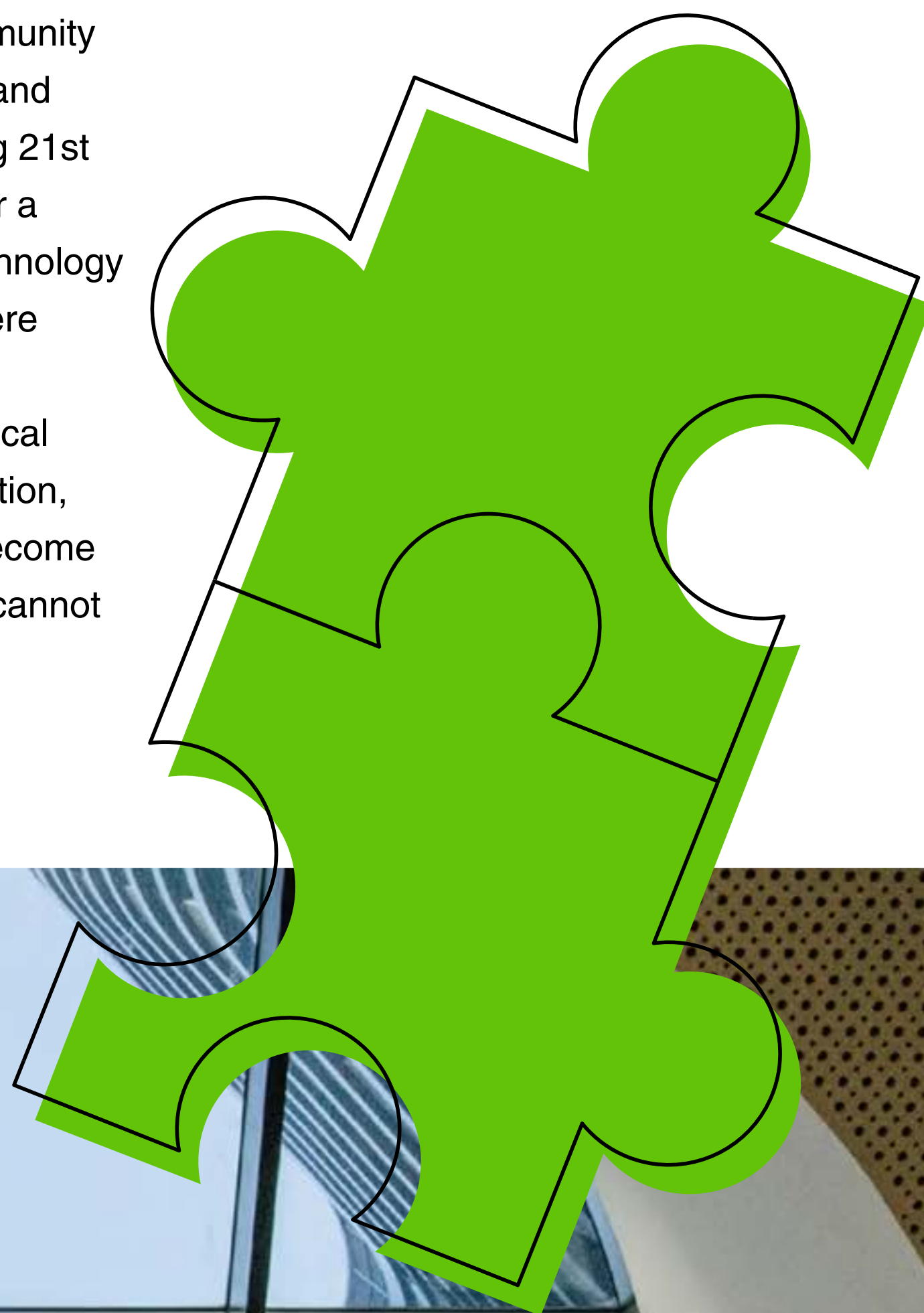
Academic Summer gives you the opportunity to achieve your Personal Best, preparing you for the future

that lies ahead. The Personal Best philosophy permeates every aspect of the Academic Summer Camp experience, highlighting achievements in social and personal growth, community involvement, cultural awareness and physical education. By developing 21st century skills you will be ready for a future shaped by the world of technology and Artificial Intelligence (AI) where human skills like creativity, problem-solving, adaptability, ethical awareness, emotional self-regulation, teamwork and critical thinking, become invaluable assets that machines cannot easily replicate.



Facts:

- Length of course: 2 to 6 weeks
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- Minimum level of English: B1+
- Age: 13-14 Explorers; 15-17 Engagers
- Max class size: 15



Content and Language Integrated Learning

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Assessment

You are assessed on your academic performance and attitude towards learning in lessons and this assessment will be documented in your weekly report which you will receive for each academic streams you take. You 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.

The Academic & Leisure Programme

Week 1: Time travellers and trendsetters

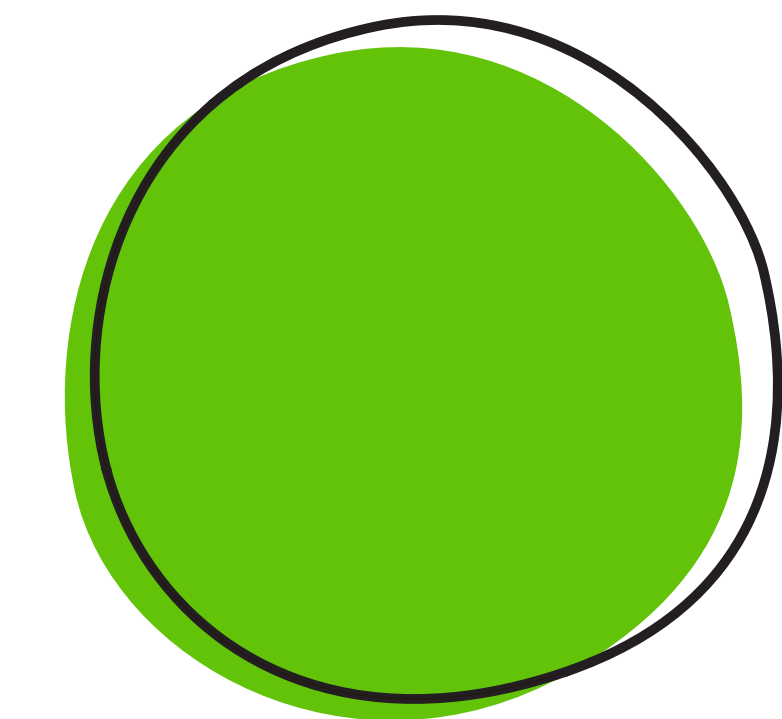
Theme: Identity, leadership and culture through time

Trips: Westminster, Tate Modern, Madame Tussauds, British Museum and Hastings

Subjects: History, Art, Drama, Citizenship and English

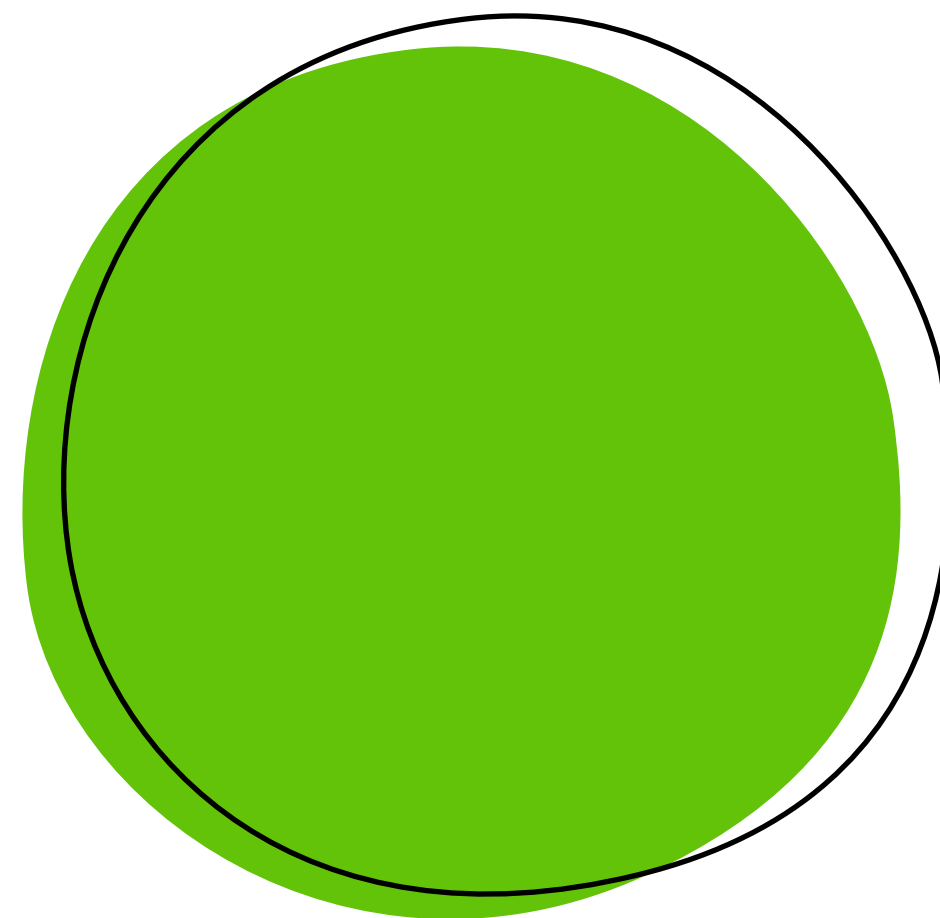
During the week you will:

- choose a Westminster statue and create a monologue
- craft a spoken word piece from modern art
- create your own wax figure bio
- enjoy storytelling from artefacts
- write a ‘Day in the life’ historical diary
- end the week with a gallery showcase



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- Culture - raising awareness of our culture and the culture of others
- Cognition - thinking and learning skills
- Communication - sharing our ideas effectively with others



Week 2: Capital vibes

Theme: City life, subcultures and innovation

Trips: Big Bus Tour, Camden Market, Museum of London, London Eye, Natural History Museum and Cambridge

Subjects: Geography, Sociology, Science, Business and English

During the week you will:

- explore subcultures: fashion, food and music
- compare city vs university life
- write a ‘24 hour in London’ lifestyle blog
- create a marketing campaign for a London borough
- discover London's innovations and scientific discoveries

Week 3: Hidden voices and big ideas

Theme: Creativity, innovation and unseen stories

Trips: Greenwich, Battersea Power Station, Science Museum, London Dungeons, National Gallery and Brighton

Subjects: Science, Art, History, English and Drama

During the week you will:

- explore inventions and inventors
- discover London's hidden stories of power, protest and crime
- create an escape room game based on London's myths
- build a pitch for your own invention
- present 'Hidden Hero' from British and personal culture



Week 4: Royal realities

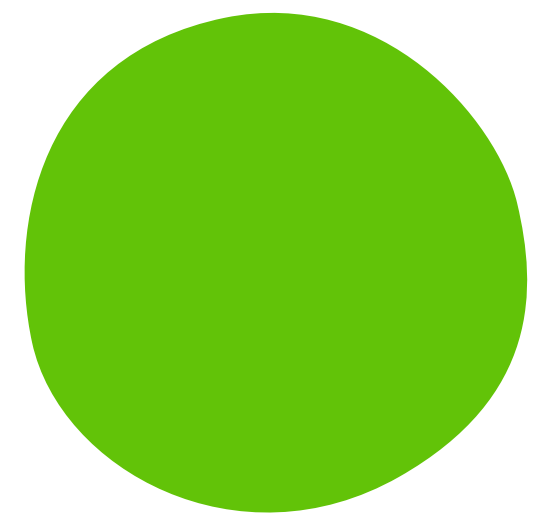
Theme: Power, image and modern monarchy

Trips: Notting Hill, British Museum, Buckingham Palace, Imperial War Museum and Oxford

Subjects: History, Citizenship, Politics, Art and English

During the week you will:

- create your own 'Modern monarch'
- find out what it means to be British and debate identity and tradition
- write a newspaper article: maybe of a Royal scandal or a state event
- design a mural showing Britain then vs now
- explore Notting Hill diversity and take part in a photojournalist challenge



Week 5: London remix

Theme: City stories - past, present and future

Trips: Hampton Court, Westminster, Museum of London, Madam Tussauds, British Museum and Hastings

Subjects: English, History, Art and Media

During the week you will:

- build a podcast: 'My London life'
- create a piece of writing looking at royal court secrets
- design a museum rebranding and look at how we can attract Gen Z
- revamp a wax figure or create one for 2126
- develop a digital story map of your week in London

Week 6: Culture clash and global voices

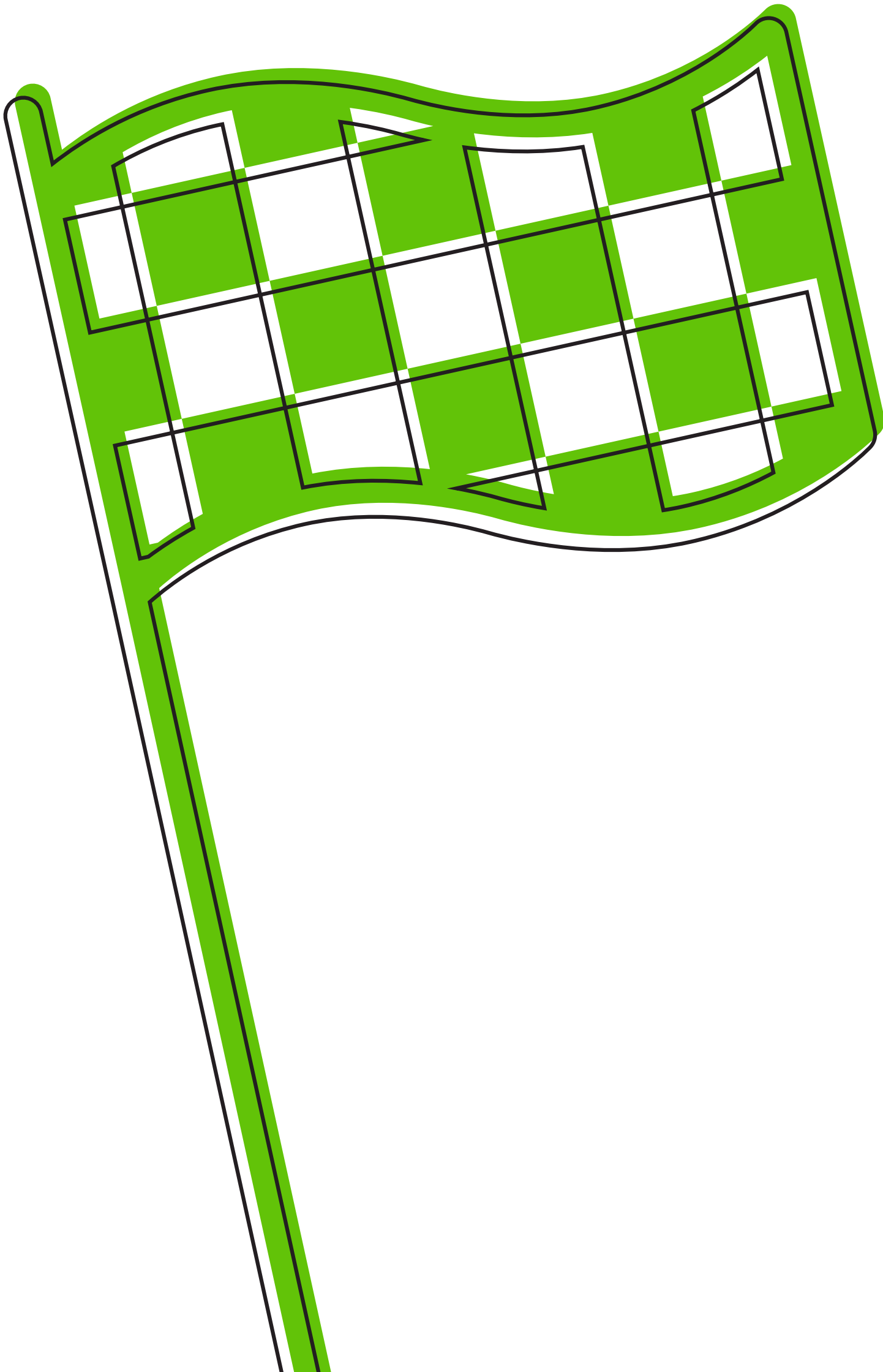
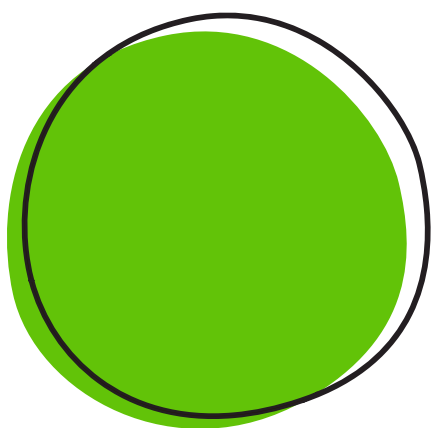
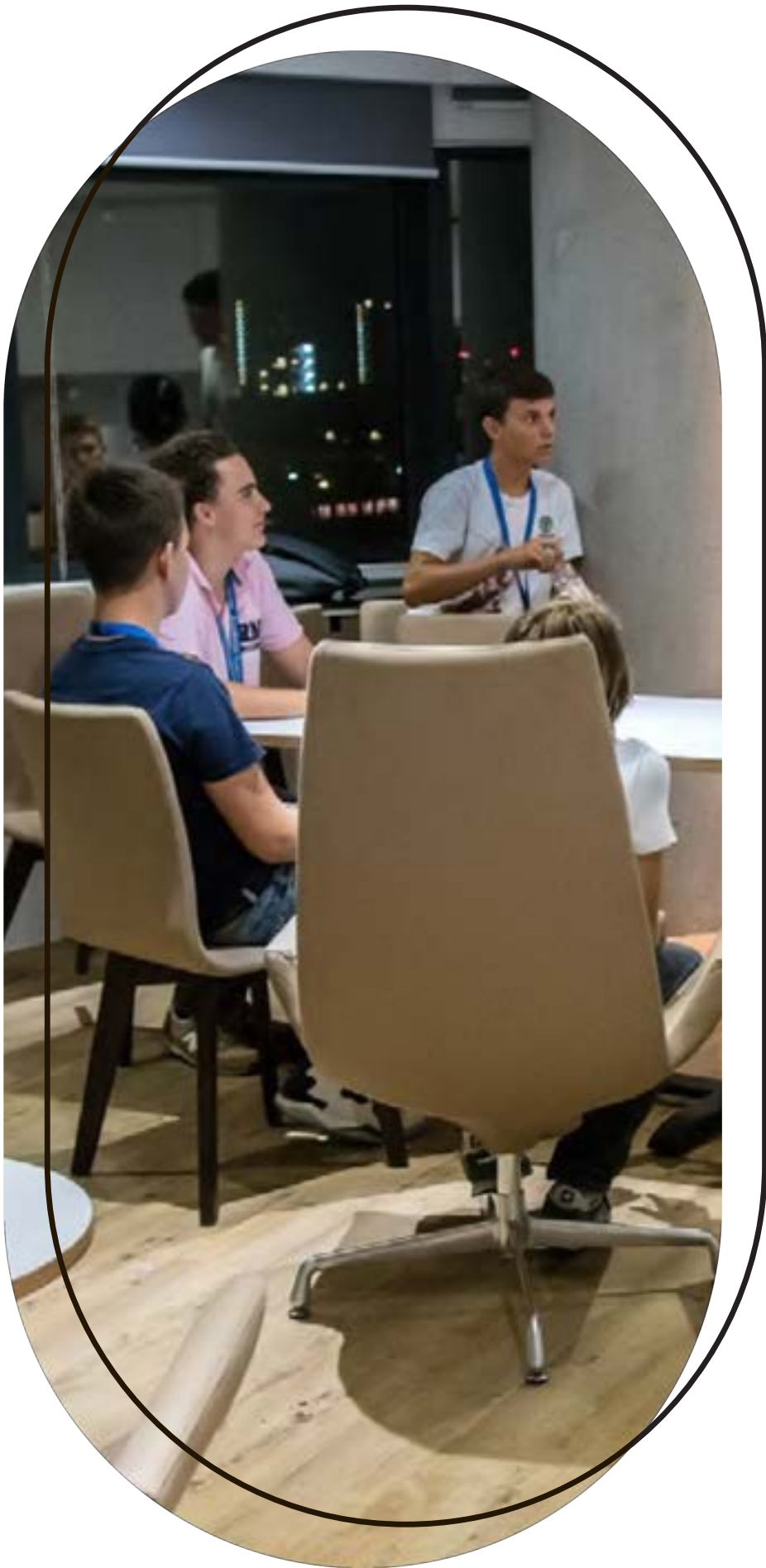
Theme: Cultural identity, global issues and personal voice

Trips: Big Bus Tour, Camden, Tate Modern, London Eye, Natural History Museum and Cambridge

Subjects: PSHE, Geography, Environmental Science, English and Media

During the week you will:

- create a cultural identity collage
- debate: Is London a truly global city?
- design a campaign around a global issue (eg: fast fashion or food waste)
- perform a TED Talk: ‘One thing I’ve learned in London’
- develop a digital story map of your week in London

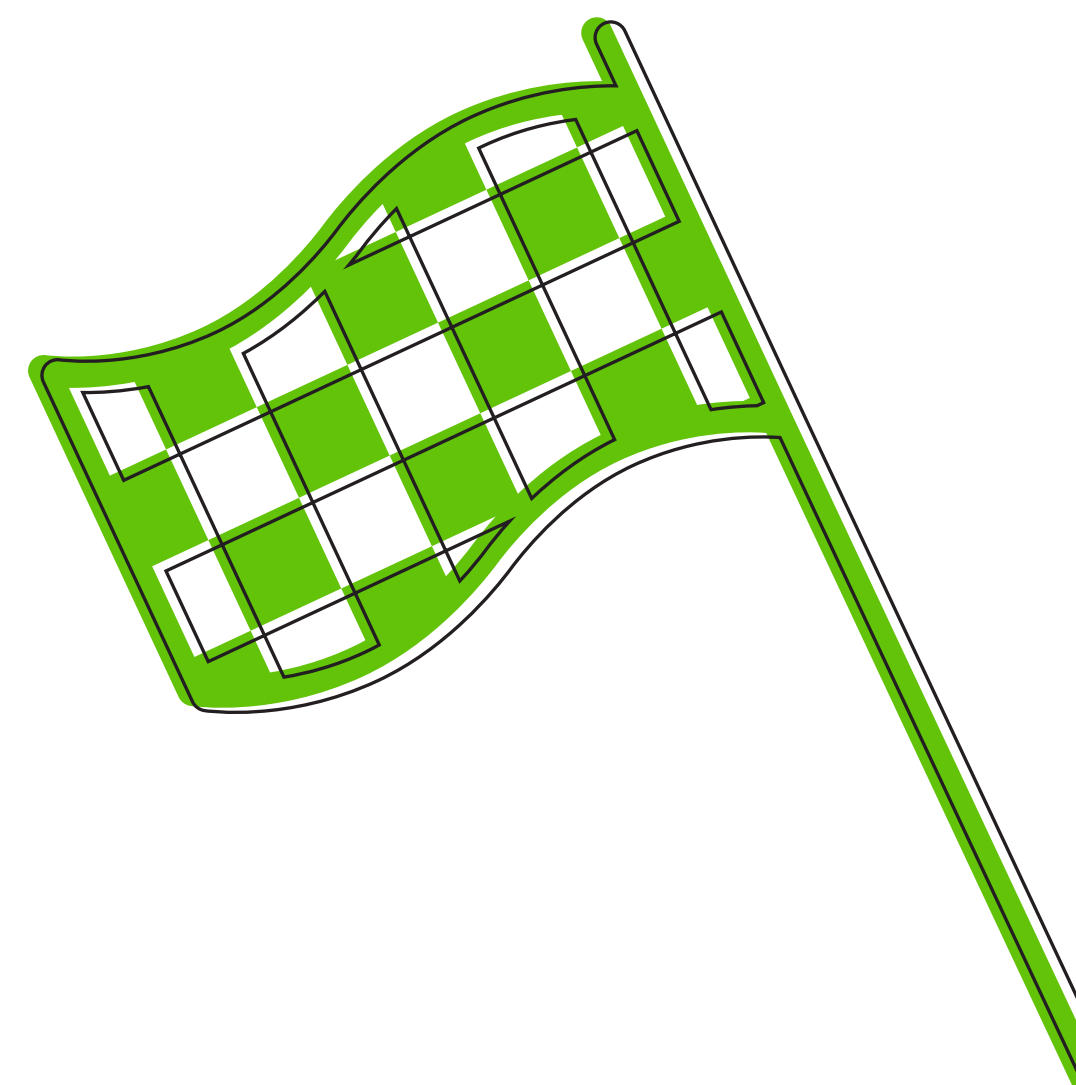


Why This Course is Innovative?

- Combines academic English learning with real-world London experiences.
- Uses a cross-curricular approach, drawing on GCSE/IB subjects.
- Encourages hands-on, project-based learning rather than traditional lessons.
- Links classroom work directly with excursions and the city environment.
- Develops global citizenship and intercultural understanding.
- Promotes 21st-century skills: creativity, collaboration, critical thinking and communication.
- Integrates digital storytelling and media production into language learning.
- Ends each week with a creative showcase, giving a sense of achievement.

This Course is for You if You...

- are aged 13–17 and want to study in an international, creative environment
- already have at least a B1 CEFR English level and want to improve further
- enjoy learning outside the classroom through excursions, museums and real-world projects
- want to explore London and its surrounding areas while studying
- are curious about subjects like history, art, science, business, sociology and culture
- like to learn through interactive projects such as podcasts, blogs, exhibitions or debates
- would enjoy creative writing, drama, and public speaking to develop confidence
- are interested in the GCSE curriculum and preparing for IB, A Levels or other pathways
- want to practice collaboration and work on group projects with international peers
- like to connect past and present by exploring culture, innovation and identity
- are excited by storytelling, performance, and media creation
- want to develop critical thinking and problem-solving skills in real-world contexts
- are open to challenging your perspectives on society, identity and culture
- would enjoy hands-on experiences such as creating escape rooms, designing campaigns, or curating exhibits
- want to have fun while boosting academic English in speaking, reading, writing and listening



During the Course You Will...

- take part in weekly themed projects linking history, art, science, media, culture and English
- go on excursions to London landmarks, museums and neighbourhoods, connecting classroom learning with real experiences
- improve your academic English through writing (blogs, diaries, speeches, articles) and speaking (debates, monologues, TED-style talks)
- work in small classes (max. 15 students) with personalised teacher support
- collaborate with peers on creative group projects such as escape rooms, podcasts, and gallery showcases
- build your confidence in public speaking through performances, debates and storytelling
- explore British culture and global perspectives, reflecting on your own identity
- learn how to analyse and interpret art, media, history and science in English
- use digital tools to create story maps, campaigns and media projects





Learning Outcomes and Competencies Developed:

By the end of the programme you will:

- have improved English fluency and accuracy across all skills
- develop critical thinking and problem-solving abilities
- gain confidence in public speaking and presentation skills
- build collaborative teamwork and project-based learning skills
- learn how to analyse texts, images, artefacts and data critically
- enhance creative writing skills across multiple genres
- understand historical and cultural contexts of London and the UK
- gain awareness of social issues, global citizenship and diversity
- practice research and inquiry-based learning
- develop digital literacy through blogs, podcasts, campaigns and maps
- refine media and communication skills for different audiences
- experience interdisciplinary learning across art, science, history and more
- practice self-expression and identity-building in English
- learn to debate and argue persuasively in spoken and written forms
- prepare for future study (IB, A Levels, or international programmes)

Sample week academic contents: Capital Vibes

Day 1 City Pulse	What makes a global city feel alive?	Geography (urban spaces), Sociology (sense of place), Media (city branding)	Descriptive lexis for place; figurative language; comparatives/superlatives; cohesive devices	Sensory city ‘mood board’ using images/maps; caption writing; rapid vocabulary-building; guided reading of a short feature article	300-word snapshot for the ‘24 Hours in London’ blog + vocabulary bank
Day 2 Subcultures & Identity	How do subcultures shape a city’s identity?	Sociology (subculture theory), History (punk & youth movements), Art (visual symbols)	Presentation skills; modals of speculation (might/could); expanded noun phrases; signposting language	Case-study carousel (Camden, grime, street food); micro ethnography from photo sets; design a one slide ‘subculture profile’	2–3 minute ignite talk + 120-word abstract with references
Day 3 Innovation Engine	Where do new ideas come from in cities?	Science (innovation), Business (start ups), Geography (clusters & transport)	Explaining cause/effect; passive voice; data commentary; academic vocabulary for processes	Analyse mini case studies (e.g., medical, fintech, design); design-thinking sprint (problem → solution sketch)	Concept note (200–250 words) + annotated diagram
Day 4 Places that Persuade	How do places attract people, talent and visitors?	Business (marketing), Media Studies (audience & purpose), Geography (place-making)	Persuasive techniques (rhetorical devices, evaluative adjectives); formal register; sentence variety for impact	Campaign studio: brand a London borough; write tagline & CTA; build a one-page plan (audience, message, channel)	60-second pitch script + campaign one pager (with visuals)
Day 5 Story of the City (Synthesis)	What story will you tell about city life, now and next?	English/Media/Art (storytelling & design), Citizenship (voice & belonging)	Editing for accuracy/fluency; discourse markers for cohesion; presentation language for Q&A	Peer review studio; final edits; rehearsal; reflective journaling on learning and city experiences	Public showcase: lifestyle blog post + campaign pitch; individual reflection (150–200 words)