

Bucksmore Young Professionals • *Course Description*

Key Facts

Location:

d'Overbroeck's

Course fees: £2,695 per week

For ages: 13-17

Class Size: 12

Hours per week: 25 hours

Minimum Duration: 2 weeks

Start Dates: 7 July or 21 July 2026

Contact Details

Admissions:

Mrs Rhian Jenkins
Head of Marketing & Admissions

Website:

www.bucksmore.com/

Tel: +44 (0)20 3334 9300

Email:

info@bucksmore.com

Apply:

www.bucksmore.com/apply-to-bucksmore

Course Details

Intermediate (B1) English level required.

Fees include: subject tuition, full boarding, all meals, activities and excursions, complimentary airport transfers and insurance.

Course Certificates

Personalised report card
Capstone certification
Bucksmore certification

AI & Computer Science

Subjects

AI

Computer Science

Coding

Programming

Academic Rigour Combined with Workshops & Real World Industry Projects

This career-focused programme is designed for high school students interested in coding, artificial intelligence, and technology, while also strengthening their English language skills. Based in Oxford, it blends technical training with hands-on workshops, giving students the opportunity to build programming skills, explore how intelligent systems work, and apply their knowledge to practical projects. Leave with a portfolio of work, new industry-relevant skills, and valuable insight into future careers in computer science and AI.

A Young Professionals AI & Computer Science summer camp at Bucksmore immerses high school students in the fast-moving world of technology. Through coding workshops and AI-focused sessions, you will learn to think like a programmer, apply problem-solving strategies, and design your own intelligent systems—while developing language proficiency, with a primary focus on the development of English language fluency through meaningful, context-rich learning experiences.

Living and learning on campus encourages collaboration and networking, while specialist projects and cultural excursions provide enrichment beyond the classroom. By the end of the course, you'll have a portfolio that demonstrates both technical ability and creative problem-solving—valuable for future academic and professional pathways.

The Capstone Project is developed and delivered in collaboration with ComputerXplorers, a leading computer education company. Students use the Unity platform to create their final project, applying coding and AI concepts to a real-world challenge. On completion, students receive a Certificate of Completion and a written assessment of their project—valuable evidence of both technical skills and English language development in a professional context.

For more information on this programme, please follow this link to our dedicated course page: www.bucksmore.com/summer-courses/english-summer-camps/ai-computer-science/

Learning Outcomes

- Develop English language fluency through meaningful, context-rich learning experiences
- Gain experience writing, reading, and debugging code in Python
- Apply systematic approaches to problem-solving, algorithms, and data structures
- Explore AI concepts such as machine learning, game theory, and intelligent systems
- Build and present your own coding projects to industry standards
- Strengthen teamwork, collaboration, and communication through group challenges

Accommodation & Facilities

You'll be staying in d'Overbroeck's, a remarkable independent school in Oxford. Teaching will take place in the modern Sixth Form building which provides contemporary classrooms, auditorium and numerous social spaces, making it the ideal location for the Young Professionals programme.

For more information on this urban campus in Oxford, please follow this link our dedicated venue page: www.bucksmore.com/english-learning-locations/oxford/d-overbroecks-school/

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Architecture

Subjects

Architecture

Design

Urban Planning

Sustainability

Academic Rigour Combined with Workshops & Real World Industry Projects

This professional-focused programme introduces students to the world of architecture through a blend of design projects, technical workshops, and site visits to architectural landmarks in Oxford and London, while also strengthening their English language skills. Alongside academic learning, students gain insight into the skills and practices used by architects, preparing them for future study and career pathways in the built environment. Leave with an industry-recognised certificate, a portfolio of creative work, and valuable first-hand experience in architecture.

Living on campus encourages collaboration and teamwork, while specialist workshops and site visits in Oxford and London bring architectural theory to life. From historic spires to contemporary eco-buildings, students experience the full spectrum of architectural styles and learn to connect history, culture, and sustainability with modern design practice. By linking theory to practice and combining this with English language development, the course provides a true insight into the professional world of architecture.

The real-world Capstone Industry Project is developed and delivered by Class of Your Own, a UK social enterprise behind the award-winning Design Engineer Construct! (DEC) learning programme. Through this project, students work in teams to design a building, combining creativity with practical architectural knowledge. Upon completion of the two-week programme, students receive a DEC Award—an industry-recognised qualification endorsed by Training Qualifications UK.

For more information on this programme, please follow this link to our dedicated course page: www.bucksmore.com/summer-courses/english-summer-camps/architecture/

Learning Outcomes

- Develop English language fluency through meaningful, context-rich learning experiences
- Understand the fundamentals of architecture and design thinking
- Develop technical skills in drawing, sketching, modelling, and site analysis
- Explore architectural movements, symbolism, and sustainability
- Build transferable skills in research, problem-solving, and communication
- Gain vocational insight into the professional practice of architecture
- Complete a personal design project to add to your portfolio

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Business & Marketing

Subjects

Business

Marketing

Entrepreneurship

Leadership

Future Business Leaders

Management

Academic Rigour Combined with Workshops & Real World Industry Projects

This career-focused programme gives high school students a practical introduction to the fast-paced world of business and marketing, while strengthening their English language skills. Based in Oxford, it combines technical study with interactive workshops, real-world case studies, and cultural excursions—helping students gain entrepreneurial confidence, commercial awareness, and language fluency. You'll leave with a portfolio of work, industry-relevant skills, and insight into future careers in business and marketing.

This course introduces students to idea generation, market research, business planning, financial management, and marketing strategies, alongside communication and presentation skills in an academic English context. Students critically evaluate organisations and their impact, exploring leadership practices, global trade, and cultural influences on business success and failure. Ideal for students interested in entrepreneurship, management, branding, or preparing for further study and careers in business-related fields.

The Business & Marketing Industry Project is designed and delivered by GoCreate Academy, a learning provider offering university-accredited and industry-endorsed qualifications across the creative arts. Students develop a comprehensive business plan and brand identity for an innovative product, event, or festival launch. The course culminates in a professional showcase—including a podcast episode and video project—where students present their ideas to an audience, gaining valuable experience in communication, teamwork, and applied business English.

For more information on this programme, please follow this link to our dedicated course page: www.bucksmore.com/summer-courses/english-summer-camps/business-marketing/

Learning Outcomes

- Develop English language fluency through meaningful, context-rich learning experiences
- Understand entrepreneurship, generate business ideas, and develop them based on consumer needs
- Conduct market research, analyse industries, and evaluate organisations and business strategies
- Build a brand identity, design marketing campaigns, and deliver compelling business pitches
- Recognise the impact of trade, government policies, and cultural trends on global business success and failure

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Engineering

Subjects

Engineering

Design

Prototyping

Sustainability

Academic Rigour Combined with Workshops & Real World Industry Projects

This career-focused programme gives high school students practical insight into engineering while strengthening their English language skills. You'll dive into technical theory, apply concepts through interactive activities, and work on industry-level projects. Build a portfolio and gain practical skills while connecting with others from around the world.

A Young Professionals Engineering summer camp at Bucksmore immerses students in the diverse world of engineering and develops their English fluency through practical, subject-specific contexts. Through practical workshops and hands-on projects, you will explore key concepts in mechanical, electrical, and civil engineering. You work on real-world challenges and build a portfolio to prepare for your future studies in the field, and build confidence in using technical English. Students live together on campus, fostering teamwork and collaboration, with excursions to Oxford and beyond enriching their learning experience. This camp is ideal for aspiring engineers ready to explore innovative problem-solving and design.

The Engineering industry project is developed and delivered by Class of Your Own, a UK social enterprise behind the award-winning Design Engineer Construct! (DEC) programme. Students work in teams to tackle a real-world design and construction challenge, combining creativity with technical knowledge and professional communication. On completion, you will receive a DEC award—an industry-recognised qualification endorsed by Training Qualifications UK—alongside a portfolio of your hands-on projects, research, and evidence of English language development in a professional setting.

For more information on this programme, please follow this link to our dedicated course page: www.bucksmore.com/summer-courses/english-summer-camps/engineering/

Learning Outcomes

- Apply core principles of maths, mechanics, and coding to engineering challenges
- Design, build, and test prototypes such as bridges and electric vehicles
- Evaluate sustainability and ethics in global engineering projects
- Understand the commercial, technical, and social roles of engineers
- Collaborate effectively in teams, managing projects from design to delivery
- Develop English language fluency through meaningful, context-rich learning experiences

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Psychology

Subjects

Psychology

Mental Health

Cognition

Research Methods

Academic Rigour Combined with Workshops & Real World Industry Projects

Welcome to Bucksmore's Young Professionals Psychology summer course in the UK. This career-focused programme introduces high school students to the study of the mind and behaviour while strengthening their English language skills. Based in Oxford, it blends academic theory with applied workshops, case studies, and research projects—giving students a taste of what it's like to study and work in psychology. You'll explore topics from memory and perception to social influence and mental health, while developing transferable skills for future academic and professional pathways.

This course provides students with an introduction to core areas of psychology, including cognitive, social, developmental, and clinical perspectives. Through interactive lectures, group discussions, and practical activities, you'll examine how psychologists conduct research, interpret data, and apply theories to real-world issues.

Students also develop confidence in academic English, learning to communicate ideas effectively through essays, presentations, and debates. The course is ideal for those interested in psychology, neuroscience, education, counselling, or preparing for future studies in the social sciences.

The Psychology Industry Project gives students the opportunity to apply what they have learned to a real-world challenge. Working in groups, you'll design and present a psychological study or intervention—for example, exploring how social media impacts wellbeing or how memory techniques can improve learning. At the end of the programme, students present their findings to an audience, receiving feedback and a Certificate of Completion. This project showcases both subject knowledge and English language proficiency, offering valuable preparation for higher education and careers in psychology and related fields.

For more information on this programme, please follow this link to our dedicated course page: www.bucksmore.com/summer-courses/english-summer-camps/oxford-psychology/

Learning Outcomes

- Develop English language fluency through meaningful, context-rich learning experiences
- Understand key psychological theories and approaches across cognitive, social, and developmental psychology
- Learn research methods, including experimental design, surveys, and case study analysis
- Explore applied psychology in areas such as mental health, education, and behaviour change
- Build transferable skills in critical thinking, data analysis, and communication for academic and professional contexts

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