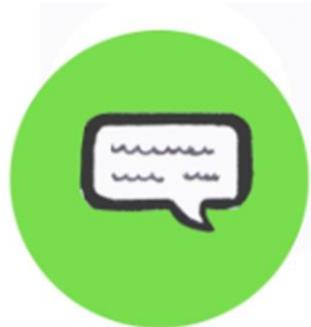




**Analytical**



**Articulate**



**Collaborative**

# Year 9

## ENRICHMENT PROGRAMME

### Block One

November 2018 - January 2019



**Creative**



**Reflective**



**Resilient**

## Welcome to Block One of your Enrichment Curriculum!

At the Archer Academy we think that life outside of the classroom is really important in developing your lifelong love of learning. We want you to have a wide range of opportunities to try new things, develop existing talents and have some fun!

This year Enrichment will be split into two blocks, with each being 8 weeks long.

- **Block One:** w/c Mon 05-Nov to Mon 14-Jan
- **Block Two:** w/c Mon 11-Feb to Mon 29-Apr

This guide explains what is on offer for Block One. You will be given a new set of options for Block Two in January.

### How does Enrichment work?

Enrichment happens every Tuesday and Thursday as part of our extended day. Your lessons will finish at 2:30pm and you will then have a 15 minute break before registration. After registration you will start your enrichment. We encourage you to bring a drink and a snack on a Tuesday and a Thursday to have during your break. In your break you should get changed if you need to and go outside for some fresh air. After registration you need to go directly to your enrichment classroom or meeting point ready for a **3:05pm start**.

Some courses are held at venues outside of school; so make sure you know where you need to meet your course leader and be prompt to arrive.

### Enrichment times

Tuesday: 3:05pm to 4:05pm

Thursday 3:05pm to 4:05pm

### How do I make my choices?

You need to make a "Tuesday" choice and a "Thursday" choice for Block One. To help you to do this you will be shown a 'virtual fair' which will include videos with information about each Enrichment. This should hopefully enhance what you learn from the information in this booklet and will allow you to see the leaders of the different courses and find out more about what they are offering.

The virtual fair will take place during registration time on Tuesday 16<sup>th</sup> October. You will also make these choices during this time. Before this date you should read this booklet carefully as it gives you an overview of the different courses available to you this term. It is also a good idea to show this booklet to your parents and discuss what grabs your attention with them. This will help you make fully informed decisions for your **top five** choices on the day.

Once you have made your choices you need to complete a "Choice Form" very carefully. At the end of the virtual fair you will need to complete one form for your Tuesday choice and a different one for your Thursday choice and hand them in to your form tutor.

## Will I get my first choice?

We hope to be able to give every student their first choice but each course has a limited number of places, therefore it is important that you think carefully about what you would like to do if you do not get your first choice. If you don't get your first choice this block you will get priority in block Two. You will find out your Block One allocation on Monday 29<sup>th</sup> October.

## The Archer Outcomes

The Archer Outcomes play a key role in measuring success at The Archer. This is also the case for Enrichment. Each Enrichment will focus on two of the Archer Outcomes:

- Analytical
- Articulate
- Collaborative
- Creative
- Reflective
- Resilient



In order to for you to work on a range of skills and make the most of Enrichment, we encourage students' choices to reflect a variety of the Archer Outcomes. Just like your normal lessons, Enrichment providers may reward you with a merits if you make a special effort in working towards the specific Archer Outcomes.

## How will I be assessed in Enrichment?

It is important to recognise the progress and achievements gained from these sessions. For Enrichment you will be assessed in two formats:

### Report Cycle Two:

On your second report of this academic year there will be a section showing your progress in both of your Enrichment sessions. This will be based on two elements:

Pastoral: You will be given a grade for behaviour and effort

Archer Outcomes progress: You will be given a grade based on the two Archer Outcomes of the course.

### Archer Arrows and Golden Arrows:

The 'Archer Golden Arrow' is an award given by each Enrichment teacher to the one student who has made the most progress during the course of that Enrichment. Several 'Archer Arrows' are

smaller awards given to several students who have excelled in their Enrichment. Look out for what the description says you need to do in order to impress your teachers.

# TUESDAY CHOICES

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The information below outlines the courses you can choose from on a Tuesday. Have a good read. It is all very exciting!

## Anime/ Manga Appreciation

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**Tutor** Ms Severin

**Year** 9

**Maximum Numbers:** 20

**What you will be doing/course outcomes:** Anime and Manga is a great way of understanding Japanese cultural entertainment. It has gathered popularity around the world and has become such a demand. We will explore and understand why these are so well-liked amongst all ages.

**Skills you will develop:**

- The foundations of manga art
- An increased appreciation of Japanese cultural entertainment

**Top 3 things about this enrichment:**

1. Highly entertaining and involves collaboration
2. An opportunity to create your own manga.
3. A chance to develop an understanding of other cultural entertainment.

**Archer Outcomes** Creative

**Focus:** Resilience

**Golden Arrow:** Evolving your skills which are documented evidence through creative booklets and creative writing.

**You will need:** Pencil, pens and a sketch pad

## Basketball

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**Tutor** Mr Barrow

**Year** 9

**Maximum Numbers:** 24

**What you will be doing/course outcomes:** *Do you enjoy learning basketball? Would you like to improve your skills?*

Each week we will be playing matches against one another to improve our basketball skills. Whether you are a beginner or an expert, this enrichment welcomes all abilities.

You'll also get the chance to see Mr Barrow 'shooting some hoops' in a manner similar to LeBron James!

**Skills you will develop:**

- Passing
  - Shooting
  - Dribbling
  - Defending
- Attacking and defensive shape and structure

**Top 3 things about this enrichment:**

1. You will have a chance to develop your competitive edge through playing in games
2. A fun way of improving your fitness levels and improving your overall health
3. Extend your knowledge of basketball gained in your PE lessons further

**Archer Outcomes** Resilient

**Focus:** Collaborative

**Golden Arrow:** The student who shows the most improvement **overall** over the course

**You will need:** Your Archer Academy CP kit. A bottle of water.

## Card games club

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**Tutor** Mr Christopher

**Year** 9

**Maximum Numbers:** 20

**What you will be doing/course outcomes:** Do like playing cards, beating your mates or do you enjoy the strategy?  
You will be introduced to various card games and compete against your peers.

**Skills you will develop:**

- Critical thinking
- Gamesmanship
- Collaborative learning

**Top 3 things about this enrichment:**

4. Competition
5. Strategy
6. Teamwork

**Archer Outcomes Focus:** Analysis, collaborative and resilience

**Golden Arrow:** Winning the most card game competitions

**You will need:** Yourself

## Comic art

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**Tutor** Sally-Anne Hickman

**Year** 9

**Maximum Numbers:** 25

**What you will be doing:** Would you like to discover how to create your own comic strips and amazing characters? In this enrichment we will learn how to draw your favourite cartoon characters and superheroes and put them into stories you write!

Week by week we will:

- Develop your artistic skills using pencils and inks
- Study how to draw different cartoon characters
- Produce comic strips using existing characters

You will be able to suggest themes for upcoming sessions in order to help develop your own artistic goals.

**Skills you will develop:**

- Learn how to design characters and invent plots.
- Write and draw your own comics.
- Understand different tools and techniques for drawing and inking.

**Top 3 things about this enrichment:**

4. Learn new artistic techniques.
5. Invent your own cartoon world and characters.
6. Have your comic in display in the school library to show your friends.

**Archer Outcomes** Articulate: transform thoughts and ideas into original artistic content.

**Focus:** Reflective: positive attitude towards adapting initial ideas into a finished product.

**Golden Arrow:** To be awarded to the student who can create their own wacky character comic strip that is unique and not covered in any of the enrichment lessons.

**You will need:** Pencil, rubber, pencil sharpener, black ink pen and your imagination!

## First Aid

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**Tutor** Mrs. Wildman

**Year** 9

**Maximum Numbers:** 30

**What you will be doing/course outcomes:** *Would you like to learn how to help someone in a medical emergency? 80% of first aid is administered on friends and family. This course provides you with the knowledge and practical experience of first aid.*

**Skills you will develop:**

- Preparing for a first aid emergency
- Basic Life Support (CPR, Recovery Position, Choking)
- Bleeds and bandages
- Breathing issues (anaphylaxis, asthma and drowning)
- Circulatory issues (head injuries, seizures, poisons and burns)

**Top 3 things about this enrichment:**

1. What is first aid
2. How to administer first aid
3. Knowing how and when to call for additional help

**Archer Outcomes Focus:** Analytical  
Collaborative

**Golden Arrow:** Passing the final practical assessment.

**You will need:** Pen and Paper

## Picasso Art

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**Tutor** Mrs Everson

**Year** 9

**Maximum Numbers:** 30

**What you will be doing:** Students will be able produce charcoal tonal artwork based on Guernica, one painting inspired by blue faze, collage based on Cubist portrait, clay relief and Cubist still life.

**Skills you will develop:** Students will be able to explore various themes: from seasonal, to Abstract, observational (working from life), to learning about plans and perspective in the landscape painting, with reference to various artists.

**Top 3 things about this enrichment:**

1. Designing and researching your own topic
2. Understanding the different cutting techniques using different tools
3. Producing tessellating prints.

**Archer Outcomes** Creative

Resilient

**Golden Arrow:** For the student who makes the most progress throughout the sessions and a will demonstrate continuous engagement

**You will need:** General school equipment (pen, pencil, rubber, ruler etc.)  
Water bottle

## Programming

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**Tutor** Dr. Butterworth

**Year** 7&8

**Maximum Numbers:** 15

**What you will be doing:** What's the best computer game you like to play?  
Does it have dragons that you have to slay?  
Does it have monsters or hamsters or gangsters?  
All these games sound loads of fun,  
But they're not the best games when all said and done.  
The best game, believe me it's true,  
Is a game that's brand spanking new,  
It's a game that's going to be coded by YOU!

Learn how to code your very own game in Python. You will be shown lots of example games, which you can then develop in your own way. At the end of 8 weeks you should be able to code your very own platform game.

**Skills you will develop:**

- Coding in Python
- Understanding and using professional programming concepts like 'object orientation' and 'structured programming'
- Understanding how to create realistic 2D game movement and interaction

**Top 3 things about this enrichment:**

1. You will learn how to use your computer to do something creative and constructive, not just watch YouTube videos!
2. You will be taught how to code PROPERLY, so that if you want to go on and develop much more complex games, or do other coding, you will be able to.
3. Given half a chance Dr Butterworth will play the banjo during one of the sessions, but this can't be guaranteed.

**Archer Outcomes** Analytical  
**Focus:** Creative

**Golden Arrow:** Being able to create a better game than the ones you'll be given as examples.

**You will need:** Only yourself and some confidence.

## Rock climbing

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**Tutor** Miss Ainscough

**Year** 9

**Maximum Numbers:** 18

**What you will be doing:** We will be using the indoor climbing wall to develop climbing technique, learn how to use ropes, harnesses & belays, and how to abseil down. You can do this enrichment no matter what prior climbing experience or fitness level you have. Come and find a new fun way to stay healthy and have a go at being spider man! This is an exciting hobby that can lead onto climbing outside.

**Skills you will develop:**

- Climbing technique, use of climbing equipment
- Increased fitness and strength
- Problem solving and teamwork

**Top 3 things about this enrichment:**

1. Discover a super fun new hobby!
2. Learn how to use climbing equipment, ropes and belays
3. Face your fears and see yourself climb routes you didn't think were possible!

**Archer Focus:** **Outcomes** Collaborative – you will need to work with others to ensure you and others don't fall off the wall!

Resilient – you will learn how to push yourself to climb up things you thought you couldn't!

**Golden Arrow:** Consistently working well with others and pushing themselves to improve their climbing ability

**You will need:** Your Archer PE kit. A bottle of water.

## Sign Language

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**Tutor** Mayuri Hirani

**Year** 9

**Maximum Numbers:** 15

**What you will be doing:** The enrichment programme will offer a unique opportunity to gain knowledge and acquire the skills necessary to communicate effectively with Deaf people. Basic sign language and fingers spelling will be taught and an overview of d/Deaf awareness will be delivered with an insight into the barriers faced by Deaf people.

An example of the topics covered during the programme:

- Deaf awareness, deaf culture and the possibility of future employment opportunities working with deaf people.
- BSL- greetings, manual alphabet, lip-reading exercises and tips on effective communication.
- General conversation skills: How are you? What's your name?

Where do you live?

- BSL- all about me: name, age, home
- BSL- numbers, dates, months, colours
- BSL- family members, relationships, friends

**Skills you will develop:** Each week skills and knowledge will be built up on. Signs will be taught, based on everyday topics such as greeting, introductions, family, food, home etc. The students will be encouraged to communicate with each other using BSL, to help improve receptive and production skills. Upon completion of the programme each student will be awarded a certificate from DEAF.

**Top 3 things about this enrichment:**

1. Testimonials from previous students. "I really enjoyed the enrichment, I learnt so much about deaf people and the barriers they face. It was a real eye opener". – Ashton Sixth Form College
2. "You really inspired me, the course was awesome".-Jewish Community Secondary School London).
3. The course has helped to boost my knowledge and confidence. I feel that I would know how to communicate with Deaf people now. – Alperton Brent School (London).

**Archer Outcomes** Collaborative

**Focus:** Articulate

**Golden Arrow:**

To be awarded to the student who most challenges themselves. This could be practicing signs that they have learned in between sessions, supporting other students or just getting really involved in sessions.

**You will need:**

Only yourself and some confidence.

## Squash

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**Lead Provider Name** Lucas Cannistraci

**Year** 9

**Maximum Numbers:** 12 per session

**What you will be doing/course outcomes:** Provide squash coaching for players of all levels. Participants will learn how to play squash in a fun, social and competitive way.

You will learn the basic shots which include:

- Forehand
- Backhand
- Drops
- Volleys
- Lobs
- Boast

**Skills you will develop:** The course is designed provide participants with the skills needed to play squash and matches. It will aim to develop the following skills:

- An awareness of racket and ball skills
- Hand eye coordination
- Improve technique and shot selection
- Learn how movement can apply to shots
- Learn rules and develop match play analysis

The sessions will include lots of fitness activities and provide pathways into playing more squash in local clubs.

**Top 3 things about this enrichment:**

1. You will have lots of fun
2. You will learn a new game and enhance your racket skills
3. It will help to improve your fitness

**Archer Outcomes** Resilient

**Focus:** Collaborative

**Golden Arrow:**

The student whose technique improves the most over the period of time

**You will need:**

Clothing suitable for sport and clean indoor trainers. No astros or muddy outdoor shoes. Trainers must be non-marking. If you do not have the right shoes you will not be able to take part.

## Taekwondo

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**Tutor** Mr Chris Jones, 3<sup>rd</sup> degree Black Belt Instructor

**Year** 9

**Maximum Numbers:** 15

**What you will be doing:** Learning the martial art Taekwondo. The class will follow many of the protocols of traditional Taekwondo training but also will be adapted to suit a class full of beginners.

As class usual begins with a warm-up and fitness related games, also stretching.

As Taekwondo uses kicks, punches and strikes to defend oneself, you will do 'pad work' with protective 'kick shields' to learn a basic repertoire of techniques.

You will be shown traditional Taekwondo 'line work' and some pattern work – prearranged moves against imaginary opponents.

Finally we will discuss and learn some self-defence strategies.

**Skills you will develop:**

- A repertoire of kicks, punches, strikes and blocks
- Coordination of the body, reflexes, fitness and strength, mental focus
- Self-defence-awareness, protecting yourself for attack and being best placed to counter attack

**Top 3 things about this enrichment:**

1. Fun new approach to exercise and training – fitness will help for other sports.
2. Pad work and sparring skills – always fun to try!
3. Taekwondo is a mental discipline – it will make you want to work harder in all areas of your life

**Archer Outcomes:** Collaborative

Resilient

**Golden Arrow:** Student who shows the most discipline towards training and gained the most.

## Web design

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**Tutor** Mr Eoin Oliver

**Year** 9

**Maximum Numbers:** 20

**What you will be doing:** We will learn how to design a website from scratch. As part of this we will need creative designers to design what the website looks like, coders to code the website, copywriters to write the website content, strategists to create a vision and analysts to ensure the primary goal is being reached and report back regularly the findings so we can reanalyse the strategy.

**Skills you will develop:**

- Strategic thinking
- Analysis
- Coding Skills
- Ability to prove a concept works

**Top 3 things about this enrichment:**

1. Create a website from scratch in an efficient way, managing it week by week and ensuring it remains in good working order.
2. Manage and upload content ensuring
3. Track content and see which is the best performing and make judgements on future content based on this idea

**Archer Outcomes Focus:** Creative  
Analytical

**Golden Arrow:** The person who manages to stick to the strategy with the primary goal in mind and consistently deliver tasks assigned.

**You will need:** A positive can do attitude, the use of a computer, the ability to work as part of a team.

## Wordplay

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**Tutor** Ms Vandervelde

**Year** 9

**Maximum Numbers:** 20

**What you will be doing/course outcomes:**

- Learn how to do cryptic crosswords
- Play word based games e.g. Scrabble, Boggle, Taboo
- Have fun with words e.g. Call My Bluff, word origins, anagrams, word tennis.....

**Skills you will develop:**

- Boost your literacy
- Develop your ability to think on your feet
- Greater confidence with vocabulary

**Top 3 things about this enrichment:**

1. It is an opportunity – so rarely afforded in the digital age – to play games with your peers
2. Attempt to beat Ms Vandervelde at Boggle and Scrabble (not done....yet☺)
3. Biscuits are provided

**Archer Outcomes** Articulate

**Focus:** Collaborative

**Golden Arrow:** The student who shows most improvement during the course

**You will need to know:** Pencil case

## Yoga

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**Tutor** Maxine Levy

**Year** 9

**Maximum Numbers:** 15

**What you will be doing/course outcomes:** Do you like the idea of finding a new way of staying healthy and fit? Yoga is a fun non - competitive movement based activity and might be just the thing for you!

The word Yoga means 'balance'. Body, focus and breath all work together. It is a brilliant tool for keeping your body in good shape. As well as developing simple strategies to cope with lives little stresses.

You will develop awareness of using your body and mind through a series of easy exercises. You will get to explore what your body can do: Stretch muscles you never thought were there. Explore your flexibility and balance. Be surprised at where your limits are. Open to all levels. No special skills required. Aimed at total beginners – come and have a try!

Fundamental skills will include:

- Balancing Poses: Tree pose, “warrior 3” and “half-moon pose”
- Strengthening Poses: cobra, warrior 1&2, downward dog and “chataranga
- Stretching Poses: twists, forward bends, back bends, bow pose following sequences – sun salutes
- Breathing techniques: full yogic/3 apart breath, alternate nostril breathing
- Skills to harness mind/body connection, concentration, relaxation, meditation.

**Skills you will develop:** Developing great balance, stability, flexibility and posture. Exploring what you can do with your body – safely. Improving concentration and focus (great for exams!) Learning simple techniques to feel calm

and relaxed

**Top 3 things about this enrichment:**

1. Keeping healthy strong and fit.
2. Developing strategies to unwind and release tension.
3. Leaving feeling more coordinated – and also confident to try other sports!

**Archer**

**Outcomes**

Resilient

**Focus:**

Collaborative

**How can you get the Golden Arrow?**

Importance of using simple techniques to de-stress at home. A capacity to access a space of “quiet” within themselves during the session.

**You will need:**

Dance kit. A bottle of water

## THURSDAY CHOICES

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The information below outlines the courses you can choose from on a Thursday. Have a good read. It is all very exciting!

### Basketball

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**Tutor** Mr. Clark

**Year** 9

**Maximum Numbers:** 24

**What you will be doing/course** *Do you enjoy learning basketball? Would you like to improve your skills?*

**outcomes:** Each week we will be playing matches against one another to improve our basketball skills. Whether you are a beginner or an expert, this enrichment welcomes all abilities.

You'll also get the chance to see Mr. Clark 'shooting some hoops' in a manner similar to Steph Curry!

**Skills you will develop:**

- Passing
- Shooting
- Dribbling
- Defending

Attacking and defensive shape and structure

**Top 3 things about this enrichment:**

1. You will have a chance to develop your competitive edge through playing in games
2. A fun way of improving your fitness levels and improving your overall health
3. Extend your knowledge of basketball gained in your PE lessons further

**Archer Outcomes** Resilient

**Focus:** Collaborative

**Golden Arrow:** The student who shows the most improvement **overall** over the course

**You will need:** Your PE kit

## Creative Writing

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<b>Tutor</b>	Mr Harris
<b>Year</b>	10
<b>Maximum Numbers:</b>	30
<b>What you will be doing/course outcomes:</b>	Students will embark on a programme in which they will read and analyse flash/micro fiction (stories under 250 words) and then compose their own using similar techniques. Students will gather a collection and publish this as a chapbook.
<b>Skills you will develop:</b>	Creative writing, editing and re drafting, literary analysis.
<b>Top 3 things about this enrichment:</b>	Students will delve deep into the furthest reaches of their creativity. Students will learn crucial editing and redrafting skills. Students will become published authors.
<b>Archer Outcomes</b>	Creative
<b>Focus:</b>	Articulate
<b>Golden Arrow:</b>	This will be awarded to students who have utilised all the gained skills and compiled and published a body of work.
<b>You will need:</b>	A pen and a notepad.

## CREST AWARD

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**Tutor** Miss Khan

**Year** 9

**Maximum Numbers:** 20

**What you will be doing:** You will work in small groups to plan, run and write a research report for your own scientific investigation. It is a chance to learn more about anything you are interested in science and gain a nationally recognised qualification that you can put on your CV!

**Skills you will develop:** Scientific practical skills and knowledge, Group work, Presentation

**Top 3 things about this enrichment:**

1. You get to pick what you focus on – even things we don't normally cover in science lessons.
2. Additional qualification
3. Learn science in new and interesting ways

**Archer Outcomes** Analytical  
**Focus:** Collaborative

**Golden Arrow:** The Golden Arrow is awarded to ONE student for the student who has progressed the most regardless of starting point.

**You will need:** Personal researched topics

## Duke of Edinburgh

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**Tutor** Mr. McSherry

**Year** 9

**Maximum Numbers:** 30

**What you will be doing:** Preparing students for the expedition section of the Bronze Duke of Edinburgh Award

Teaching / refining skills in camp craft, navigation, health and safety, cooking and much more.

**Skills you will develop:** Resilience and independence.

**Top 3 things about this enrichment:**

1. A nationally recognised qualification can be gained.
2. You must do 3 of 4 sections yourself (I will prepare you for your expedition section)
3. You need to want to do it, do not choose it because your parents want you to.

**Archer Outcomes** Collaborative  
**Focus:** Resilient

**Golden Arrow:** The Golden Arrow is awarded to ONE student for the student who has progressed the most regardless of starting point.

**You will need:** Enthusiasm and willingness to work outside of your comfort zone.

## History film club

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**Tutor** Ms. Devi

**Year** 9

**Maximum Numbers:** 20

**What you will be doing:** Watch films and cartoons based on famous Historical events

Test the accuracy of Historical films

Widen your knowledge of historical issues

Quiet space to discuss important historical issues

Discuss important historical issues and their relevance in the modern world

**Skills you will develop:** Knowledge retention and consolidation

Analysis of accuracy

**Top 3 things about this enrichment:** 1. Brings History to life

2. Test the accuracy of films

3. Biscuits!

**Archer Outcomes** Analytical

**Focus:** Resilient

**Golden Arrow:** Awarded to the person who demonstrates exceptional knowledge and makes thoughtful contributions

**You will need:** A pen, colours, film ideas!

## Model United Nations

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**Tutor** Mr Alfie Jenkins

**Year** 9 & 10

**Maximum Numbers:** 25

**What you will be doing:** Model United Nations is an academic simulation of the United Nations where you will play the role of delegates from different countries and attempt to solve real world issues with the policies and perspectives of your assigned country.

Initial debating will take place as a class, however after initial weeks of preparation and introductions to the course there will be opportunities to participate in regional MUN conferences with students from other schools!

During the conference, you will be assigned a country and a committee

(from Security Council, Economic and Social Council, Human Rights Council, Ecology and Environment and the World Health Assembly) and must write a resolution to one of the world's major problems before debating, firstly individually within your committees and on the second day as a team with the other delegates from your country in the General Assembly.

**Skills you will develop:**

- Public speaking
- Research skills
- Formal debating

**Top 3 things about this enrichment:**

1. Gaining greater knowledge of current global affairs
2. Change to potentially represent the school in regional events
3. Embrace being a global citizen!

**Archer Outcomes** Articulate  
**Focus:** Analytical

**Golden Arrow:** The student that shows the most diplomacy

**You will need:** An open mind and a folder for your research

## Senior Archer Players

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**Tutor** Mr. Carter

**Year** 9

**Maximum Numbers:** 20

**What you will be doing:** We will be preparing a modern day version of Antigone. If you love to perform in front of an audience and are focused and hardworking this is the enrichment for you.

**Skills you will develop:**

- Performance skills
- Focus and commitment
- A passion for drama

**Top 3 things about this enrichment:**

1. You will perform in the Summer Showcase
2. You will learn new dramatic techniques
3. You will have fun

**Archer Outcomes** Creative

**Focus:** Collaborative

**Golden Arrow:** To earn the Golden Arrow you must strive to put 110% into each and every rehearsal, rehearsing outside of the enrichment and showing real commitment.

**You will need:** CP Kit, focus and a love of performing in front of large audiences.

## Spoken Word

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**Tutor** Mr Raghuv eer & Mr Fuller

**Year** 9

**Maximum Numbers:** 10-20

**What you will be doing:** You will be learning about the power and versatility of spoken word as an art form. By exploring a range of topics from: feminism and racism, to your life at school, your favourite music, and even sport, through writing and listening to poetry, your world view will increase.

**Skills you will develop:**

- Creative Thinking - We will brainstorm ideas together but you will have to be creative in your preparation and your delivery of your pieces.
- Public Speaking – Every week, we will be performing what we have done to each other to enable us to practice this valuable skill.
- Constructive Criticism – The ability to work together and improve and develop your work in a mature and sensible manner.

**Top 3 things about this enrichment:**

1. A relaxed, nurturing environment to hone your poetic skills.
2. Advice from two seasoned poets.
3. The chance to perform what you have written in an assembly.

**Archer Outcomes Focus:** Articulate – We will be performing our pieces to each other with regularity, so you need to be able to communicate clearly verbally and written form.

Creative – Poetry is an art and we want to see you being as creative as possible with the topics/tasks we are doing.

**Golden Arrow:** Consistently displays high quality work, and a range of styles both in composition and performance.

**You will need:** To be ready to learn

## TED Talks

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**Tutor** Ms. Severin

**Year** 9

**Maximum Numbers:** 20

**What you will be doing/course outcomes:** Ted (Technology Entertainment, Design) Talks are influential videos from expert academic speakers distributing debatable ideas worth spreading.

This course will enable students to explore a variety of issues amongst topics from science, business and global issues.

**Skills you will develop:**

- Debating and constructing a line of argument
- Understand the power of the voice

**Top 3 things about this enrichment:**

1. Develop your knowledge on current topics taken place around the world.
2. Discuss and debate whether these topics are worth discussing to the world.
3. Understand why Ted Talks are so popular

**Archer Outcomes** Articulate  
**Focus:** Analytical

**Golden Arrow:** Evolving your skills which are documented evidence through discussions and a developed analysis of topics discussed

**You will need** Pen and paper

## Wordplay

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**Tutor** Ms Vandervelde

**Year** 9

**Maximum Numbers:** 20

**What you will be doing/course outcomes:**

- Learn how to do cryptic crosswords
- Play word based games e.g. Scrabble, Boggle, Taboo
- Have fun with words e.g. Call My Bluff, word origins, anagrams, word tennis.....

**Skills you will develop:**

- Boost your literacy
- Develop your ability to think on your feet
- Greater confidence with vocabulary

**Top 3 things about this enrichment:**

1. It is an opportunity – so rarely afforded in the digital age – to play games with your peers
2. Attempt to beat Ms Vandervelde at Boggle and Scrabble (not done....yet☺)
3. Biscuits are provided

**Archer Outcomes** Articulate

**Focus:** Collaborative

**Archer Arrow:** The student who applies themselves in every element and rises to the considerable challenge of the course

**Golden Arrow:** The student who shows most improvement during the course