



More than a course. A habit of creating.

As tools and work change, learners need practice investigating needs, managing resources and leading people. The school's advantage is visible evidence of what its learners can do.

ONE TERM. ONE USEFUL PROJECT.

A school-owned club with a teacher patron and agreed coaching. The Academy supplies free examples; the Club supplies a repeatable project rhythm. An illustrative six-session cycle:

01 / Notice & investigate

Choose a school-approved need. Gather safe observations and distinguish evidence from assumptions.

02 / Compare & build

Compare two responses, costs and trade-offs. Make a small model, workflow or communication prototype.

03 / Improve & explain

Test one measure, revise the work and explain the decision. Rotate researcher, maker, cost-checker and presenter roles.

CONTINUITY THAT THE SCHOOL CAN OWN

Keep a problem brief, choice sheet, first and revised artefact, and each person's contribution. Review reasoning, evidence, teamwork and communication. In the next cycle, learners lead a new team and hand over a reusable guide.

AGREE BEFORE STARTING

Named school lead, actual ages, term-time permissions, facilitator suitability, teacher supervision, consent and data responsibilities, scope, any fee and availability. Paper and existing materials are sufficient. Under-15s participate through adults without Academy accounts. No pupil contact lists, private minor messaging or paid holiday academic tuition.

Next step: Choose one existing club and one useful outcome. Review a sample activity together, then decide whether a scoped pilot is worthwhile. No active school network, accredited qualification or employment result is claimed.
