

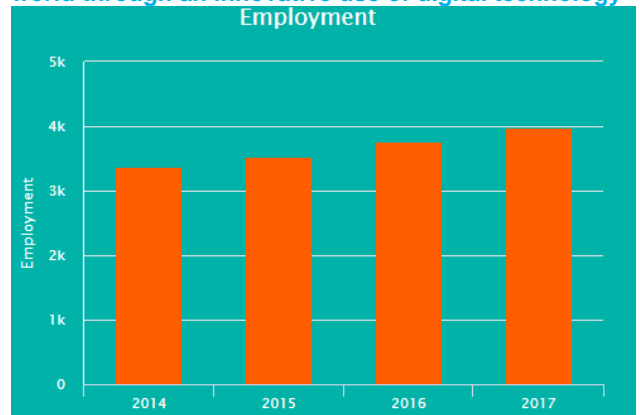
THE **STUDIO** Curriculum Policy

The Studio empowers students to make a positive impact on our world through an innovative use of digital technology

The Studio: A Unique Curriculum for a Unique School

The Studio opened in 2013 to provide a creative and computer technology focused education for young people across Merseyside. It is driven by the needs of the local teach sector which had a turnover of over £300m in 2017 and employs 4,000 people locally. The Tech Nation report that surveys the Tech sector across the UK identifies The Studio as a key feature of the tech community in Liverpool:

<https://technation.io/insights/report-2018/liverpool/>

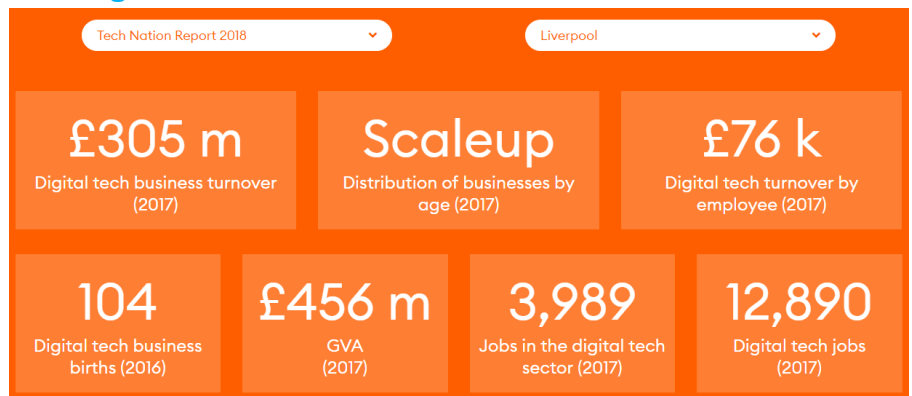


The Studio's Mission: The Studio is a launchpad for students' careers in emerging areas of the digital and creative sectors

The Studio: Learning Ethos

The curriculum at the Studio begins with the needs of our students. The Studio curriculum supports appreciative and positive approaches to education that aim to bring out the very best in every student. This culture is built through the **induction programme, assemblies, Coaching, Project Based Learning, Enrichment, the Industry Ready programme, and assemblies which incorporates wellbeing/PSHE and citizenship themes.**

The Studio promotes students personal, social and spiritual development through the **Studio Futures** programme. This includes engagements with local faith groups and the development of inter-cultural skills. The Studio curriculum supports students' spiritual development and does not permit students to leave for religious observance during the school day (other than for recognised religious holidays).



- To value and appreciate one another
- To challenge yourself to become the best you can be
- To build and share your talents
- To create the future you want

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The Studio Curriculum: A broad and balanced Tech focused curriculum

The Studio curriculum aims to empower students to make a positive impact on our world through an innovative use of digital technology. Colleagues and students have developed a set of learning principles that underpin The Studio curriculum and encourage learning outcomes that support academic progress, vocational skills development as well as personal effectiveness. The Studio was awarded Ashoka Changemaker School status in 2016 in recognition of its holistic, innovative approach and focus on social impact. Ashoka Changemaker Schools aim to create learning ecosystems that empower every young person to live for the greater good.

OUR LEARNING PRINCIPLES

We develop autonomy, agency and awareness.
We become articulate advocates for ourselves and others.
We are...

- Driven**
We are in control of our own learning and will be the architects of our own futures. We are motivated and driven to succeed professionally and personally.
- Supportive**
We use coaching to support us in achieving our goals. We all aim to develop our skills as a coach and support each other.
- Creative**
We are confident enough to take chances, try new things, and generate ideas. We are all unique, and this is celebrated.
- Reflective**
We reflect on our successes and achievements in order to develop our self awareness. We learn how to use our strengths and build on our weaknesses.
- Professional**
We strive to be professional and positive. We take responsibility for ourselves and our learning. We collaborate well, appreciate others and contribute to the continued success of The Studio.
- Future-Focused**
We focus on our goals and aspirations. We set and review challenges for ourselves and these remain the focus of our learning journey.

Coaching, Project Based Learning, Enrichment and the Studio Futures Industry Ready programme

All students in KS4 and KS5 follow PBL for half a day per week. They experience digital production and entrepreneurship through this programme delivered through the Studio Digital Entrepreneurship Network (DEN). All KS4 students follow a planned Studio Futures programme that explores PSHE and citizenship issues from a digital perspective. For example Year 10s learn how to reflect on their use of technology through the Disconnect project. The Studio Manifesto offers opportunities to students to develop digital leadership skills as ambassadors and representatives. Each student has a coach who is the guardian of their progress and progression.

Studio Core Curriculum

This includes English, Maths and Science. Co-location with the Lifesciences UTC enables us to share teaching of English and maths across KS4, some optional KS4 subjects and KS5 options. Strategically this is led at a Trust level and delivered collaboratively by cross school teams.

Studio Curriculum Pathways

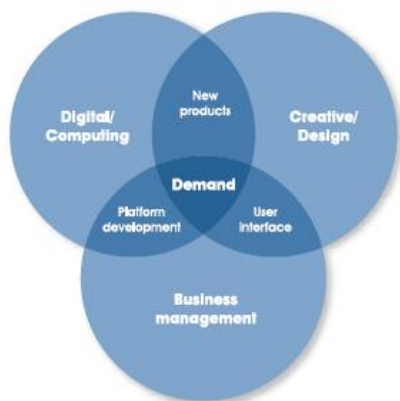
Each Studio student is entitled to equality of educational opportunity through a curriculum which recognizes the requirements of the National Curriculum and is broad, balanced, differentiated, relevant and tailored to individual need.

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FIGURE 8 DEMAND REQUIRES A FUSION OF SKILLS



The Studio curriculum aims to prepare students with the academic skills for further study at university and beyond and also to prepare students for the world of work, to be confident and personally effective. The Studio has a commitment to a **broad and balanced curriculum** choice and curates its curriculum to reflect this. Students can, if they wish, opt for the **English Baccalaureate at KS4**.

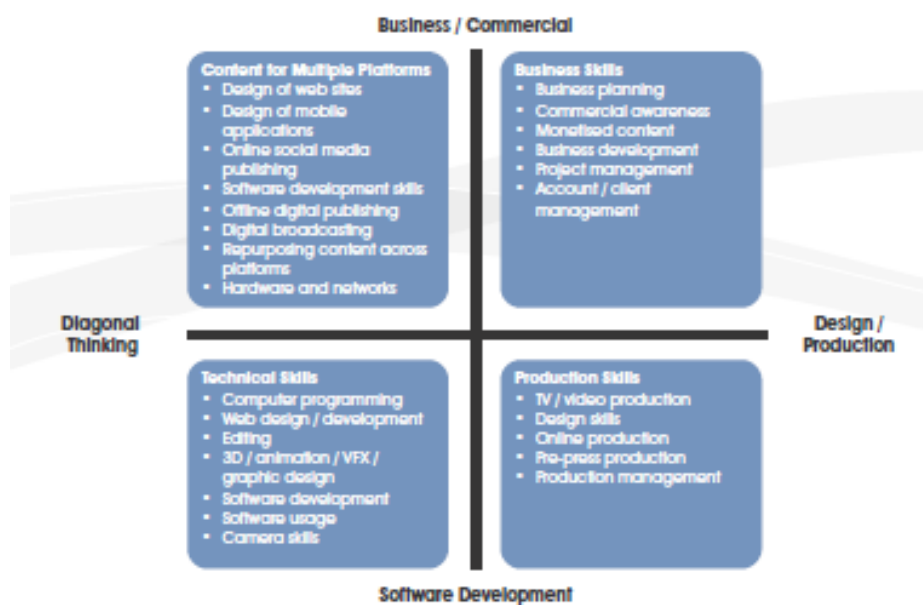
Curriculum Pathways of Coding, Creativity and Entrepreneurship inform students' subject choices. These pathways have been agreed with partner employers (see Partnermeet 28/09/16) and students are encouraged to choose across the pathways to reflect the **'fusion skills'** that

are in demand in the technology and creative sectors. Fusion skills are identified in the Liverpool City Region Skills for Growth Plan. For current subject options see The Studio KS4 and KS5 Curriculum Options Booklets

Studio Industry Readiness and KPI skills.

Students at both KS4 and KS5 develop their aspirations and learning about possible future careers through a range of partner engagements and activities. Students record their career journeys by using Unifrog and leave The Studio with a professional portfolio of **Studio KPI Skills** that showcases the outcomes of their project work and demonstrates their work readiness. The KPI skills focus on Code, Creative, Digital Entrepreneur, Lead, Professional Play, Freelance. Students also learn project management skills within their SCRUM (form) groups. They are able to take advantage of careers in the emerging sectors of the digital economy locally as identified by the Liverpool City Region Skills for Growth Plan:

FIGURE 20 ANTICIPATED SKILL SHORTAGE AREAS - DIGITAL AND CREATIVE SECTOR⁴³



⁴³ Information from Creative Skills (2010)

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Studio KPI Skills



Code

Students develop their coding skills, at their own pace and apply their talent to a range of applications.



Creative

Students develop a broad understanding of the creative process applied in a range of sectors.



Digital

Students develop their specialist skills creating and launching digital products.



Entrepreneur

Students develop their entrepreneurial mindset and skillset.



Lead

Students share their specialist knowledge with our local community whilst developing their employability skills.



Professional Play

Students learn to manage their own professional development and digital portfolio. This is vitally important in such a dynamic sector.



Freelance

Students develop the appropriate skills and knowledge to become a freelance contractor.

Studio KS4 and KS5 Subjects

KS4 CORE CURRICULUM

GCSE English Language/ Literature

GCSE Maths

GCSE Science (Double)

NCFE Certificate in Creative Studies: Interactive Media

OPTIONAL SUBJECTS

CODING

AS/A Level Physics	6
AS/A Level Maths	7
AS/A Level Computing	8
AS/A Level Chemistry	9
AS/A Electronics	10
BTEC Level 3 ICT Subsidiary Diploma or Diploma with CICSO	11

OPTIONAL SUBJECTS AT LEVEL 2

CODING

GCSE Computer Science

BTEC Level 2 ICT

GCSE Electronics

CREATIVITY

GCSE History

GCSE Film & Media Studies

GCSE Media Studies

GCSE Art & Design

GCSE Graphic Communication

BTEC Level 2 Music Technology

ENTREPRENEURSHIP

GCSE Geography

GCSE Spanish

NCFE Level 2 Certificate: Business & Enterprise

CREATIVITY

BTEC Level 3 Creative Media Production Subsidiary Diploma or Diploma	12
A Level English Language	13
A Level English Literature	13
AS/A Level Art and Design	14
AS/A Level Graphic Communication	15
AS/A Level Film Studies	16
AS/A Level Creative Writing	17
AS/A Level History	18

ENTREPRENEURSHIP

BTEC Enterprise and Entrepreneurship Subsidiary Diploma	19
AS/A Level Economics	20
AS/A Level Spanish	21
AS/A Level Geography	22
AS/A Level Sociology	23
AS/A Level Psychology	24

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Studio Sixth Form Curriculum

Sixth Form students experience the same opportunities and learning experiences as KS4 students through Coaching, Project Based Learning, Enrichment and the Industry Readiness Programme. They follow either a Professional, Academic or Tech Bacc route and they choose 3 subjects and the Extended Project Qualification which builds on their project work. They also have internships with partners companies. All students who do not yet have GCSE English or Maths GCSE resit these qualifications alongside their Level 3 curriculum subjects.

My plans after 6 th Form are:		
Attend University	Seek Apprenticeship / Employment	
Academic Route: Choose 3 A Levels or 1 A levels and One BTEC Diploma + Extended Project qualification	Tech Bac Route: Choose 1 BTEC Diploma or AQA Dip Scripting & Programming + 1 A Level + + Core Maths + Extended Project qualification	Professional Route: 2 BTEC Diploma Qualifications from a choice of: <ul style="list-style-type: none"> • BTEC Diploma in Games Development • AQA Diploma in Scripting & Programming • BTEC Diploma in Information Technology • BTEC Diploma in Digital Publishing • BTEC Diploma in Enterprise & Entrepreneurship + Resit English or Maths if necessary
+ Project Based Learning + Enrichment		

 Coding	 Creativity	 Entrepreneurship
For careers in software development, coding, systems engineering, electronic engineering, big data, architecture, medical technology, app development, big data analytics	For careers in design, games art, games development, graphic communication, illustration, marketing, scriptwriting, journalism, film and TV production	For careers in marketing, sales, event management, business development, entrepreneurship, accountancy and finance, insurance, IP Law, civil service, social sector, international development
<ul style="list-style-type: none"> • A Level Physics • A Level Maths • A Level Further Maths • Core Maths Level 3 • A Level Computing • A Level Chemistry • BTEC IT • AQA Level 3: Technical Level Diploma in Programming 	<ul style="list-style-type: none"> • A Level English Language • A Level English Literature • A Level Fine Art • A Level Film Studies • A Level Graphics • A Level Creative Writing • BTEC Creative Digital Media Production (Digital Games) • BTEC Digital Publishing 	<ul style="list-style-type: none"> • A Level History • A Level Spanish • A Level Geography • A Level Economics • A Level Psychology • BTEC Enterprise and Entrepreneurship

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