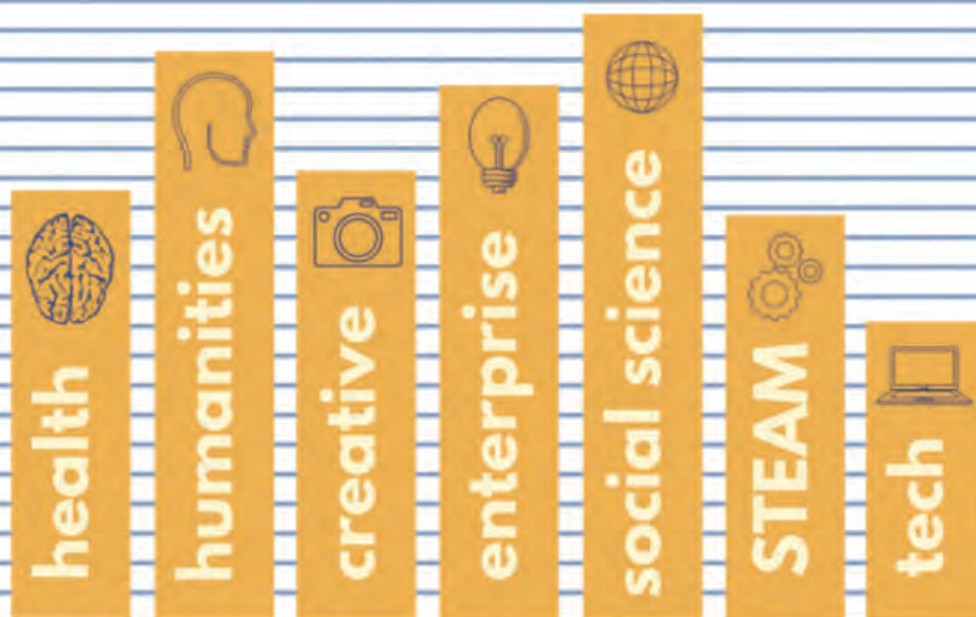


Looking for **top** grades at **GCSE?**

Then use Year 9 to get ahead



**Welcome to the Accelerate
to Year 10 Programme**

Choosing the Accelerate to Year 10 programme is a really good way to get ahead. We have worked with students from across the city region who join us typically at the end of year 9, so have learned fast about the skills and experiences missing in helping young people to prepare for their GCSE programmes.

Students here are aiming high.

If you want to be a software designer, a doctor, a psychologist, an engineer, a cyber security specialist or to find a cure for Parkinson's Disease, you will need a stack of great GCSE results to make sure you get the pick of university options in a few years.

Welcome to the Accelerate to Year 10 Programme.

Over the next year you will get ahead by doing two things:

- 1** Building focused skills and understanding in your core subjects, English, Maths and Science.
- 2** Exploring your passions and talents through pathway projects so you know which subjects you will enjoy and perform well in at GCSE.

The education here is unique because it includes Pathway Projects which will allow you to try different areas of sector specialism to help you decide which career pathway might suit you. It will help you to understand the different opportunities and types of study, before you commit to making important decisions about your GCSE options.

Alongside this, you will complete our Level Up programme; you will do enrichment activities; develop as a leader; learn how to stay well, thrive and happy; and start planning for your future career. You will then be in a great position to make informed choices about the GCSE programme that is right for you in year 10 and have all the skills you need to hit the top grades.

Make the most of Year 9 by focusing on key skills and building strong foundations in your core subjects which will help you to succeed at GCSE.

Use this booklet to select the **THREE** specialist pathways you will study alongside your core skills programme.

health



humanities



creative



enterprise



social science



STEAM



tech





What will I learn?

You will study the principles that underpin health and social care, including global and national aspects of health, types of health and the role of key professionals within the sector. There will be a variety of sessions on offer including taught sessions, guest speakers, trips, projects and skills and assignment workshops.

What topics will we cover?

How will my learning be assessed?

Global and national health (we will cover epidemics and pandemics, knowing the Liverpool local area, NHS crisis and health systems in other countries).

- Real life case studies.
- Documentaries
- Guest speakers
- Weekly quizzes (to assess your progress)

Types of health (we will cover neonatal and children's health, adult health and mental health)

- Practical sessions within the health suite (applying theory to practice)
- Practical sessions with external speakers (including first aid)
- Documentaries
- Presentations (to assess your progress and retention of knowledge)

The roles of healthcare professionals (midwives, paramedics, neonatal nurses, social workers, surgeon, radiology, psychiatry, social work and much much more)

- Guest speakers
- Trips
- Coursework & Examination style questions (to assess progress)

Assignment workshops and literacy skills (ICT, coursework, examination style questions and skills to help you in GCSE).

- Microsoft word skills workshop
- Typing skills
- Paraphrasing
- Referencing
- Command verbs
- Coursework
- Examination Questions

Why is this pathway useful?

Health and social care is in crisis in the UK with an increasingly aging population, cuts in funding and an ever increasing demand for quality staff. It is a focus for growth in the Liverpool City Region and our new hospital, the Royal will open in 2020 with needs for new staff to work in their new environment following the latest advances in medicine and nursing care. This is an inspiring and practical pathway as it will provide you with a holistic overview of human health and wellbeing and the real life applications to the wonderful world of health.

You will learn many transferable skills on the course which will help you in many aspects of your life....

- **Independent thinker**
- **Leadership**
- **Writing and comprehension skills**
- **Confidence**
- **University skills such as typing, researching and referencing**
- **Presenting**

How will this pathway prepare you for your next steps?

As a future potential health care professional, a doctor, nurse or radiotherapist, this is an excellent foundation. After completing the pathway you will be in a strong position to succeed at GCSE and at Level 3. You will have developed many transferable skills around working with people, leadership and a good introductory understanding of the human body. This is an excellent access point for our GCSE Health Programme which focuses on the following areas.

Career opportunities in Health

**Midwifery
Clinical Law
Nursing
Social Work
Psychotherapy
Counselling
Teaching
Youth studies
Nursery Nurse**

.... and many many more.



What will I learn?

Across the year, you will study a variety of projects that bring together the key skills that encompass Humanities. Success in humanities can be broken down into three areas:

- Reading
- Researching
- Presentation

You will learn how to: develop your reading skills through 'Scanning', develop your word use and language skills, how to research, carrying out research, accuracy of research, answering and asking good questions, and delivering presentations focusing on the tone of your delivery (speaking skills), body language, self and peer evaluation.

What topics will we cover?

How will my learning be assessed?

The topics below bring together the various aspects of Humanities: local study, world study, change and continuity.

Component 1: How well do you know your local area?	1: Hidden Gems 2: The Slave Trade 3: Second World War & Aftermath	Reading Log Research Log Presentation
Component 2: Vietnam - 'You weren't there!' Wider world	1: Conflict and Geography 2: Cultural Impact in the USA 3: Why Vietnam?	Reading Log Research Log Presentation
Component 3: Migration, Movement & Me	1: Family Research 2: People and their journey 3: Culture and change	Reading Log Research Log Presentation



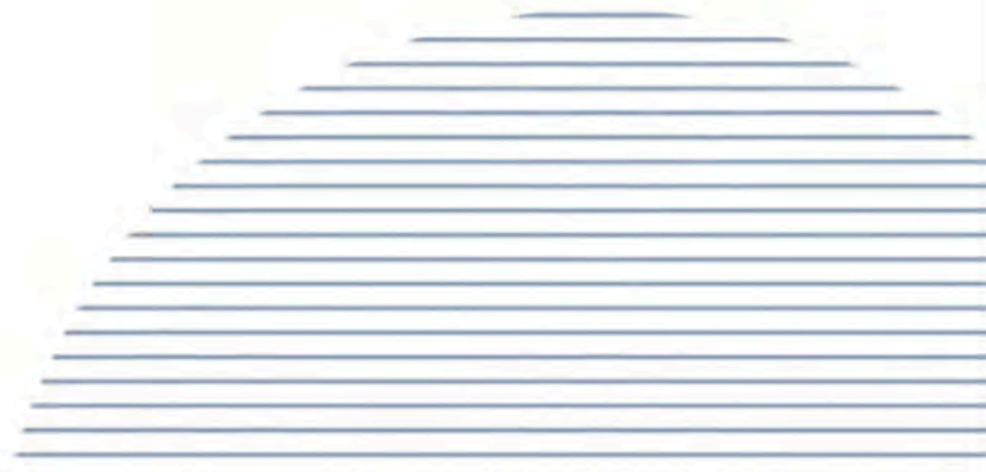
Why is this pathway useful?

Humanities is the study of the world. We are individuals within that world. Through the study of Humanities, you can better understand the world that you live in and place that you hold within the world. Humanities' skills are life skills, they are transferable to all walks of life, and all subjects across the curriculum.

“ The calling of the humanities is to make us truly human in the best sense of the word. – J. Irwin Miller ”

How will this pathway prepare you for your next steps?

At the end of year, you will be able to pick between the separate subjects of History, Geography, Spanish and Computer Science. The skills that you will have gained throughout the study of Humanities will enable you to accelerate ahead. Further down the line, careers that stem from Humanities include Law, Civil Service, Teaching, Marketing, Journalism and many more.





What will I learn?

Students will learn how to be analytical thinkers and purposeful creators. They will develop an understanding of the process of research, investigation, experimentation, reflection, and refinement to a range of media.

What topics will we cover?

How will my learning be assessed?

Courses covered include art, film, graphics and photography/lens-based media. They will gain experience in traditional 2D, 3D, and digital media, including Adobe Photoshop, Illustrator, and Premiere Pro and Celtx for scriptwriting.

Throughout each course, students will be given constructive feedback as they create in order to refine it further. Students will be given verbal and written comments on their work so they can easily understand what they did well and how to improve.

Students will be making a range of projects, leading up to a spring exhibition of creative work.

Why is this pathway useful?

The creative industries are some of the most profitable- and fastest-growing career sectors in the UK and globally, and Liverpool is home to a strong network of creative careers and professionals. In this pathway, students are given opportunities to respond to the world around them and create meaningful work. Students in this pathway will experience a wide range of transferable creative skills that will allow them to be adaptable to a multitude of career paths. Creative expression is key for problem-solving, improved mental health and happiness, and positively impacts other academic studies.

How will this pathway prepare you for your next steps?

The creative pathway lays the foundation for both the technical, analytical and problem-solving skills required for future creative and academic endeavours. Students will not only create a portfolio of work to represent their skills and interests, but also will gain confidence in their abilities as creators. Students develop understanding of visual communication and how images can impact and influence others.



What will I learn?

You will study and experience the key elements of business, enterprise and management by looking at how leading business men and women from across the world manage their organisations and also the skills needed by local entrepreneurs to successfully operate a small business in the local economy.

The core of the Pathway will focus on students developing relations with local businesses and charities, creating ideas for projects, bringing the projects to life through project management then overseeing the finished project in line with the local businesses aims and objectives.

What topics will we cover?

How will my learning be assessed?

The core themes that students will explore when experiencing the business and enterprise management pathway are:

- Enterprise/Entrepreneurial Skills
- Finance for Business
- Marketing
- Project Management
- People in Organisations
- Organisational Studies

Why is this pathway useful?

More and more people are realising that the acquisition of business skills can seriously help them in the world of work. Certainly, building a skill set including time management and conflict resolution can make your work day more productive. However, the skills you build for business can also help in your person life.

Leisure time - The skills which you've acquired from working in or running your own business can actually help you enjoy your leisure time to its full potential. For example, you can use business skills such as knowing how to plan effectively, knowing how to choose the best people for your team and understanding when to take calculated risks can be pretty useful to help you win a poker game.

Time management skills - In order to succeed, it's crucial to be able to manage your own time effectively and understand how much time to allocate to different things and situations.

Communication skills - Working in business means that you need to communicate in a range of ways, in lots of changing environments and with a variety of different people, from management to peers and customers. The skills that you learn while communicating with others in a business setting can directly support you in dealing with conflict resolution on a personal level.

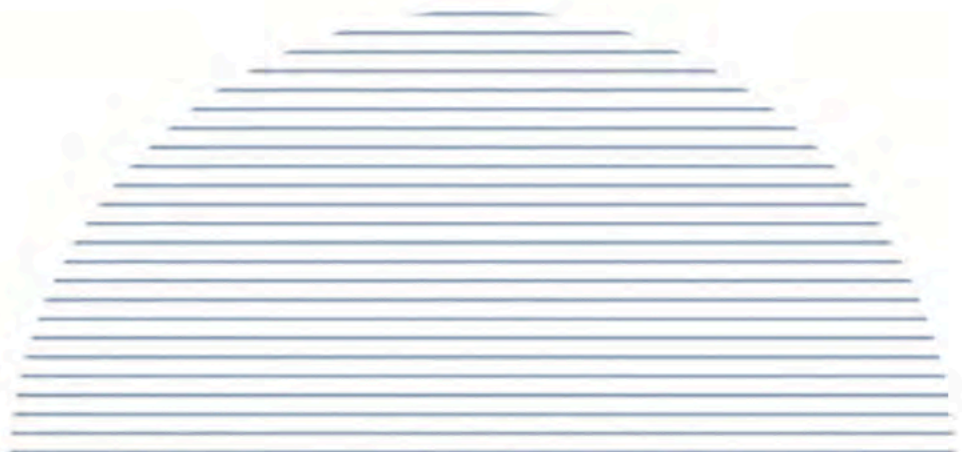
Studying - In order to succeed in business, it's important to always be open to learning new things. It's definitely not uncommon for business people to constantly be looking for opportunities to take courses and gain qualifications to help them in their field.

Money management - It's crucial to have good skills when it comes to working out costs, expenses and cash flow. Because of this, you will become more efficient at managing and improving your personal finances.

How will this subject prepare you for your next steps?

Business degree courses are among the most popular and varied courses offered by British Universities. They range from general management degrees to specialist degrees in areas such as marketing, human resource management and accountancy.

Business degree courses can be combined with foreign languages among other subjects. The current Year 13 students have applied for a range of degree courses including international fashion, marketing and law. Business studies qualifications lead to careers in areas as diverse as marketing, accountancy, law, human resource management, purchasing and journalism.





What will I learn?

Throughout the Social Science pathway you will have a taste of all the subjects we offer including psychology, sociology and criminology.

We want to give you the opportunity to develop and improve your key skills so you will have opportunities to design a wellbeing app for teenagers, design a prison environment, create a blog/vlog or graphic comic, create a podcast of news piece, deliver a presentation and design a research project. These opportunities will enable you to develop key skills that will allow you to access level 2 GCSE qualifications in social sciences.

What topics will we cover?

How will my learning be assessed?

Psychological Problems – Wellbeing App Project

Crime and deviance – Design a prison environment

Positive Psychology - 7 performance character strengths project – vlog or blog/ graphic comic

Social Problems – Podcast/news piece

Approaches/debates in Psychology – Presentation

Educational sociology project - Research project into factors that affect achievement

Why is this pathway useful?

Social sciences are wonderfully varied, offering you a wide range of career progression routes in the future. The scope is broad, but these subjects are united by one thing – a focus on understanding the workings of human society and behaviour. There are flexible career options if you choose this pathway which can lead to university degrees in social work, politics, criminology, psychology, sociology, anthropology, statistics, finance, economics and law. The skills you learn in this pathway are transferrable. Just one of the reasons why social science degrees are so popular is that we're keen to study ourselves. As humans, we are, innately, problem solvers. Looking inward, be it at ourselves through psychology, or at our society as a whole, through sociology for example, we like to question, analyse, and look for answers. Social science subjects allow us to do just that.

At A Level we offer psychology, sociology and criminology qualifications to students so studying these subjects at GCSE level will enable you to access these courses and build a strong foundation for moving into your studies at level 3.

How will this pathway prepare you for your next steps?

A GCSE in social sciences will enable you to develop lots of key and transferrable skills such as analytical skills, problem solving, time management, organisational skills, communication skills and project management skills. You will develop your ability to write extended pieces and learn how to write thorough and effective evaluations involving analytical thinking. You will develop your creative skills by designing apps and creating vlogs and podcasts. You will have plenty of opportunities to improve your confidence in speaking to groups of people and working as part of a team. One of the benefits of this pathway is that having a social science subject on your CV at GCSE and/or A Level shows employers that you understand people and societies and this will be useful for any company or organisation, not to mention the benefits this brings to your own life.

Career Opportunities in Psychology

Jobs directly related to a psychology degree include:

- Clinical Psychologist
- Counselling psychologist
- Educational Psychologist
- Forensic psychologist
- Teacher
- Health psychologist
- High Intensity Therapist
- Occupational Psychologist
- Psychological Wellbeing Practitioner
- Sport and Exercise Psychologist

Jobs where a psychology degree would be useful include:

- Advice Worker
- Careers Adviser
- Counsellor
- Detective
- Human Resources Offices
- Life Coach
- Market Researcher
- Play Therapist
- Psychotherapist



What is STEAM?

STEAM is an educational approach to learning that uses: **Science, Technology, Engineering, the Arts and Mathematics** as access points for guiding student inquiry, dialogue, and critical thinking.

The end results are students who take thoughtful risks, engage in experiential learning, persist in problem-solving, embrace collaboration, and work through the creative process. These opportunities will enable students to develop key skills in Y9 to enable a positive start to their GCSE courses in Y10.

STEAM powered students are the innovators, educators, leaders, and the learners of the 21st century!

The STEAM model

Utilizing and leveraging the integrity of the arts themselves is essential to an authentic STEAM initiative.

STEAM is about incorporating creative thinking and applied arts in real situations. Art isn't just about working in a studio. Art is about discovering and creating ingenious ways of problem solving, integrating principles of design and presenting information in an interesting and innovative way. For example - think about an architect. They use engineering, mathematics, technology, science and arts to create stunning buildings and structures. Exactly the same goes for a creative artist and composer working on a massive movie project.

What topics will we cover? How will my learning be assessed?

- STEAM is an integrated approach to learning which requires an intentional connection between standards, assessments and lesson design/implementation
- The STEAM experience will involve two or more standards from Science, Technology, Engineering, Mathematics and the Arts to be taught AND assessed in and through each other.
- Inquiry, collaboration, and an emphasis on project-based learning (PBL) are at the heart of the STEAM approach.
- Projects will be assessed as having a DIAMOND, GOLD, SILVER or BRONZE status. Students will also be given an ASPIRE grading to further illustrate their current level of professionalism and resilience.

So why do we add Arts to STEM to make STEAM? Is this pathway useful?

Arts and creativity are crucial to the world of science and technology. They are the tools that allows new innovations to be usable in real life! The visual and sonic arts are used in commercial websites, user interface design, advertising, cinematic and broadcast media, product design, marketing and branding - from companies as large as a multinational to a local startup incubator. All of these sectors rely upon people who are STEAM driven.

How will this pathway prepare you for your next steps?

STEAM related jobs are expected to grow by 18% in the EU between 2020 and 2030 - compared to only 11% for other sectors.

If you want to:

- Ask questions
- Connect the dots
- Problem solve
- Think creatively
- Be innovative
- Be more prepared for Y10
- Save the world

Then becoming STEAM powered is for you!



What will I learn?

You will study elements of problem solving using a variety of digital platforms. You will learn how to attack problems by breaking them down and visualising them in abstract ways in order to develop solutions to them. You will learn to code, using all of the basic programming constructs and some advanced skills that will prepare you for success at GCSE. You will incorporate elements of traditional ICT into your learning through development of effective user interfaces and data modelling systems. You will learn how key concepts of electronics are combined with computer programming to develop physical computing systems.



What topics will we cover?

How will my learning be assessed?

You will cover topics such as;

- Programming Skills
- Algorithms
- Defensive programming
- Computational Thinking
- Data Logging and visualisations
- Interface design and development
- Circuit design using analog components

Your learning will be assessed through the completion of practical projects with supporting documentation or final project presentations. You will be assessed on your ability to interpret a problem to identify the requirements, design and develop suitable solutions to the problem, recording and justifying your approaches.

Why is this pathway useful?

This pathway is useful if you would like to learn how to code. If you want to learn the skills and develop a toolkit of techniques that will enable you to confidently solve problems using computer systems.

This pathway is the ideal starting point for anyone who wants to be a software engineer, and will equip you with a broad range of skills that include elements of computing, ICT, and electronics. If you aspire to be a game developer, web developer, data scientist, or IOT systems engineer, then this is the pathway for you.

How will this pathway prepare you for your next steps?

As a budding software engineer you will learn the fundamental skills of computer programming and ICT. After completing the Tech Pathway you will have a suite of skills that will enable and empower you to develop digital solutions to real world problems. You will be well prepared for success at GCSE level in Computing, ICT, & Electronics and be on your way to becoming a successful digital solutions architect.

Jobs directly related to a computing degree include:

- Application analyst
- Applications developer
- CAD technician
- Cyber security analyst
- Data analyst
- Database administrator
- Forensic computer analyst
- Game designer
- Games developer
- Information systems manager
- IT consultant
- Machine learning engineer
- Multimedia programmer
- Penetration tester
- SEO specialist
- Software engineer
- Systems analyst
- UX designer
- VFX artist
- Web designer
- Web developer

Career Opportunities in Tech/ Computing

Jobs where a degree in Computing would be useful include:

- Digital copywriter
- IT sales professional
- IT trainer
- Nanotechnologist
- Network engineer
- PPC specialist
- Social media manager
- Supply chain manager
- Technical author
- Web content manager