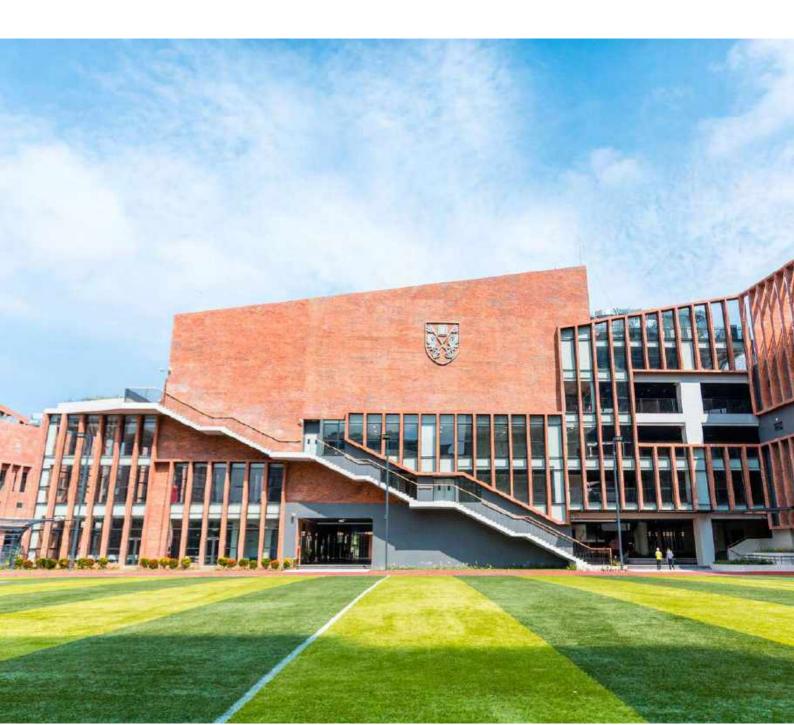


CO-CURRICULAR ACTIVITIES



INTRODUCTION

The Co-Curricular Activity programme is designed to enhance and complement our curriculum.

CCAs are offered from 3-4pm every school day (except Friday) by all our teachers and support staff. We offer a broad range of activities including creative, active, mindful and cerebral. Other activities will be introduced according to pupil demand. Pupils will have the opportunities to experience different activities throughout the year but, once they have signed up to an activity, they are expected to honour that commitment until the end of term when they will be offered new activities the following term. An extra cost will apply for CCAs which use an external provider/trainer, e.g. The Duke of Edinburgh's Award, golf and kayaking (marked with a * next to the CCA name).

A concise schedule of CCAs for BCVN can be found <u>HERE</u>.

WHY CCAs ARE IMPORTANT

CCAs are important to fuel pupils' learning and to build important skills, such as social and leadership skills to enrich and balance a pupil's academic experience. Pupils who engage in different CCAs practise and develop their self-management and time management skills. Pupils develop a positive outlook towards school and life-long learning through an increased sense of community at school. By selecting varied activities, pupils improve their confidence and self-esteem by developing proficiency in different areas. By encouraging learning, leadership and independence, CCAs can help prepare pupils for their future as they discover more about themselves and their path in life.

SELECTION

All pupils need to select four CCAs. Year 10 pupils should choose three of their own and one where they volunteer to help staff with a CCA for younger children. Service to others is an important part of our expectations at BCVN and we expect our Year 10 pupils to show leadership, initiative and co-operation.



MONDAY

Book Bug (Ms Hang) - Years 1-2

In Book Bug Club pupils will read a story together then respond with a creative activity based on the story or characters. Objective: to enjoy making creative responses to our reading, improve pupils' literacy skills. Progress through the term: pupils will develop their creative skills through exposure to a wide range of media. Links to the curriculum: links to English, phonics and art and design.

Mindful Colouring (Ms Duong) - Years 1-2

Mindfulness painting is an activity to promote the self-regulation of attention of pupils. Mindfulness painting is a healthy way to calm the brain. There is no right or wrong way to colouring. Colouring is a noncompetitive activity so the pupils can relax in the class. Pupils don't need to finish a picture in one lesson. Let's enjoy the simple beauty of colouring! This activity links to the pastoral care which help pupils to improve mental health and the well-being.

3D Club (Mr Cooper) - Years 1-2

Objective: to explore a variety of materials to develop skills when working in Three-Dimensions. Progress through the term: working through a variety of materials from paper mâché, card, plaster and ceramics. Links to the curriculum: key skill not essential but very useful in all Key Stages. This will be a useful skill for anyone with an interest in designs.

Brain Busters and Maths Conundrums (Mrs Pringle) - Years 3-6

The Brainteasers club will put your child's brain through mind bending puzzles, trivia challenges, critical thinking exercises and more.

Solving brain teasers boosts brain power, keeps your memory strong and entertains everyone to no end. Join us and see how many tricky puzzles you can figure out!

Brainteasers can increase memory retention and recall skills, as well as keeping the connections between your brain cells sharp. Progression will be seen through increased confidence with brainteasers and maths. Progression will also be seen in your child's ability to concentrate and focus.

Tag Rugby (Mr Armstrong) - Years 3-6

Rugby (touch, tag and contact) is a sport that is growing with popularity in Southeast Asian countries. Rugby is a sport involving precise technical skill, physicality and tactical understanding. Touch and tag rugby involves games with players of either 5, 6 or 7 per side, depending on the game.

Touch / Tag Rugby will involve the development of key rugby skills (passing, evading, tagging) through participating in engaging drills and small-sided games.

Progression throughout the term will be measured by the ability to play a game of touch / tag rugby following key rules and regulations and performing key skills required to be successful. This links to the PE and sports curriculum through the development of tactical understanding and working within a team.

Quidditch (Mr & Mrs Richards) - Years 3-6

Quidditch is a rare and unique sport from the world of Harry Potter. You get to use your imagination and have a lot of fun whilst getting exercise! Skills that can be developed are teamwork, collaboration, organisation and a sense of humour! Pupils will be taught to run, throw, kick, pass, communicate, attack and defend. They will develop flexibility, strength and control. Above all, the pupils will be encouraged to enjoy themselves and live out their Harry Potter fantasies!

The rules: Quidditch is played in two teams. There are Chasers, Beaters, Keepers and Seekers. All players must keep their broomsticks between their legs during the game. The aim is to get the volleyball (the Quaffle) through one of the opposing team's three hoops; the Chasers do this. The Keepers try to protect the hoops. The Beaters have dodgeballs (Bludgers) which they can throw at anyone who has the Quaffle. If you get hit with a Bludger you must return to your own team's hoops before you can rejoin the game. Each goal is worth 10 points and the team with the most points is the winner; however, two minutes before the end of the game, the Golden Snitch appears (a guest teacher with a tennis ball and sock 'tail'). The Seekers on each team must compete to chase the Golden Snitch, which is worth 30 points to the winning Seeker. All the rules are carefully explained before starting a match so don't worry if it sounds confusing!

But before all of that, pupils will first be sorted into their Hogwarts Houses and given their very own wizarding world name! So, are you a Prep School pupil ready to join the Brighton Bowtruckles? Or a Senior School pupil eager to form the Brighton Bludgers? If so, get your wands ready and sign up today!



DT Club Tinker CAD (Mr S. Taylor) - Years 5-8

This club introduces 3D CAD (computer aided design) software and 3D printing. Pupils will focus upon the creation of 3D geometry and the primary building blocks of CAD. Tinker CAD is specifically for younger children and prepares pupils for future learning progression onto professional CAD packages. After mastering the basics, pupils will design and produce a range of 3D rendered design outcomes.

Objectives: Pupils will learn the basic framework of 3D CAD software and 2D/3D rendered forms. Progression will be measured throughout the term. Key learning and or design outcomes will be assessed, and feedback provided. This will culminate in a final conceptualized rendering and 3D printed outcome. Curriculum Links: This CCA prepares pupils for future learning associated with the D&T curriculum. Specifically, creation of detailed plans, 3-D and mathematical modelling.

Virtual History Trips (Mr West) - Years 5-8

These online explorations can awaken pupils love of history. Utilising technology provides a way for pupils to explore places that may be inaccessible.

Learning Objectives: to develop contextual knowledge of globally significant places and events; to know and understand significant aspects of the history of the wider world.

Progression through term: pupils will improve their understanding of chronology, start to ask history-based questions that link the past and present and build confidence in using sources to draw conclusions. Links to curriculum: Virtual history trips supplement the Our Planet Our Past and Story of Our Land curricula.

Arithmancy (Mrs Seymour) - Years 7-8

Arithmancy CCA aims to promote a love of problem solving.

This activity encourages mathematical reasoning, precision of thought, and fluency in using basic mathematical techniques to solve interesting problems. The problems are designed to make pupils think. Most are accessible, yet still challenge those with more experience.

Pupils will work collaboratively to experience high challenge in a supportive and fun environment. This CCA provides a platform for young mathematics enthusiasts to explore their passion, develop their skills, and connect with like-minded peers. Through engaging activities, problem-solving challenges, pupils gain a deeper appreciation for mathematics and build a strong foundation for future academic pursuits in the field.

Reading Detectives (Mrs Whitehead) - Years 7-10

Reading detectives search for hidden meaning in texts, learning new skills to improve your fluency and comprehension when reading.'

Rationale and Links to the curriculum: The 'Reading Detectives' CCA is designed to provide pupils with an interactive and engaging platform to further develop their reading skills, aligning with the core reading objectives embedded in the curriculum. This club aims to foster a love for reading, critical thinking, and analytical skills by encouraging pupils to become active participants in decoding texts and uncovering their hidden meanings. By adopting a detective-themed approach, the club will not only reinforce the reading skills integrated into the curriculum but also ignite curiosity and enthusiasm for exploring diverse literary works.

Dance Club (Ms Rogers) - Years 7-10

Contemporary dance is a style of expressive dance that developed as an alternative to stricter stylings of classical ballet. It combines elements of several dance genres including modern, jazz, lyrical, ballet and much more. Dancing is a wonderful opportunity for children to express themselves and think in alternative, creative ways.

The pupils will develop their skills of co-operation, working both in pairs and small groups to create routines. Warm up activities will include fun games, such as musical statues and dancing to 'Just Dance' videos. Progression through the term will be evident in the pupils' development of music knowledge, rhythm and smooth transitions. We hope the pupils will perform to their peers and carers at the end of term. This CCA builds on the Sports curriculum (coordination, balance, agility, flexibility, strength), whilst introducing a creative and musical approach.



School of Rock (Mr Son) - Years 7-10

Unleash your talent and join in the music journey!

Are you ready to ignite your passion for music and experience the thrill of being in a rock band? Join our fantastic Rock Band CCA, where you'll dive into the world of music, collaboration, and performance. Whether you're a musician or a beginner, this is your chance to shine on stage and take your music to the next level. In this CCA, pupils will learn how to play an instrument, collaborate with other people to play in a band, how to use their musical technique to start crafting original music and gain confidence to perform on stage. Throughout the term, pupils will learn about the formation of bands based on their skills and interests. After forming their bands, they will work together on a cover song to get to know each other better and build the band chemistry. Included in the CCA will be workshops on stage presence, audience engagement, and overcoming stage fright. This CCA builds on the music curriculum and helps pupils with confidence, teamwork, creativity and risk-taking. (*Pupils should know how to play any of the following instruments: drum, electric guitar, bass, keyboard or singing*).

Improvisation Society (Mr Rushton) - Years 7-10

Improvisation Club (ImpSoc) is a vibrant haven where pupils in years 7 to 10 explore the thrilling world of spontaneous creativity and teamwork. Our curriculum begins with foundational improvisation techniques, gradually advancing to complex scene-building and thematic explorations. Progression:

- 1. Basics and Beyond: Learn the core principles of improvisation, building confidence and quick thinking through fun exercises and games.
- 2. Character Dynamics: Dive deeper into character creation and interaction, developing richer scenes and enhancing collaboration skills.
- 3. Narrative Adventures: Embark on narrative journeys, mastering the art of storytelling in improvisation, and discovering the power of structured spontaneity.
- 4. Genre Mastery: Explore various genres, honing the ability to adapt and create scenes within specific themes, from comedy to drama and beyond.
- 5. Improvisational Challenges: Tackle advanced challenges like long-form improvisation, incorporating audience suggestions, and mastering the unexpected.
- 6. Showcase and Leadership: Shine in public performances, taking on leadership roles to guide scenes and mentor newer members.

Join us to unleash your imagination, nurture teamwork, and develop invaluable life skills. Discover the joy of improvisation and progression that propels you from a novice to a seasoned improviser. Let your creativity flourish, and be part of a community that celebrates the art of spontaneous storytelling.



Girls' Basketball (Mr Ocenar) - Years 7-10

Basketball, created in the USA by Dr James Naismith in 1891, is a team sport with the main objective of scoring points by placing the ball inside the basket while also preventing the opposing team from doing the same. Over the years, basketball has evolved into one of the most popular sports worldwide.

Pupils will acquire fundamental basketball skills and develop the confidence to apply these abilities in actual games. Pupils will also gain an understanding of basic offensive and defensive concepts, better equipping them for competitive games.

During the initial weeks, the primary focus will be on developing fundamental basketball skills, including dribbling, passing, shooting and moving without the ball. We will introduce small-sided games to enhance decision-making abilities. As the programme progresses, we will enhance these skills, enabling pupils to apply what they have learned in actual game situations.

Furthermore, we plan to familiarise the pupils with a variety of offensive and defensive concepts, providing insight into structured gameplay. This holistic approach ensures that pupils not only acquire skills but also gain an understanding of how to effectively score and defend against opponents.

This co-curricular activity can assist pupils in participating in competitive sports and various activities. It also aids in the enhancement of their understanding of tactics for both offensive and defensive strategies.

Competitive Swimming (Ms Hasim) - Years 7-10

Swimming is a popular sport around the world, whether that is recreational, to compete or stay physically fit. This CCA will focus on developing the technique of the four different strokes (front crawl, butterfly,

breaststroke and backstroke) to ultimately improve efficiency and speed in the water.

Pupils must be able to swim 50m competently without stopping.

Progress will be measured through baseline tests in each discipline at the beginning and at regular intervals over a range of distances e.g. 25m, 50, 100m. Pupils will also have the opportunity to compete against other pupils within the CCA with the possibility of competing against other local schools.



Enterprise (Mr Whitehead) - Years 7-10

Enterprise activities provide young people with the skills, competencies and mindset to make the most of everyday opportunities and challenges. Being enterprising is something which can be applied to all aspects of life and work – identifying and initiating opportunities as well as adapting responses to situations.

By choosing this CCA, pupils can develop key entrepreneurial skills such as: working with others, public speaking and presentation, taking leadership roles, working on costs and pricing and devising promotional campaign.

Progression through the term will see pupils gain confidence in using business and economic key terms, develop their financial literacy, practice public speaking skills and those of teamwork and resilience in the face of challenges. They will also have lots of fun, particularly as the CCA gives them lots of opportunity to unleash their creative talent.

This CCA builds on what is taught in Entrepreneurship as part of the Super Curriculum and ties in with content covered in Business and Enterprise in Year 9 and IGCSE Business in Year 10.

Beginners Vietnamese (Ms Thuy Trang) - Years 7-10

"Xin chảo!" - This can be the most common Vietnamese word that you have heard, seen, and used since you first arrived here, in Vietnam. Yet living in this beautiful country is more than just greetings. Come and join us in The Beginners Vietnamese available for non-Vietnamese speakers from Year 7 up to Year 10 to explore more about Vietnam and Vietnamese!

The CCA aims to get our pupils familiar with not only Vietnamese language, but also Vietnamese culture and people. We hope to equip learners with a complete of Vietnamese phonetics, basic sentence structure and daily vocabulary uses. This CCA is also designed to instruct learners in the use of other language skills: listening, reading, speaking, and writing at the beginner level.

Progression through the term will be measured by weekly spelling checks, coming along with verbal and nonverbal assessments at the end of the term. This CCA builds on the Vietnamese curriculum specialised for our pupils at Brighton College Vietnam.

Please note pupils must commit to both lessons and homework in order to complete the whole course.

German iGSCE (Mr Morris) - Year 10

This language option is taught during CCAs. Please note pupils must commit to both lessons and homework in order to complete the whole course, as well as sign up for both Monday and Friday sessions.

The ability to understand and to communicate in German is a huge asset to our pupils. In Europe, German is the second most widely spoken mother tongue, and the second biggest language in terms of overall speakers. In addition, with Germany the fourth largest economy in the world, German is often seen as the 'smart choice' for those seeking to maximise their employment prospects.

Aims:

• To develop the language proficiency required to communicate effectively in German at level A2 (CEFR), with elements of level B1.

- To offer insights into the culture and society of countries and communities where German is spoken.
- To develop awareness of the nature of language and language learning.
- To encourage positive attitudes towards speakers of other languages and a sympathetic approach to other cultures.
- To provide enjoyment and intellectual stimulation.
- To develop transferrable skills to complement other areas of the curriculum.
- To form a sound base of the skills, language and attitudes required for progression to work or further study, either in German or in another subject area.

Learning Outcomes & Skills:

Contexts

- Everyday activities
- Personal and social life
- The world around us
- The world of work
- The international world

Skills

- The acquisition of vocabulary and the study of grammar and structures.
- Reading/listening to and understanding a variety of written and spoken texts on familiar topic, demonstrating an understanding of ideas, opinions and attitudes.
- Selecting and extracting relevant details.
- Deducing the meaning of unknown words from context.
- Writing in German on familiar everyday topics.
- Speaking in German, taking part in everyday conversations.

First Aid Club (Nurses) - Years 9-10

First Aid Club is led by our experienced and enthusiastic school nurses who will teach you what to do when an unexpected situation arises. Through hands-on training and activities, you'll pick up important first aid skills that can make a real difference when someone needs help. In this club, you'll work with others and practise what to do during emergencies. You'll also find out about ways to keep yourself and others safe and healthy. Along with practical knowledge, you'll get better at making quick choices when things happen fast. You'll also help others understand why first aid is so important. Come learn useful life-saving skills and become a leader who's ready to step up when people need a hand.

Junior Choir (Mr Gleeson) - Years 1-6

Junior Choir welcomes all pupils in the Prep School to enjoy the creative process of rehearsing and performing choral repertoire from a variety of musical genres in preparation for assemblies', concerts, and events. No audition needed.

Chess Intermediate and Advanced (Mrs Mawson) - Years 3-10

The Brighton College Vietnam Chess Club is an intellectually stimulating and strategically engaging cocurricular activity. This club is designed to enhance critical thinking, problem-solving skills, and concentration. With a maximum of 14 pupils per session, the club provides a focused environment for pupils to delve into the exciting world of chess. The main objectives of the club are:

1. Mastering Chess Strategies and Enhancing Concentration and Focus.

Through interactive gameplay and guided lessons, pupils will learn or improve upon the fundamental rules of chess, as well as various strategies and tactics. They will explore opening moves, middle-game manoeuvres, and endgame techniques. Pupils will analyse different scenarios, evaluate options, and make informed decisions – skills that are transferable across subjects. The club will emphasise the importance of concentration and focus in the game of chess.

2. Promoting Good Sporting Conduct and Respect.

Through friendly competitions and collaborative discussions, pupils will learn how to compete with kindness and respect for their opponents. They will learn to appreciate the value of a fair game, win or lose. Discussions on the history and global significance of chess will also foster cultural awareness and understanding. Throughout the sessions, pupils will engage in hands-on chess gameplay, problem-solving, and discussions. These activities will foster critical thinking, cultural awareness, and social skills. By the end of the club, pupils will have developed a solid foundation in chess, honed their concentration skills, and gained valuable insights into respectful competition and global perspectives.



TUESDAY

Board Games Club (Mrs Pringle) - Years 1-2

Board games will help your child to practice turn taking, language skills and hand-eye coordination. It will also help your child with their critical thinking skills and attention span. We have a great range of board games that are fun and challenging. Games include: The code cracking game 'Mastermind,' chess, Pokémon Monopoly, bingo, guessing games, strategy games and more. This club is great for making friends with like-minded interests. As your child progresses they will be able to recognise patterns and improve their socialising skills.

Cooking Club (Ms Brosnan) - Years 1-2

Unleash the flavors of learning with our exciting Cooking CCA. Designed to tantalise taste buds and stimulate your child's mind, this culinary journey offers a blend of hands-on cooking experiences and seamless integration with various academic subjects.

Embark on a journey where the art of cooking converges with core educational goals. Our Cooking CCA class aims to achieve the following objectives:

- Culinary Creativity: Encourage pupils to explore their culinary creativity, fostering a sense of experimentation and innovation in the kitchen.
- Healthy Eating: Teach the importance of nutrition and balanced eating, inspiring pupils to make informed food choices for a healthier lifestyle.
- Team Collaboration: Promote teamwork and communication as pupils collaborate in the kitchen, enhancing their interpersonal skills.
- Math & Science Integration: Introduce practical applications of mathematics and science language such as measurements and ratios.
- Cultural Awareness: Explore diverse cuisines, fostering cultural appreciation and global awareness through culinary exploration.
- Language Skills: Develop reading, writing, and verbal communication skills through recipe interpretation and food presentations.

Across the course of the CCA, pupils will develop the necessary skills to confidently engage in basic cooking and baking activities. They will learn how to correctly and safely handle equipment, when to use various baking techniques such as mixing, folding, rolling and how to use the act of estimation to increase their ability to independently create their own recipes.



Fun Movement (Mr Ocenar) - Years 1-2

This is an exciting and engaging learning journey designed to develop essential motor skills and ball-handling abilities in young children. Geared towards pupils in Year 1 and Year 2, this class focuses on fostering physical coordination, teamwork, and confidence through a variety of enjoyable activities and games. Pupils will embark on a series of carefully designed activities to enhance their fine and gross motor skills. These activities will include exercises that promote balance, flexibility, spatial awareness, and body coordination.

The class encourages pupils to engage in group-based activities that emphasize teamwork, cooperation, and communication. By working together in various games, they will learn important social skills and the value of collaboration.

The class is structured to be enjoyable and stimulating for young learners. Incorporating games, obstacle courses, and creative activities, pupils will learn while having fun, making the learning process memorable and exciting. This CCA can assist pupils in developing competence in a broad range of physical activities.



Dance (Ms Rogers) - Years 1-4

Contemporary dance is a style of expressive dance that developed as an alternative to stricter stylings of classical ballet. It combines elements of several dance genres including modern, jazz, lyrical, ballet and more. Dancing is a wonderful opportunity for children to express themselves and think in alternative, creative ways.

The pupils will develop their skills of co-operation, working both in pairs and small groups to create routines. Warm up activities will include fun games, such as musical statues and dancing to 'Just Dance' videos. Progression through the term will be evident in the pupils' development of music knowledge, rhythm and smooth transitions. We hope the pupils will perform to their peers and carers at the end of term. This CCA builds on the Sports curriculum (coordination, balance, agility, flexibility, strength), whilst introducing a creative and musical approach.

Movie and Make (Ms Bowen) - Years 3-6

In Movie and Make, we will explore and experiment with a range of drawing materials and techniques through film. We will begin by watching a short film or part of a film followed by a drawing activity. It isn't about being the best at art, it is about doing something they enjoy, and learning new skills with their friends! It is designed to open the pupils' eyes to fresh possibilities in drawing through fun but challenging sessions in a supportive and sharing environment. Pupils are encouraged to be bold, be confident and be flexible! As we move through the term pupils will grow more confident in not only their drawing skills but also their ability to follow directions.

Pet Care Club (Mrs Mawson) - Years 3-6

The Brighton College Vietnam Pet Care Club is a captivating and educational co-curricular activity designed for pupils in Years 3 to 6. The club aims to foster a sense of responsibility, empathy, and understanding among young learners towards animals. The main objectives of the club are:

1. Caring for Pets

Through hands-on experiences and engaging discussions, pupils will develop an understanding of the fundamental needs of different pets. They will explore topics such as proper nutrition, regular exercise, grooming, and healthcare. These discussions will encourage pupils to talk about thoughts and ideas, enhancing their oral communication skills. Pupils will document their learning in journals, practising their writing skills and building their ability to structure sentences and paragraphs coherently. They may write persuasive texts to help pets get adopted or fundraise for care.

2. Adoption over Buying

The club will emphasise the importance of adopting pets from shelters and rescue centres rather than purchasing from pet stores or breeders. Through debates, persuasive writing exercises, and presentations, pupils will develop their speaking and listening skills, along with honing their ability to express opinions and construct arguments.

3. Supporting Stray Animals in Vietnam

Pupils will investigate the challenges faced by stray and abandoned animals in Vietnam. They will brainstorm creative ways to raise awareness and offer support, developing empathy and social awareness. Pupils will read articles, stories, and reports related to animal welfare. This will enhance their critical reading skills, allowing them to extract information, infer meaning and analyse perspectives from different sources.

Throughout the club's sessions, pupils will engage in discussions, group activities, role-playing, and reflective writing. These activities will promote critical thinking, collaboration, empathy and effective communication. By the end of the club, pupils will have a deeper understanding of pet care, adoption and animal welfare issues. This club may run one term only, but it is hoped that it will grow as the pupils' understanding and the message and mission of the club is spread throughout the School.



Brighton College Vietnam, Philharmonic Orchestra (Mr Gleeson) - Years 3-10

BCVN Philharmonic Orchestra welcomes pupils who have been learning an orchestral instrument for more than one year and can read rudimentary notation. This ensemble is suitable for Beginner to Intermediate musicians who play any of the following instruments: Strings (Violin, Viola, Cello, Double Bass), Woodwind (Flute, Clarinet, Oboe, Bassoon, Saxophone), Brass (Trumpet, French Horn, Trombone, Tuba), Tuned/Untuned Percussion. As this is a musically progressive ensemble, it is recommended that pupils commit to weekly rehearsals for the duration of the academic year to ensure a high-quality musical experience in preparation for performances.

Crochet (Ms Huong) - Years 5-8

Crochet Club is a place where you'll learn the art of creating beautiful and useful items using yarn and a hook. In our club, you'll get hands-on experience with different crochet techniques, from basic stitches to more intricate patterns. You'll have the opportunity to express your creativity and develop fine motor skills as you work on various projects. Further benefits of crochet include fostering patience and focus, and experiencing the satisfaction of completing handmade creations. Join us to relax, learn, and connect with others who share a love for crafting and the joy of making something special with your own two hands.

Essential Drawing Skills (Mr Cooper) - Years 5-8

Objective: to explore a variety of materials to develop skills when working in Three-Dimensions. Progress through the term: working through a variety of materials from paper mâché, card, plaster and ceramics.

Links to the curriculum: development of useful key skill in all Key Stages. This will be a particularly valuable skill for anyone with an interest in designs.



Badminton (Mr Whitehead) - Years 3-6

Badminton is an excellent activity for those seeking a perfect mix of sports, fun, and exercise. It is one of the few sports that everyone can play at their own pace and at a time and place of their choosing. It is one of the most popular sports worldwide with many devoted players.

Pupils will learn basic strokes and get to incorporate them in a fun game situation. They will be able to play in competitions within the CCA and will be able to develop key sporting skills in an enjoyable way. Progression through the term will see pupils become confident with their strokes, with the scoring system and how to reflect on areas for development.

This CCA builds on key aspects of the sports curriculum as well as building on the Health Related Fitness Curriculum.

Football (Mr Terris) - Years 3-6

Our Co-Curricular Football Programme is designed to provide a dynamic and engaging learning experience for up to 18 Key Stage 2 pupils, focusing on the development of both football skills and important life skills. The programme is carefully aligned with the National Curriculum, ensuring that pupils not only excel in football but also achieve valuable educational outcomes. Through a structured coaching programme, pupils will not only enhance their football abilities but also cultivate teamwork, leadership, and physical fitness.

Learning Objectives:

- 1. Physical Fitness and Well-being:
 - Develop cardiovascular fitness, muscular strength and endurance through weekly football training sessions.
- 2. Football Skills and Techniques:
- Develop fundamental football skills such as dribbling, passing, shooting and defending.
- Enhance decision-making abilities by learning to assess game situations and make effective choices on and off the ball.
- 3. Teamwork and Collaboration:
 - Foster effective communication skills on the field, emphasising the importance of clear instructions and listening to teammates.
 - Develop an understanding of different roles within a team and how each contributes to overall success.
- 4. Leadership and Personal Development:
 - Develop resilience and perseverance through facing challenges, setbacks and adapting to changing game scenarios.

As pupils progress, they will go from learning basic football skills and teamwork concepts to more in-depth understanding of tactics, decision making and sportsmanship. Our co-curricular football programme offers a holistic learning experience that not only nurtures individual football abilities but also prepares pupils for lifelong physical activity, teamwork, and personal growth. Through engaging activities and targeted coaching, pupils will thrive both on and off the football field.

Golf* - Years 5-8

Our pupils will be accompanied by a member of staff to The Els Performance Golf Academy located in nearby Ecopark where they will be taught by one of their golf professionals. Pupils will follow the U.S. Kids Golf Player Pathway which mixes both child-friendly instruction and play on the course. By combining these two elements in a structured curriculum, children learn and have fun at the same time. The Player Pathway has benchmarks in five areas: Putting, Around the Green, Full Swing, Knowledge, and Scoring. Progress is measurable and recordable.

Each level has the following components:

- Forms and skills
- Rules, etiquette, and sportsmanship
- Tests for reinforcement
- Scoring ability test

Links to the curriculum: links to the sport curriculum, hand-eye coordination and development and HEALTH. Please note pupils can either be collected from the Academy or back at BCVN.

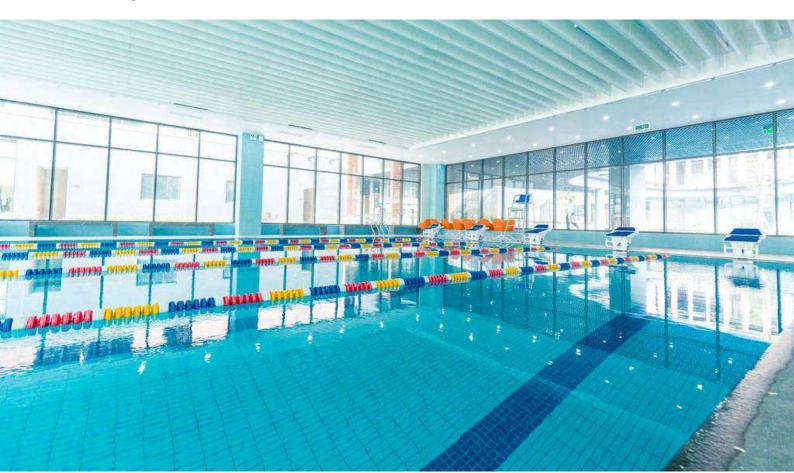
Beginners Swimming (Ms Hasim) - Years 7-10

This CCA develops swimming technique, water safety and involves fun water-based games.

Swimming is a popular sport around the world, whether that is recreational, to compete or to stay physically fit. is an essential life skill for everyone to have. benefits an individual's physical and mental health, as well as teaching them water safety in and around the water.

Pupils will develop their confidence and competency in and around water with the aim of being able to complete the full length of the pool (25m) and have a sound knowledge of water safety.

Pupils will progress through a range of tasks, which will develop their competence in key stroke techniques (e.g. front crawl and breaststroke), allowing them to stay afloat, as well as beneath the surface of the water. This CCA will include opportunities to develop understanding of water safety and the opportunity to play water-based games.



Boys' Football (Mr Armstrong) - Years 7-10

Our Boys' Football Programme is carefully aligned with the National Curriculum, ensuring that pupils not only excel in football but also achieve valuable educational outcomes. Through a structured coaching programme, pupils will not only enhance their football abilities but also cultivate teamwork, leadership, and physical fitness.

Learning Objectives:

- 1. Physical Fitness and Well-being:
 - Develop cardiovascular fitness, muscular strength and endurance through weekly football training sessions.
- 2. Football Skills and Techniques:
 - Develop fundamental football skills such as dribbling, passing, shooting and defending.
- Enhance decision-making abilities by learning to assess game situations and make effective choices on and off the ball.
- 3. Teamwork and Collaboration:
- Foster effective communication skills on the field, emphasising the importance of clear instructions and listening to teammates.
- Develop an understanding of different roles within a team and how each contributes to overall success.
- 4. Leadership and Personal Development:
- Develop resilience and perseverance through facing challenges, setbacks and adapting to changing game scenarios.



Volleyball (Mr. Ocenar) - Years 7-10

Volleyball is a CCA that aims to create a FUN learning environment for boys and girls of differing abilities to participate in the sport. This CCA strives to develop pupils into reflective players and helps each pupil to develop a growth mindset in game and off game. We aim to create an atmosphere of togetherness as pupils overcome various challenges and difficulties as a team. During the term we will hold an in-house team competition.

Reading Rocks (Ms Hang and Ms Phuong) - Years 7-9

In this club we will be reading a selection of Award-winning novels. Then we will be exploring questions such as: What makes this book worthy of an Award? What criteria did the Award committee use? Do we agree with their decision?

Objective: to read a broad selection of significant novels.

Progress through the term: we will be developing our critical thinking, discussion and reading skills.

This CCA has strong links to the English curriculum, developing the pupils' love of reading.



Etiquette (Mr Matthew) - Years 7-10

Etiquette is the knowing how you should behave in society and all social and human interactions. Etiquette is not complicated but it is important. It allows individuals to interact with each other in a respectful, considerate and appropriate manner. At BCVN it is linked to our core value of kindness in guiding how we behave towards each other.

In this CCA you will learn the crucial skills of how to:

- · Behave and react in a variety of social and professional settings
- Manage your time to respect the time and commitments of others
- Greet and address people and ensure that you always display good manners and appropriate social interactions
- Practice good table manners and be prepared and comfortable in any social situation
- Dress appropriately for any social occasion
- Engage in conversation and listen appropriately
- Avoid misusing technology and offending others by doing so

The outcomes of this course are closely linked to the skills expected by employers and professionals. You should gain a clear understanding of the 'dos and don'ts' of behaviour, your social and emotional intelligence will be enhanced and you will be equipped to thrive in a variety of settings, both social and professional.

Coding (Mr T. Taylor) - Years 7-10

Coding club offers pupils the opportunity to go beyond what the computer science curriculum provides, by delving into new languages and technologies. A guided course in these technologies will be provided, but pupils will also have a say in what is taught. This will allow them to explore the digital world at their own pace and provide them with relevant experience in whatever pathways interest them the most. Coding Club is not just about learning to code; it's about unleashing your potential to shape the digital world. Whether you're a coding prodigy or just beginning your journey, our club offers an inclusive and challenging environment where you can thrive, innovate, and embrace the boundless opportunities of technology.

The following learning objectives outline the educational goals for pupils in the CodeCrafters Coding Club, designed to guide Key Stage 3 and Key Stage 4 pupils on a journey of advanced coding exploration and skill development:

- 1. Advanced Coding Proficiency:
 - Develop a deeper understanding of coding languages, syntax, and logic.
 - Gain proficiency in coding concepts relevant to web development, app creation, game design, and more.
- 2. Problem-Solving Mastery:
 - Cultivate advanced problem-solving skills by tackling complex coding challenges and puzzles.
 - Learn to break down intricate problems into manageable components and devise systematic solutions.
- 3. Algorithmic Thinking:
 - Understand and apply complex algorithms to optimize code efficiency and performance.
 - Explore various algorithmic strategies and analyze their impact on code execution.
- 4. Software Architecture and Design:
 - Learn the principles of software architecture and design patterns.
 - Apply architectural concepts to create scalable, maintainable, and modular code structures.

The activities provided in the Robotics Club will build upon the KS3 & 4 curriculum by providing pupils with the opportunity to implement and further their coding and problem-solving skills. Problem solving skills are also found in each key stage of the English National Curriculum. According to the NC pupils are also expected to learn two or more programming languages, an aim easily achieved in this club alone.

Crazy Science (Mr Mawson) - Years 7-10

Crazy Science is a CCA that embodies Brighton College's core values of Curiosity, Confidence, and Kindness. Pupils explore practical chemistry, fostering curiosity and expanding their scientific understanding. Through hands-on experiments, they gain confidence in their abilities, asking questions and presenting findings. The club cultivates a collaborative and supportive environment, where older pupils mentor younger peers, fostering empathy and friendship. Join Crazy Science to unlock the secrets of the world while forging lasting connections and unleashing your scientific potential.

Film Makers (Mr Rushton) - Years 7-10

Film Makers Club is a dynamic and inspiring haven for secondary school pupils passionate about the art of filmmaking. Join us to explore the world of storytelling, cinematography, and production, as we dive into the exciting realm of filmmaking and visual storytelling.

Progression

As you journey through the Film Makers Club, you'll embark on a structured path of growth, gradually building your skills and knowledge:

- 1. Foundation Level: Delve into the basics of storytelling and cinematography. Learn about camera angles, shot composition, and script development. Collaborate with fellow members on mini-projects to apply your newfound knowledge.
- 2. Intermediate Level: Develop your technical proficiency by mastering camera operation, lighting techniques, and post-production editing. Work on short films with defined roles, such as director, cinematographer, editor, and sound designer.
- 3. Advanced Level: Hone your creative vision and leadership skills as you take on more complex projects. Experiment with different genres and styles, and take on leadership roles for larger-scale productions. Receive mentorship from experienced filmmakers.
- 4. Portfolio Development: Showcase your growth by curating a comprehensive portfolio of your best works. Gain insights into effective presentation and storytelling, preparing you for future opportunities in the film industry or higher education.
- 5. Industry Insights: Engage with guest speakers from the film industry, attend workshops, and visit local studios to gain a deeper understanding of the professional filmmaking landscape. Network with industry professionals and gain valuable insights into potential career paths.

By joining the Film Makers Club, you'll not only cultivate your passion for filmmaking but also experience a clear progression of skills and knowledge. Whether you aspire to be a director, cinematographer, editor, or screenwriter, our club provides the platform for you to evolve into a confident and skilled filmmaker ready to make your mark on the cinematic world.

Pupil Newspaper (Ms Odell) - Years 7-10

Joining BCVN's Pupil Newspaper will give pupils the opportunity to develop their writing skills across a variety of different forms be it investigative, reflective, opinion-based or creative. Pupils will work collaboratively to produce a termly newspaper reporting on events happening around the world and across our school; reviewing new releases in the art, music and media world; crafting investigative pieces linked to the wonderful work going on across our curriculum; tracking the performance of our sporting teams and offering up creative pieces to share with the wider community.

Progression through the term will see pupils have the opportunity to work in a variety of teams to produce a number of written pieces for the school's first ever edition of our newspaper.

This CCA builds on the important work the school is doing with regard to writing across the curriculum. It complements the curriculum in its entirety, encouraging pupils to reflect upon what they are learning across the school, whilst also practicing their writing for a variety of different purposes.

Medical Society (Mr Vimpany) - Years 9-10

The Medical Society club is for those curious about the fascinating world of medicine and healthcare. This club offers a unique peek into various aspects of medicine, from first-aid basics to the complexities of anatomy and pathology.

Pupils will learn through interactive sessions and quizzes, starting with human physiology and progressing to more intricate areas like animal physiology, immunology and pharmacology. The club will supplement the school's biology curriculum and enhance understanding of health and disease prevention.

Regular guest talks from healthcare professionals will provide real-world insights, preparing members not just for a potential career in healthcare, but also equipping them with essential life skills. Pupils will have the opportunity to design and conduct their own projects throughout the academic year and will be expected to present on topics of their interest.

The Medical Society aims to spark interest, deepen knowledge, and foster a community of compassionate future health professionals.



WEDNESDAY

Funky Fingers - Fine Motor Skills (Ms Brosnan) - Years 1-2

Children develop strategies to support them finding a 'calm space' through creative activities, breathing techniques and reflection time.

Welcome to Funky Fingers, a hands on, fun and engaging club which aims to help your child develop their all-important fine motor skills. The development of these skills will in turn help with your child's handwriting skills as well as the development of language skills through the use of songs and rhymes.

The objectives of Funky Fingers include:

- Fine Motor Refinement: Enhance fine motor skills, promoting hand-eye coordination, finger strength, and control.
- Patience & Perseverance: Cultivate patience and perseverance as pupils work meticulously to complete delicate tasks.
- Academic Alignment: Integrate fine motor activities with academic subjects, enhancing learning across the board.
- Confidence Boost: Boost self-confidence as pupils master complex tasks, boosting their overall self-esteem.

Throughout the course of the term, pupils will be guided through various fine motor warm-ups and exercises through rhymes, stories, and songs. Pupils will be supported and guided through various hands-on activities each week to build up their finger muscle strength.

Multi-Sport (Mr Siores) - Years 1-3

In this exciting Multi-Sport CCA, the pupils will work on basic core physical skills requiring physical strength, flexibility, agility, coordination and balance. We will start off every session with a different warm-up. This could be a sports activity such as balancing, running, jumping, pulling, rolling, and weaving around with the equipment in the sports hall. We will include running and competition games such as football and basketball, as well as dance and movements with music. At the end of each session, the children can share their learning outcomes and what they liked best. The most important thing is, that the children are enjoying the afternoon and have fun together.

Card Games (Mrs Dall'Oglio) - Years 1-4

Card games are so much fun but also fantastic for developing a whole variety of valuable skills and knowledge. Develop your logical and critical thinking, boost your memory skills, work collaboratively and enhance your communicative ability through a games-based approach. Throughout the term we will have the opportunity to learn new games and also teach each other our favourite games, from traditional card games to Top Trumps and Uno. Use your problem-solving skills, team work and concentration while having fun with friends.



Coding (Mr T. Taylor) - Years 1-4

Are you ready to embark on an exciting journey into the world of technology and creativity? Look no further than BCVN's Coding Club, where young minds in years 1 - 4 come together to explore the magic of coding in a fun and engaging environment. At Coding Club, every pupil will have the opportunity to develop crucial digital skills in a playful and supportive atmosphere. Our coding club is designed to introduce children to the fundamentals of coding, foster their problem-solving abilities and ignite their passion for technology.

The following learning objectives are designed to guide children aged 5 to 11 through a comprehensive and enriching coding experience in an after-school club:

- 1. Introduction to Coding Basics:
 - Understand what coding is and its relevance in the modern world.
 - Learn fundamental coding concepts like sequences, loops, and conditionals.
- 2. Digital Creativity:
 - Foster creativity by using code to bring stories, animations, and digital artwork to life.
 - Experiment with different colours, shapes, and visual effects to express ideas.
- 3. Problem-Solving Skills:
 - Develop critical thinking skills by breaking down problems into smaller steps and solving them systematically using code.
 - Learn to identify and fix errors in code through trial and error.
- 4. Logical Thinking:
 - Strengthen logical reasoning by understanding how code executes step by step.
 - Explore cause-and-effect relationships in coding and how choices impact outcomes.
- 5. Collaboration and Communication:
 - Learn the importance of working in teams and sharing ideas.
 - Practice explaining code and projects to peers, fostering clear communication skills.

The activities provided in the Coding Club will build upon the KS1 & 2 curriculum by providing pupils with the opportunity to implement digital skills learnt in the classroom. Problem solving skills are also found in each key stage of the British National Curriculum. Digital design and understanding algorithms is found in the English National Curriculum for KS1 & 2.



Golf* - Years 1-4

Our pupils will be accompanied by a member of staff to The Els Performance Golf Academy located in nearby Ecopark where they will be taught by one of their golf professionals. Pupils will follow the U.S. Kids Golf Player Pathway which mixes both child-friendly instruction and play on the course. By combining these two elements in a structured curriculum, children learn and have fun at the same time. The Player Pathway has benchmarks in five areas: Putting, Around the Green, Full Swing, Knowledge, and Scoring. Progress is measurable and recordable.

Each level has the following components:

- Forms and skills
- Rules, etiquette, and sportsmanship
- Tests for reinforcement
- Scoring ability test

Links to the curriculum: links to the sport curriculum, hand-eye coordination and development and HEALTH.

Please note pupils can either be collected from the Academy or back at BCVN.

Basketball (Mr Ocenar) - Years 3-6

Basketball, created in the USA by Dr James Naismith in 1891, is a team sport with the main objective of scoring points by placing the ball inside the basket while also preventing the opposing team from doing the same. Over the years, basketball has evolved into one of the most popular sports worldwide.

Pupils will acquire fundamental basketball skills and develop the confidence to apply these abilities in actual games. Pupils will also gain an understanding of basic offensive and defensive concepts, better equipping them for competitive games.

During the initial weeks, the primary focus will be on developing fundamental basketball skills, including dribbling, passing, shooting and moving without the ball. We will introduce small-sided games to enhance decision-making abilities. As the programme progresses, we will enhance these skills, enabling pupils to apply what they have learned in actual game situations.

Furthermore, we plan to familiarise the pupils with a variety of offensive and defensive concepts, providing insight into structured gameplay. This holistic approach ensures that pupils not only acquire skills but also gain an understanding of how to effectively score and defend against opponents.

This co-curricular activity can assist pupils in participating in competitive sports and various activities. It also aids in the enhancement of their understanding of tactics for both offensive and defensive strategies.

Tennis (Mr West) - Years 3-6

Tennis is a fantastic sport for all ages. It develops physical fitness and coordination, teamwork skills, leadership and independence. Tennis is great for building confidence and a healthy lifestyle. Progression through term: Pupils will develop their Grip techniques, positioning and stance, serving strategies and shot placement.

Links to the curriculum:

- To develop confidence in a broad range of physical activities
- To be curious in how to improve and develop skills and abilities
- To learn how to compete in a kind way
- To lead active, healthy lives

Reading Rocks (Ms Hang and Ms Phuong) - Years 3-6

In this club we will be reading a selection of Award-winning novels. Then we will be exploring questions such as: What makes this book worthy of an Award? What criteria did the Award committee use? Do we agree with their decision?

Objective: to read a broad selection of significant novels.

Progress through the term: we will be developing our critical thinking, discussion and reading skills. This CCA has strong links to the English curriculum, developing the pupils' love of reading.

Junior Debating Club (Ms Culligan-Hughes) - Years 3-6

A perfect option for pupils who love to 'argue', or who aspire to be lawyers, CEOs or world leaders, Junior Debating Club gives young pupils of all abilities a chance to develop their oracy and communication skills and develop their confidence when public speaking.

Members of the Junior Debating Club will work with Ms Culligan-Hughes on a weekly basis to learn the basic skills of researching, writing an argument, debating different sides and the art of persuasion. Progression will be measured through the term as pupils participate in regular 'mini' debates. These will be on a range of issues from fun, engaging and age-appropriate topics to issues of local or national importance. This will culminate in a 'public debate' at the end of term when family members are invited into school to watch their children debate.

This CCA builds on the Drama and English curriculum and is also critical for success in Enterprise later in the secondary school.



Junior Rockstar (Mr Son) - Years 3-6

Unleash your talent and join in the music journey!

Are you ready to ignite your passion for music and experience the thrill of being in a rock band? Join our exciting and fantastic rock band CCA, where you'll dive into the world of music, collaboration, and performance. Whether you're a musician or a beginner, this is your chance to shine on stage and take your music to the next level.

In this CCA, pupils will learn how to play an instrument and to collaborate with other people to play in a band. They will also learn how to use their musical technique to start crafting original music and gain confidence to perform on stage.

Throughout the term, pupils will learn about the formation of bands based on their skills and interests. After forming their bands, they will work together on a cover song to get to know each other better and build the band chemistry. Included in the CCA will be workshops on stage presence, audience engagement, and overcoming stage fright. This CCA builds on the music curriculum and helps pupils with confidence, teamwork, creativity and risk-taking.

(Pupils must know how to play one of the following instruments: drum, electric guitar, bass, keyboard or singing.)



Vietnamese Culture Club - Years 5-10

The Vietnamese Culture Club will promote pupils' love and understanding of nature, population, economic activities, historical events and the culture of Vietnam nation. The curriculum offers an exciting cultural exploration through hands-on food, music, stories, films, expeditions and more. Come and feel the taste of Vietnam through each lesson!

Learning objectives:

- Helping pupils explore the natural and social world around them to foster national pride, a love of nature, homeland and country.
- Raising awareness of protecting nature, preserving and developing Vietnamese cultural values.
- Respecting cultural differences between countries and peoples, thereby contributing to the formation and development of patriotic, compassionate, hardworking, honest and responsible qualities.
- Forming and developing common competencies: autonomy and self-study, communication and cooperation, problem solving and creativity.
- The assessment of learning outcomes will be recorded through termly assessment, between teacher assessment and pupil self-assessment.

Links to the curriculum: National History and Geography in Vietnam.

Enterprise (Mr Whitehead) - Years 5-8

Enterprise activities provide young people with the skills, competencies and mindset to make the most of everyday opportunities and challenges. Being enterprising is something which can be applied to all aspects of life and work – identifying and initiating opportunities as well as adapting responses to situations. By choosing this CCA, pupils can develop key entrepreneurial skills such as: working with others, public speaking and presentation, taking leadership roles, working on costs and pricing and devising promotional campaign.

Progression through the term will see pupils gain confidence in using business and economic key terms, develop their financial literacy, practice public speaking skills and those of teamwork and resilience in the face of challenges. They will also have lots of fun, particularly as the CCA gives them lots of opportunity to unleash their creative talent.

This CCA builds on what is taught in Entrepreneurship as part of the Super Curriculum and ties in with content covered in Business and Enterprise in Year 9 and IGCSE Business in Year 10.

Triathlon (Mrs Clarke) - Years 5-8

Triathlon debuted in the Sydney Olympics in 2000 and has grown in popularity ever since. The sport, which combines swimming, biking and running, appeals to many young people who enjoy the range of skills needed without the focus on a single sport and variety of training required.

Pupils will learn how to compete in the combined event (swim/ bike/ run) and be prepared for competitive events.

Progression through the term will be measured by taking baseline tests in each discipline at the beginning and at regular intervals over different distances. In the first few weeks we will focus on each discipline separately before combining in pairs (aquathlon/ duathlon) then moving towards the full triathlon event. Pupils will also learn how to improve their transitions between disciplines. Practice events will prepare pupils for competitions. This CCA builds on the sports curriculum (swimming and running) and introduces the additional sport of cycling. It also complements the Health Related Fitness curriculum.

Pupils must be able to swim 50m without stopping and have their own bike.

HEALTH (Mrs Pinchess) - Years 7-9

This is a hands-on, fun club for pupils with any level of previous experience. We will be learning some new skills and utilising our interest in food and cookery. Pupils will share ideas and food experiences to create our plans for the term ahead to go on a culinary adventure involving global foods and recipes. We will taste and evaluate new ingredients We will create our own cookery books and build up a collection of recipes as we proceed throughout the year.

Learning Objectives:

- To develop cookery skills using basic kitchen equipment e.g. cutting, grating, sieving etc.
- To taste and try new and interesting foods, vegetables and fruits.
- To learn safety expectations and life skills.
- To evaluate and reflect on our food technology.
- To follow recipes to create international dishes from cupcakes to summer rolls.
- To design and develop personal a recipe book to keep.
- To build skills and experiences in order to plan a simple menu.
- To work individually and as a team within our super HEALTH classroom.

Progress through the term will involve pupils on their own journey of experience whether they are a novice or an experienced cook. They will be given many opportunities to expand their tastes and enhance their culinary skills.

Curriculum links to HEALTH, RSHE



Beginners German (Mr Morris) - Years 7-9

In this programme, pupils will embark on a captivating journey into the fascinating world of Deutsch, immersing themselves in a vibrant culture and acquiring vital language skills. Through a series of engaging weekly activities, pupils will delve into the unique traditions and customs that define German culture, all while mastering fundamental language skills such as pronunciation, vocabulary, and grammar, enabling them to communicate effectively in real-life situations. It's important to remember that learning a language is more than just memorising new words; it's a transformative experience that allows individuals to adopt a new identity and fully embrace a new way of thinking and expressing themselves.



Beginners Vietnamese (Ms Thuy Trang) - Years 7-10

"Xin chảo!" - This can be the most common Vietnamese word that you have heard, seen, and used since you first arrived here, in Vietnam. Yet living in this beautiful country is more than just greetings. Come and join us in The Beginners Vietnamese available for non-Vietnamese speakers from Year 7 up to Year 10 to explore more about Vietnam and Vietnamese!

The CCA aims to get our pupils familiar with not only Vietnamese language, but also Vietnamese culture and people. We hope to equip learners with a complete of Vietnamese phonetics, basic sentence structure and daily vocabulary uses. This CCA is also designed to instruct learners in the use of other language skills: listening, reading, speaking, and writing at the beginner level.

Progression through the term will be measured by weekly spelling checks, coming along with verbal and non-verbal assessments at the end of the term. This CCA builds on the Vietnamese curriculum specialised for our pupils at Brighton College Vietnam.

Please note pupils must commit to both lessons and homework in order to complete the whole course.

Kayaking* (Mr Terris) - Years 7-10

Pupils will be supervised by a member of BCVN staff and taken to the lake at Ocean Park where tuition will take place. Beyond learning paddling skills, participants will be developing their teamwork, eco-consciousness and adaptability. With a strong focus on staying fit, being mentally agile, and growing as an individual, the kayaking programme aligns with our values of personal growth and well-rounded learning. Pupils will learn the basics of moving in a straight line, turning and stopping and the inevitable capsize drill! We want pupils to nurturing a love of the outdoors while gaining a deeper understanding of water safety skills. Kayaking links strongly to the sports curriculum. Please note pupils must be able to swim 25m in order to participate. All safety equipment will be provided. Pupil will be advised on what they need to wear and bring to sessions.

Strength & Conditioning (Mr Armstrong) - Years 7-10

This CCA will allow pupils to become familiar with the equipment in our state-of-the-art gym. Fun and engaging activities will be at the forefront of this CCA. Pupils will work on various component of fitness including strength, speed and cardiovascular endurance. Pupils will have the opportunity to gain an understanding on various types of training as well as knowledge on nutrition.

Tag Rugby (Ms Hassim) - Years 7-10

Rugby (touch, tag and contact) is a sport that is growing with popularity in Southeast Asian countries. Rugby is a sport involving precise technical skill, physicality and tactical understanding. Touch and tag rugby involves games with players of either 5,6 or 7 per side, depending on the game.

Touch / Tag Rugby will involve the development of key rugby skills (passing, evading, tagging) through participating in engaging drills and small-sided games.

Progression throughout the term will be measured by the ability to play a game of touch / tag rugby following key rules and regulations and performing key skills required to be successful. This links to the PE and sports curriculum through the development of tactical understanding and working within a team.



Drama and Theatre Club (Mr Rushton) - Years 7-10

Drama and Theatre Club is a dynamic platform where young performers explore the captivating realms of drama, storytelling, and theatrical arts. Our club's curriculum seamlessly integrates foundational acting techniques, while venturing into the world of classical playwrights like Shakespeare and Greek theatre. Delve into physical theatre and master the art of non-verbal expression, cultivating versatile skills. Progression: Embark on a structured path from foundational acting to exploring iconic styles, culminating in live performances. Develop confidence, communication prowess, critical thinking, empathy and leadership through engaging exercises and collaborative projects.

Join us on this transformative journey, nurturing your artistic passions while acquiring lifelong skills. Unleash your creativity, take the stage, and become part of a vibrant community that celebrates the magic of the performing arts.

Photography (Mr Cooper) - Years 7-10

Objective: Developing skills in all aspects of Photography Progress through the term: Explore and range of skill from the basics of using a camera, lighting, exposure, composition and developing their own aesthetic.

Links to the the curriculum: Key skill in all Key stages recording own ideas.

Prototyping Habitats DT Club (Mr S. Taylor) - Years 7-10

NASA is developing the capabilities needed to send humans to an asteroid by 2025 and Mars in the 2030s. NASA aims to install and remotely 3D print habitats which can support human life. Pupils will learn about the planet and how to consider its harsh environmental factors, culminating in a 'concept' shelter of their very own. This activity will appeal to pupils interested in science and the role of design.

Objectives: Pupils will learn how to conceptualise design ideas for future environments, cultures and habitats. Progression will be measured throughout the term. Key learning and or design outcomes will be assessed, and feedback provided. This will culminate in a final conceptualised 3D rendering and hand prototyped outcome. Curriculum Links: This CCA prepares pupils for future learning associated with the D&T curriculum. Pupils will develop designs, generate creative ideas and communicate final concepts in both 3D CAD and handmade prototypes.

Senior Choir (Mr Gleeson) - Years 7-10

Senior Choir welcomes all pupils in the senior school to enjoy the creative process of rehearsing and performing great choral repertoire from a variety of musical genres in preparation for assemblies, concerts, and events. No audition needed.



Model United Nations (Mr Green and Ms Odell) - Years 7-10

The Model United Nations is an academic simulation rooted in the procedures of the United Nations to find solutions for real-world problems. Not only will participation in MUN help your child to develop their knowledge of the world in which we live, with a focus on current events, international relations and diplomacy, but it will also give your child a space to develop their research skills, critical thinking and public speaking.

In role as a diplomat, your children will actively take part in lively debates each week exploring a range of real-world problems.

Progression through the term will see pupils attend MUN conferences alongside other schools to debate these issues across a wider platform.

This CCA builds on the important work the school is doing with regard to developing pupils' confidence with Oracy. It also seeks to complement the RSHE curriculum through its exploration of a variety of real-world problems.



Triwizard Club (Mrs Seymour) - Years 9-10

The Triwizard Club aims to promote a love of problem solving.

This activity encourages mathematical reasoning, precision of thought, and fluency in using basic mathematical techniques to solve interesting problems. The problems are designed to make pupils think. Most are accessible, yet still challenge those with more experience.

Pupils will work collaboratively to experience high challenge in a supportive and fun environment. This CCA provides a platform for young mathematics enthusiasts to explore their passion, develop their skills, and connect with like-minded peers. Through engaging activities, problem-solving challenges, pupils gain a deeper appreciation for mathematics and build a strong foundation for future academic pursuits in the field.

THURSDAY

LegoLand (Ms Bowen) - Years 1-2

Legoland is a fun and interactive session offering pupils the freedom to create and design as a team. Building with Lego is a creative and fun activity which can also help to develop many other skills. Pupils will work cooperatively and collaboratively throughout the session developing their language and listening skills along the way. They will plan and make decisions about how to approach a task beforehand and show high levels of energy and fascination throughout each session. A lot of patience and concentration is required when planning and building a model and good problem-solving skills are required when things fall apart! Helping each other with ideas and suggestions (and with searching for missing bricks) is all part of being a member of this club. The club takes place in a relaxing yet stimulating environment and children are encouraged to express themselves and represent their own ideas through the use of design and play.

Drawing Club (Mrs Dall'Oglio) - Years 1-4

Drawing is such a valuable skill, developing creativity and an alternative medium of communication. Through drawing we can communicate ideas, emotions, concepts and desires. We can explore and respond to the world around us, experimenting with shapes, mark making and shading to communicate meaning and a develop a creative mindset.

Join our Drawing CCA to have fun with drawing and to develop your ability and confidence. Throughout the term we will use different stimuli and a variety of activities to practice drawing skills and produce creative pieces. This CCA is open to all pupils from Year 1 to Year 6 who are interested in learning more about drawing techniques. No previous skills necessary.



Story Time (Ms Mai Anh) - Years 1-4

Live Your Best Reading Life!

Foster a love for reading, improve literacy skills, and create a community of young readers who share their passion for books.

Session 1: Live Your Best Reading Life!

Objective: Inspire pupils to cultivate a love for reading by exploring different genres, setting reading goals, and engaging in interactive reading experiences.

Discuss the importance of reading and the joys of exploring different genres. Collaboratively select a list of books suitable for various age groups and reading with buddies (older pupils paired with younger ones) for cross-age interactions and discussions.

Session 2: Travel Around the World in a Book

Objective: Introduce pupils to diverse cultures and regions through literature, fostering a sense of global awareness and empathy.

Pupils complete a "Passport" activity where they create a mini passport booklet with space for stamps and notes about each book they read. Teachers and pupils take turns reading aloud from selected books. Pupils draw or write about their favorite character or scene from a book. Pupils who read books set in the same country gather to discuss their stories, characters, and cultural insights.

Session 3: Books to Read and Watch

Objective: Introduce pupils to the concept of comparing books and their film adaptations, encouraging critical thinking and discussion about storytelling methods.

Introduction to Books vs. Movies, Comparing Books and Movies, Watching a movie adapted from a book.

Session 4: Follow-up Reading

Objective: Encourage pupils to engage more deeply with a book they've read and express their understanding through creative activities.

Book Recap and Reflection: Pupils recall key events, characters, and themes from the story and discuss their thoughts and feelings about the book, sharing their favorite parts and what they found interesting.

Creative Responses: Write a letter to a character; Create a new book cover or movie poster; Design a board game based on the story; Rewrite a scene from a different character's perspective; Craft a poem or song inspired by the book.

Presentation and Sharing: Pupils have opportunities to briefly present their creative response to the class and explain their thought process and how their response connects to the book.

Book Reviews: Pupils write brief reviews or draw posters for their favorite books.

Session 5: Reading Showcasing and Celebration

Reading Exhibition: Set up a mini book fair where pupils showcase their favorite books and share their reviews. Final Reading Circle: Gather for a special reading circle where pupils share passages from their favorite books. Reflection Time: Pupils reflect on their reading journey and what they enjoyed most.

Award Ceremony: Recognise pupils for their active participation and enthusiasm throughout the term. Book Talks: Invite guest speakers or teachers to talk about their favorite books and share their reading experiences.

Book Bug (Mrs Clarke) - Years 3-6

In Book Bug Club pupils will read a story together then respond with a creative activity based on the story or characters.

Objective: to enjoy making creative responses to our reading, improve pupils' literacy skills.

Progress through the term: pupils will develop their creative skills through exposure to a wide range of media. Links to the curriculum: links to English, phonics and art and design.

Enterprise (Mr Whitehead) - Years 3-6

Enterprise activities provide young people with the skills, competencies and mindset to make the most of everyday opportunities and challenges. Being enterprising is something which can be applied to all aspects of life and work – identifying and initiating opportunities as well as adapting responses to situations. By choosing this CCA, pupils can develop key entrepreneurial skills such as: working with others, public speaking and presentation, taking leadership roles, working on costs and pricing and devising promotional campaign.

Progression through the term will see pupils gain confidence in using business and economic key terms, develop their financial literacy, practice public speaking skills and those of teamwork and resilience in the face of challenges. They will also have lots of fun, particularly as the CCA gives them lots of opportunity to unleash their creative talent.



Multi-Sport (Mr Siores) - Years 3-6

In this exciting Multi-Sport CCA, the pupils will work on basic core physical skills requiring physical strength, flexibility, agility, coordination and balance. We will start off every session with a different warm-up. This could be a sports activity such as balancing, running, jumping, pulling, rolling, and weaving around with the equipment in the sports hall. We will include running and competition games such as football and basketball, as well as dance and movements with music. At the end of each session, the children can share their learning outcomes and what they liked best. The most important thing is, that the children are enjoying the afternoon and have fun together.



Scrabble (Mr Terris) - Years 3-6

Scrabble Club (Year 3-6) is a dynamic and engaging extracurricular activity designed for a maximum of 12 enthusiastic pupils. This club offers a unique opportunity to develop essential language skills while fostering a love for wordplay and critical thinking. Scrabble Club will aid pupils in the following areas:

- 1. Vocabulary Enrichment: Through regular gameplay, pupils will expand their vocabulary by encountering a wide range of words, including challenging and less common terms. The club encourages them to explore meanings, origins, and usage of words, enhancing their overall language proficiency.
- 2. Spelling Accuracy: Scrabble promotes accurate spelling as pupils strive to create valid words on the game board. This emphasis on correct spelling contributes to improved written communication across various subjects.
- 3. Word Formation and Morphology: Participants will explore word structure, prefixes, suffixes, and roots, enhancing their understanding of linguistics and aiding in deciphering unfamiliar words encountered in reading and exams.
- 4. Critical Thinking and Strategy: Scrabble is not just about forming words, but also about strategic placement for optimal points. Pupils will develop critical thinking, planning, and decision-making skills, which are transferrable to problem-solving in other academic areas.
- 5. Mathematical Skills: Scrabble involves numerical values assigned to letters. Pupils will practice mental math as they calculate scores, reinforcing their arithmetic abilities.
- 6. Active Participation and Collaboration: The club fosters teamwork and collaboration as pupils play against each other, sharing ideas and strategies. Effective communication and respectful competition are emphasised.
- 7. Reading Comprehension: Engaging with diverse words and contexts in Scrabble enhances reading comprehension and the ability to deduce meanings from context, benefiting literacy skills.

The Co-Curricular Scrabble Club offers an exciting journey through language exploration and critical thinking, seamlessly aligned with the National Curriculum. As pupils progress, they will not only enhance their vocabulary and word skills but also develop a lifelong appreciation for language, communication and intellectual challenge.

Drama-Rama (Mr Rushton) - Years 3-6

Drama-Rama is a captivating drama club designed exclusively for pupils in years 3 to 6. Step into a world of imagination, self-expression, and creativity as we embark on a theatrical journey that nurtures young talents and fosters a love for the performing arts.

Drama-Rama offers a well-structured progression that guides young actors through various stages of development:

- Exploration Stage: Dive into the fundamentals of acting, improvisation, and character development. Discover the magic of the stage through imaginative storytelling and collaborative activities that encourage teamwork and confidence building.
- Expression Stage: Harness your emotions and hone your acting skills by delving deeper into character motivations and feelings. Learn to communicate effectively through body language, voice modulation, and facial expressions. Participate in group performances that showcase your newfound abilities.
- Showcase Stage: Take centre stage as you work on short plays and scenes. Refine your performance techniques and embrace the thrill of performing in front of an audience. Explore different genres, styles, and roles to broaden your acting repertoire.
- Production Stage: Immerse yourself in a full-scale theatrical production. Experience the excitement of auditions, rehearsals, set design, and costume creation. Develop a comprehensive understanding of the production process while refining your acting prowess.
- Masterclass Stage: Engage in specialised workshops
- We nurture the shy and apprehensive, until they find their feet and voice, while at the same time developing and channelling those with bundles of talent, confidence and energy. We believe in the potential of every child and Drama-Rama allows for this to flourish.



Chess Beginners (Mr Mawson) - Years 3-10

The Brighton College Vietnam Chess Club is an intellectually stimulating and strategically engaging co-curricular activity. This club is designed to enhance critical thinking, problem-solving skills, and concentration. With a maximum of 14 pupils per session, the club provides a focused environment for pupils to delve into the exciting world of chess. The main objectives of the club are:

1. Mastering Chess Strategies and Enhancing Concentration and Focus.

Through interactive gameplay and guided lessons, pupils will learn or improve upon the fundamental rules of chess, as well as various strategies and tactics. They will explore opening moves, middle-game manoeuvres, and endgame techniques. Pupils will analyse different scenarios, evaluate options, and make informed decisions – skills that are transferable across subjects. The club will emphasise the importance of concentration and focus in the game of chess.

2. Promoting Good Sporting Conduct and Respect.

Through friendly competitions and collaborative discussions, pupils will learn how to compete with kindness and respect for their opponents. They will learn to appreciate the value of a fair game, win or lose. Discussions on the history and global significance of chess will also foster cultural awareness and understanding.

Throughout the sessions, pupils will engage in hands-on chess gameplay, problem-solving, and discussions. These activities will foster critical thinking, cultural awareness, and social skills. By the end of the club, pupils will have developed a solid foundation in chess, honed their concentration skills, and gained valuable insights into respectful competition and global perspectives.



Gardening (Ms Ngoc) - Years 4-10

Help transform our rooftop garden into a wonderful green space with our Gardening Club. This is a hand-on club where you will get your hands in the soil, watch seeds sprout into life and see the magic of plants unfolding over time. In our club, you'll team up with fellow nature enthusiasts and discover the art of caring for plants, from delicate flowers to hearty veggies. As you dig, plant and water, you'll learn how to create a thriving garden full of colours and scents. But it's not just about plants – you'll also discover how gardening connects us to the earth and teaches us patience and growth. Through hands-on projects and creative adventures, you'll cultivate not only our garden but also a deeper understanding of your place in the natural world.

Symphony Orchestra (Mr Gleeson) - Years 3-10

Symphony Orchestra welcomes pupils who are Grade 4 and above or have played for at least 3 years. This ensemble is for intermediate to advanced musicians who play any of the following instruments: Strings (Violin, Viola, Cello, Double Bass), Woodwind (Flute, Clarinet, Oboe, Bassoon, Saxophone), Brass (Trumpet, French Horn, Trombone, Tuba), Tuned/Untuned Percussion. As this is a musically progressive ensemble, it is recommended that pupils commit to weekly rehearsals for the duration of the academic year. As this is a musically progressive ensemble, it is recommended that pupils commit to weekly rehearsals for the duration of the academic year to ensure a high-quality musical experience in preparation for performances.



Creative Writing (Ms Culligan-Hughes) - Years 5-8

Are you interested in becoming a writer when you grow up? Do you think you could write the next Harry Potter? Creative Writing Club is a time for creative, young pupils to let their imaginations run wild. This club will give children the chance to apply all the skills they have been learning in their English lessons in a fun, exciting and expressive way.

Members of the Creative Writing Club will work with Ms Culligan-Hughes to explore a range of writing styles including short stories, setting descriptions, plays and more. Pupils will also be given the chance to share their creative writing with others at the end of each session during Sharing Time.

Progression will be measured through the term as pupils develop their independent writing skills and families will be invited to share in their child's writing as amazing creations will be sent home weekly. This CCA builds on the English curriculum, particularly focusing on areas of sentence structure, text cohesion and unique flair.



Robotics (Mr T. Taylor) - Years 7-9

Get ready to delve into a world of innovation, engineering, and technology with the LEGO Robotics Explorers Club. Designed exclusively for Key Stage 3 pupils, this after-school club offers a thrilling handson experience that combines the excitement of LEGO with the power of robotics. The Robotics Club is the ultimate platform for budding engineers and tech enthusiasts in Key Stage 3 to unleash their creativity and problem-solving skills. The robotics activities aim to nurture young minds and empower them to become the inventors and innovators of the future.

The following learning objectives are designed to guide Key Stage 3 pupils in the LEGO Robotics Club through a rewarding and educational journey that combines engineering, technology, and creativity:

1. Introduction to Robotics:

- Understand the basic principles of robotics, including components, sensors, actuators, and programming.
- Explore the historical and real-world applications of robotics.
- 2. LEGO SPIKE Prime Mastery:
 - Gain proficiency in assembling and operating LEGO SPIKE Prime robotics kits.
 - Learn to navigate the software interface and program robots using visual coding blocks.
- 3. Fundamentals of Engineering:
 - Explore core engineering concepts such as mechanics, gears, levers, and pulleys.
 - Apply engineering principles to design and build functional robotic models.
- 4. Coding and Programming:
 - Develop coding skills by creating programs to control robots' movements, actions, and responses.

• Understand the logic behind algorithms, loops, conditionals, and event-based programming. The activities provided in the Robotics Club will build upon the KS3 curriculum by providing pupils with the opportunity to implement and further their coding and problem solving skills. Problem solving skills are also found in each key stage of the British National Curriculum. This will also help pupils improve their mastery of algorithmic thinking.

DT Club Tinker CAD (Mr S. Taylor) - Years 7-10

This club introduces 3D CAD (computer aided design) software and 3D printing. Pupils will focus upon the creation of 3D geometry and the primary building blocks of CAD. Tinker CAD is specifically for younger children and prepares pupils for future learning progression onto professional CAD packages. After mastering the basics, pupils will design and produce a range of 3D rendered design outcomes. Objectives: Pupils will learn the basic framework of 3D CAD software and 2D/3D rendered forms. Progression will be measured throughout the term. Key learning and or design outcomes will be assessed, and feedback provided. This will culminate in a final conceptualized rendering and 3D printed outcome. Curriculum Links: This CCA prepares pupils for future learning associated with the D&T curriculum. Specifically, creation of detailed plans, 3-D and mathematical modelling.

Explore Printing Methods (Mr Cooper) - Years 7-10

Objective: Exploring a range of skill using many different printing methods

Progress through the term: using a range of printing methods such as etching, lino, screen printing and mono printing

Links to the curriculum: key skill is all Key Stages to use a variety of materials to explore ideas and intentions.

Badminton (Mr Huy) - Years 7-10

Badminton is an excellent activity for those seeking a perfect mix of sports, fun, and exercise. It is one of the few sports that everyone can play at their own pace and at a time and place of their choosing. It is one of the most popular sports worldwide with many devoted players.

Pupils will learn basic strokes and get to incorporate them in a fun game situation. They will be able to play in competitions within the CCA and will be able to develop key sporting skills in an enjoyable way. Progression through the term will see pupils become confident with their strokes, with the scoring system and how to reflect on areas for development.

This CCA builds on key aspects of the sports curriculum as well as building on the Health Related Fitness Curriculum.

Boy's Basketball (Mr Ocenar) - Years 7-10

Pupils will acquire fundamental basketball skills and develop the confidence to apply these abilities in actual games. Pupils will also gain an understanding of offensive and defensive concepts, better equipping them for competitive games.

During the initial weeks, the primary focus will be on developing fundamental basketball skills, including dribbling, passing, shooting, and moving without the ball. We will introduce small-sided games to enhance decision-making abilities. As the program progresses, we will enhance these skills, enabling pupils to apply what they have learned in actual game situations.

This CCA can assist pupils in participating in game situations and also helps build resilience and teaches them how to manage a variety of challenging situations.

Girls' Football (Ms Hasim) - Years 7-10

Our Boys' Football Programme is carefully aligned with the National Curriculum, ensuring that pupils not only excel in football but also achieve valuable educational outcomes. Through a structured coaching programme, pupils will not only enhance their football abilities but also cultivate teamwork, leadership, and physical fitness.

Learning Objectives:

- 1. Physical Fitness and Well-being:
 - Develop cardiovascular fitness, muscular strength and endurance through weekly football training sessions.
- 2. Football Skills and Techniques:
- Develop fundamental football skills such as dribbling, passing, shooting and defending.
- Enhance decision-making abilities by learning to assess game situations and make effective choices on and off the ball.
- 3. Teamwork and Collaboration:
- Foster effective communication skills on the field, emphasising the importance of clear instructions and listening to teammates.
- Develop an understanding of different roles within a team and how each contributes to overall success.
- 4. Leadership and Personal Development:
 - Develop resilience and perseverance through facing challenges, setbacks and adapting to changing game scenarios.

Golf* - Years 7-10

Our pupils will be accompanied by a member of staff to The Els Performance Golf Academy located in nearby Ecopark where they will be taught by one of their golf professionals. Pupils will follow the U.S. Kids Golf Player Pathway which mixes both child-friendly instruction and play on the course. By combining these two elements in a structured curriculum, children learn and have fun at the same time. The Player Pathway has benchmarks in five areas: Putting, Around the Green, Full Swing, Knowledge, and Scoring. Progress is measurable and recordable. Each level has the following components:

- Forms and skills
- Rules, etiquette, and sportsmanship
- Tests for reinforcement
- Scoring ability test

Link the curriculum: links to the sport curriculum, hand-eye coordination and development and HEALTH.

Please note pupils can either be collected from the Academy or back at BCVN.

Quidditch (Mr & Mrs Richards) - Years 7-10

Quidditch is a rare and unique sport from the world of Harry Potter. You get to use your imagination and have a lot of fun whilst getting exercise! Skills that can be developed are teamwork, collaboration, organisation and a sense of humour! Pupils will be taught to run, throw, kick, pass, communicate, attack and defend. They will develop flexibility, strength and control. Above all, the pupils will be encouraged to enjoy themselves and live out their Harry Potter fantasies!

The rules: Quidditch is played in two teams. There are Chasers, Beaters, Keepers and Seekers. All players must keep their broomsticks between their legs during the game. The aim is to get the volleyball (the Quaffle) through one of the opposing team's three hoops; the Chasers do this. The Keepers try to protect the hoops. The Beaters have dodgeballs (Bludgers) which they can throw at anyone who has the Quaffle. If you get hit with a Bludger you must return to your own team's hoops before you can rejoin the game. Each goal is worth 10 points and the team with the most points is the winner; however, two minutes before the end of the game, the Golden Snitch appears (a guest teacher with a tennis ball and sock 'tail'). The Seekers on each team must compete to chase the Golden Snitch, which is worth 30 points to the winning Seeker. All the rules are carefully explained before starting a match so don't worry if it sounds confusing!

But before all of that, pupils will first be sorted into their Hogwarts Houses and given their very own wizarding world name! So, are you a Prep School pupil ready to join the Brighton Bowtruckles? Or a Senior School pupil eager to form the Brighton Bludgers? If so, get your wands ready and sign up today!

Public Speaking & Debating (Mrs Whitehead) - Years 7-10

Learn to develop confidence and expertise in public speaking in a range of different contexts.

In today's rapidly evolving world, the ability to communicate effectively, think critically, and engage in meaningful discourse is essential for personal and professional success. The Debating and Public Speaking Club is an invaluable extracurricular activity that aligns seamlessly with the curriculum's goals, while also inspiring curiosity and fostering confidence among pupils. This club supports pupils towards the individual oral component at IBDP and provides a platform for pupils to enhance their academic, communication, and interpersonal skills, all of which are crucial components of a well-rounded education and p our pupils towards the individual oral component at IBDP.



Reading Rocks (Ms Hang and Ms Phuong) - Years 9-10

In this club we will be reading a selection of Award-winning novels. Then we will be exploring questions such as: What makes this book worthy of an Award? What criteria did the Award committee use? Do we agree with their decision?

Objective: to read a broad selection of significant novels.

Progress through the term: we will be developing our critical thinking, discussion and reading skills. This CCA has strong links to the English curriculum, developing the pupils' love of reading.

International Duke of Edinburgh's Award - DofE (Mr Vimpany) - Years 9-10

The Duke of Edinburgh's Award is designed for pupils seeking adventure, skills development and community service. This club is dedicated to achieving the prestigious Duke of Edinburgh's Award, an international youth programme promoting personal growth and self-discovery. Members will embark on an exciting journey that involves volunteering, physical activities, developing new skills and expeditions. This year we will guide pupils through the Bronze level of the award. In subsequent years Silver and Gold Award programmes will be offered. Each level presents greater challenges and requires more dedication, but the rewards are immense.

The club supports existing school activities like outdoor education and community service and introduces new experiences like wilderness expeditions and skill development. Weekly meetings will help track progress and offer guidance to complete each award level.

The Duke of Edinburgh's Award is not just about earning a medal, but about fostering resilience, compassion, confidence, and a sense of achievement among the youth. It's an opportunity to discover new passions, create lifelong friendships, and make lasting contributions to the community. Please find out more on the website: <u>Home - Intaward</u>.

There will be a short presentation to pupils to explain the Award in more detail as they will be expected to commit to this for the whole year. The Bronze Award takes at least nine months to complete, with weekly commitments to each of the sections (skill, service and sport). Furthermore, the expeditions involve overnight trips and walking with a backpack for at least six hours a day for two days. In order to complete the expeditions pupils must have started all the other sections and completed at least two of their other sections.



German iGSCE (Mr Morris) - Year 10

This language option is taught during CCAs. Please note pupils must commit to both lessons and homework in order to complete the whole course, as well as sign up for both Monday and Friday sessions. The ability to understand and to communicate in German is a huge asset to our pupils. In Europe, German is the second most widely spoken mother tongue, and the second biggest language in terms of overall speakers. In addition, with Germany the fourth largest economy in the world, German is often seen as the 'smart choice' for those seeking to maximise their employment prospects.

Aims:

• To develop the language proficiency required to communicate effectively in German at level A2 (CEFR), with elements of level B1.

- To offer insights into the culture and society of countries and communities where German is spoken.
- To develop awareness of the nature of language and language learning.

• To encourage positive attitudes towards speakers of other languages and a sympathetic approach to other cultures.

- To provide enjoyment and intellectual stimulation.
- To develop transferrable skills to complement other areas of the curriculum.
- To form a sound base of the skills, language and attitudes required for progression to work or further study, either in German or in another subject area.

Learning Outcomes & Skills:

- Contexts
- Everyday activities
- Personal and social life
- The world around us
- The world of work
- The international world

Skills

- The acquisition of vocabulary and the study of grammar and structures.
- Reading/listening to and understanding a variety of written and spoken texts on familiar topic,

demonstrating an understanding of ideas, opinions and attitudes.

- Selecting and extracting relevant details.
- Deducing the meaning of unknown words from context.
- Writing in German on familiar everyday topics.
- Speaking in German, taking part in everyday conversations.





BRIGHTON COLLEGE VIETNAM