



Priory School

Enrichment Programme

Our Enrichment Programme is designed to broaden pupils' horizons, nurture their interests, and develop essential skills beyond the classroom. Each activity offers a unique opportunity for pupils to explore new subjects, deepen existing passions, and build confidence, teamwork, and creativity.

This booklet outlines all available enrichment options, including academic boosters, creative arts, sports, personal development, and specialist clubs. Pupils select **one** activity to attend during the timetabled Enrichment slot each week.

Academic & Study Enrichment

Maths in Science and Science Exam Skills– E14 (Years 7–11, Max 10)

Pupils strengthen the mathematical skills needed to succeed in science. The club focuses on applying calculations, graphs, equations, and data analysis in scientific contexts, helping pupils build confidence and improve problem-solving.

GCSE Level-Up Maths – B33 (Years 10–11, Max 10)

Targeted support for pupils who need an extra push to secure strong GCSE maths outcomes. Sessions focus on core skills, exam techniques, and confidence-building.

Study Smart, Study Less – E12 (All Years, Max 8)

A study skills programme for pupils who feel overwhelmed or unsure how to revise effectively. Pupils learn strategies to make learning more efficient, improve results, and free up time. Priority is given to struggling students.

GCSE English Revision & Catch-Up – B34 (Year 11, Max 10)

Support for pupils who want to strengthen English Language and Literature exam responses. Sessions include question practice, revision techniques, and strategies for achieving higher grade boundaries.

GCSE French Booster – B36 (All Years, Max 6)

A small-group booster for early-entry GCSE pupils and native/semi-native speakers. Focus on exam technique, fluency, and advanced language skills.

Homework Club – Library (All Years, 15 Max)

A small group session with focused support on homework activities across all subject areas

Creative, Cultural & Humanities Enrichment

Cyberpunk Portraits – C5 (All Years, Max 14)

Pupils study the Cyberpunk aesthetic and create their own futuristic portraits using digital and artistic techniques.

Canva Club – ICT1 (All Years, Max 15)

A graphic design club where pupils learn to create professional digital content using Canva. They explore images, colour, typography, layout, and design principles through posters, presentations, and social media graphics.

Alice in Wonderland – Hall/B17 (All Years)

A whole-school production involving pupils from Years 3–11. Opportunities include acting, stage crew, costume, set design, and technical roles.

Newspaper Club – Library (All Years, Max 10)

A team of student journalists report on school events, interview staff and pupils, write articles, take photographs, and shape the school's newspaper. Pupils meet during Enrichment and every Thursday after school.

Debating Club (All Years, Max 14)

Pupils explore philosophical ideas and ethical questions, learning to build reasoned arguments, listen actively, challenge viewpoints respectfully, and engage in thoughtful debate.

Technology & Engineering Enrichment

Lego Robotics Mindstorms – DT (Years 7–9, Max 10)

Hands-on coding, engineering, and problem-solving using Lego Mindstorms kits. Pupils design, build, and program robots to complete challenges.

Sports & Physical Activity

Netball – Courts & Gym (All Years, Max 21)

Fitness training, skill development, teamwork, and competitive matches.

Football – Field (Years All, Max 25)

Football training including drills, in-house matches, and fixtures against other schools.

Community, Wellbeing & Social Enrichment

Board Games – C10 (Years 7–9, Max 15)

A welcoming space for pupils to build friendships and develop communication, teamwork, and problem-solving through a variety of board games.

Programme Overview Table

Enrichment Option	Location	Years	Max
Maths in Science and Science Exams Skills	E14	7–11	10
Lego Robotics	DT	7–9	10
GCSE Level-Up Maths	B33	10–11	10
Cyberpunk Portraits	C5	All	14
Science Exam Skills	E8	10–11	10
Study Smart	E12	All	8
Alice in Wonderland	Hall/B17	All	N/A
Canva Club	ICT1	All	15
GCSE English	B34	11	10
GCSE French	B36	All	6
Netball	Courts/Gym	All	21
Football	Field	9–11	25
Newspaper	Library	All	10
Debating	–	All	14
Board Games	C10	7–9	15

How to Choose an Enrichment Option

Students are encouraged to choose an activity that:

- aligns with their interests
- supports their academic progress
- builds confidence or new skills
- helps them feel part of the school community