



16+ HANDBOOK



WELCOME

Embarking on a 16+ course is an exciting time. At In Toto Ed, we have built a personalised curriculum that equips students on each pathway with everything they need for future studies, employment, and life.

Each provision has its own dedicated pastoral team, who work closely with teaching staff to guide you through your studies, as well as supporting you to plan your next steps - whether that is further study, or independent living.

Specialist subject teachers, careers and work experience advisers, and independent living specialists are available to meet with you and provide the support and direction that is required to help you become ready for life after In Toto Ed.

Every student is supported every step of the way and, as a team, we look forward to embarking on this journey with you.



Emily Gunton
Director

WHAT OUR 16+ PARENTS SAY

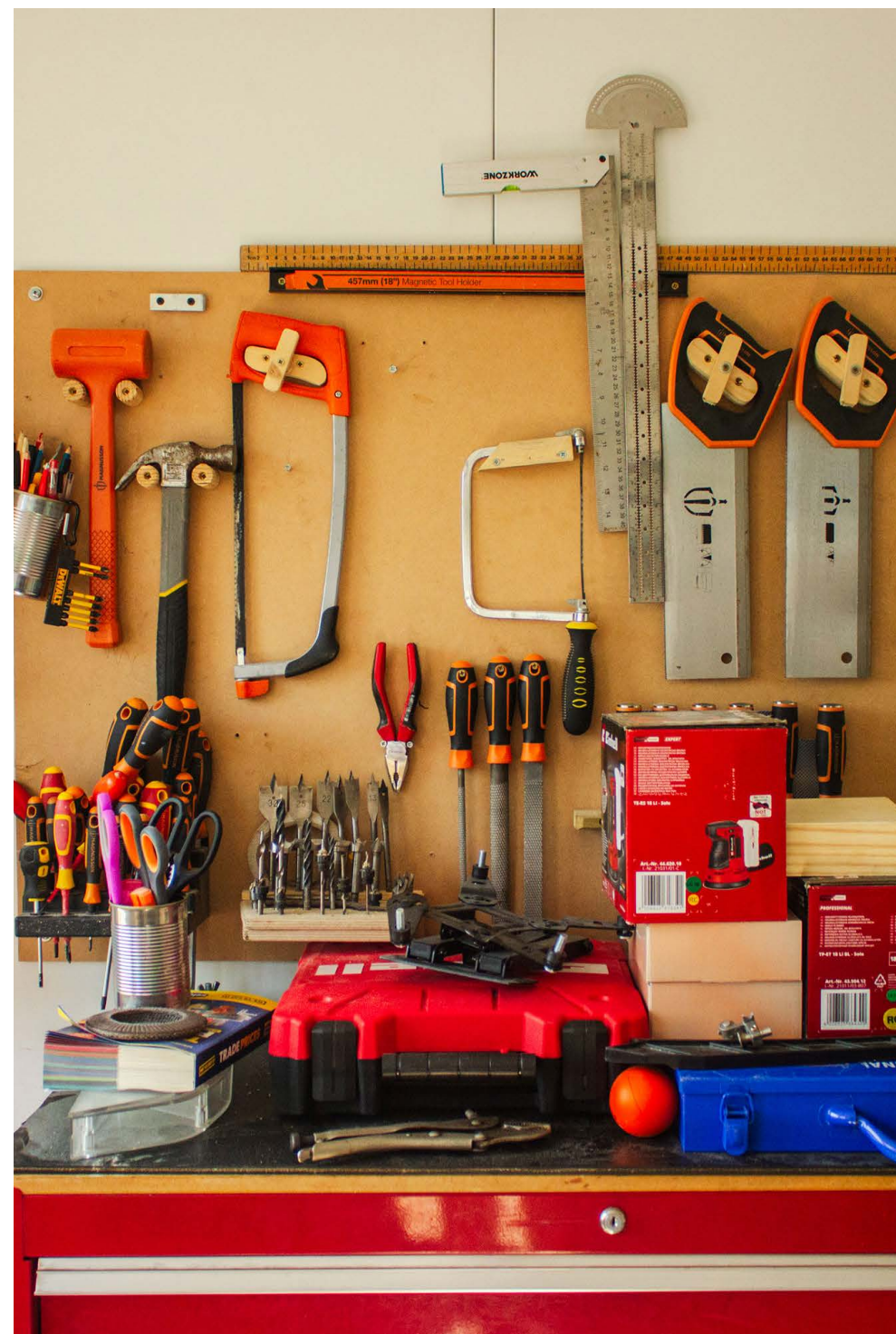
"In Toto Ed have been incredible from day one. It's such a positive, supportive and caring environment where they've really taken the time to get to know my son, and for the first time in years he's thriving. They're just brilliant."

- John Williams

WHAT STUDENTS SAY

"In Toto Ed have supported me to get back into education. Having struggled at secondary school, I have completed a Level 3 qualification in Music at In Toto Ed. My teachers have been supportive and guided me through the university application process. They have also communicated with the university Student Support Department and supported me with student loan applications and transition events. Without their support, I would not have made it onto my first-choice course at the SAE Institute."

- Previous In Toto Ed student



AIM OF THE 16+ CURRICULUM

At In Toto Ed, we provide our students with a personalised educational experience that empowers them to reach their full potential. As an alternative provision provider for students who require extra support, we understand the importance of offering diverse post-16 pathways to ensure our students gain the right qualifications and life skills for their future.

Our 16+ pathways offer the in-depth and personalised support our students need, with no limitations on the options open to each student. Our learning environment offers full support and safety, so that our 16+ students can achieve their goals while feeling encouraged and supported – no matter what their learning need.

As part of our unique offering, we continually update our curriculum. If there's a qualification you're interested in that we don't currently provide, please get in touch — we'd love to hear from you. Contact us on info@in-toto-ed.com.



PATHWAYS

Our 16+ provision is built around the needs and aspirations of each student. We work closely with students and their families to develop a bespoke educational pathway that aligns with their unique strengths, interests, and goals.

We have three available pathways, which students will choose between; the Academic Pathway, Vocational Pathway, and Independent Living Pathway.

Option 1: Academic Pathway

Our Academic Pathway is delivered by subject specialists within their field. The full list of A-level subjects and Level 3 vocational qualifications is available on request – including a flexible curriculum offer for students wanting to develop their specialist academic interests with an EPQ. Students are supported with option choices, and potential career paths to university and degree apprenticeships are planned at the point of enrolment. These are reviewed along the course of study, in preparation for applications.

Students build their own tailored learning plan from the options below:

A-levels

Choose from a wide selection of A-level subjects. There is the option to combine A-levels with a vocational qualification.

Vocational qualifications

We offer a range of different qualifications, worth a variety of UCAS points; from a Level 3 Award up to an extended diploma. Vocational qualifications can be studied alongside A-levels.

EPQ

An optional addition to A-levels, the EPQ involves studying a subject area of interest over one or two years.

Option 2: Vocational Pathway

Our Vocational Pathway allows students to pursue a vocational qualification from a range of courses, from childcare to creative arts, to help students develop practical, industry-relevant skills. Students must achieve GCSEs or Level 2 Functional Skills in Maths and English by the end of their study; they will be supported with retakes if necessary, and will continue studying until they pass. Workplace skills complement the vocational pathway, such as preparing for job applications and interviews. Towards the end of the course, we also support students in their apprenticeship and college applications.

Students will study:

Vocational qualification

One Level 1, 2 or 3 qualification, selected from a wide range of choices. Subjects available vary in each provision.

Employability

The NCFE Level 1 Award or Certificate in Employability Skills. Once completed, students will begin work experience, supported by In Toto Ed staff if necessary.

English

All students will study English until they have passed Functional Skills Level 2 or a pass at GCSE.

Maths

All students will study Maths until they have passed Functional Skills Level 2 or a pass at GCSE.

This pathway includes PFA (preparing for adulthood) modules that enable our students to develop independent living skills which are fundamental to functioning in society, such as developing travel confidence, cookery skills, and the ability to function with autonomy in the wider world.

At the heart of our 16+ provision is a commitment to nurturing our students' independence and confidence. We believe that by providing a supportive, inclusive environment and tailoring our approach to everyone's needs, we can empower our students to become confident, self-assured young adults, ready to take on the next chapter of their lives.

Students will study:

Cookery AQA Unit Awards

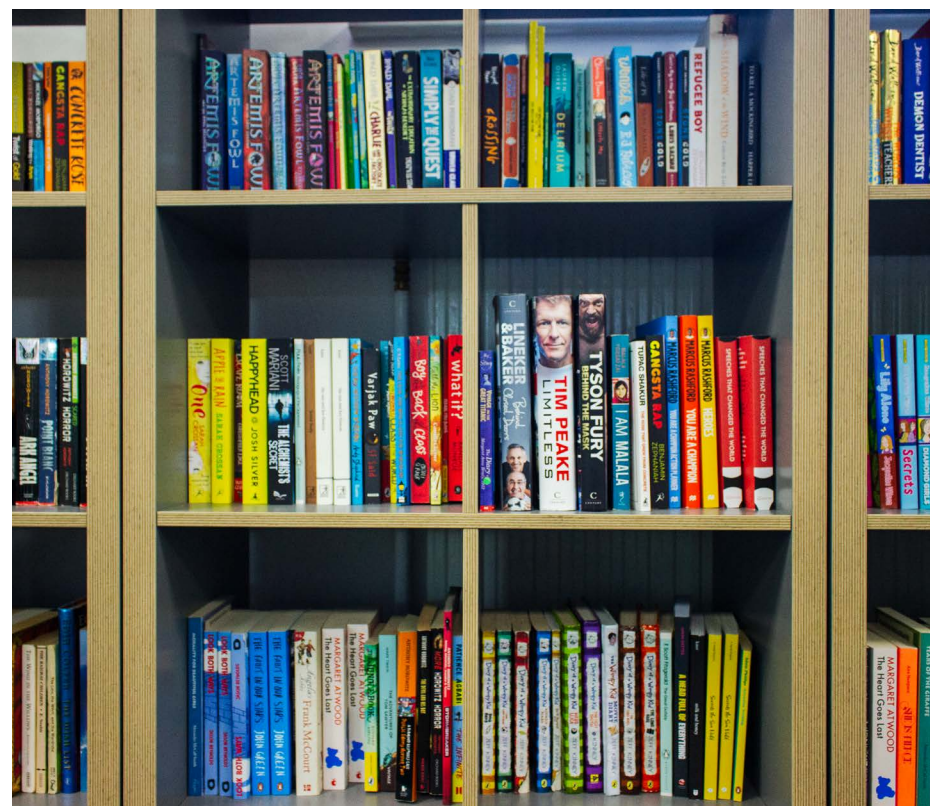
Independent Living ASDAN Independent Living qualification.

On completion of these two modules, students take part in an overnight, fully supported life skills residential trip.

Employability	NCFE Level 1 Award or Certificate in Employability. Students will also take part in work experience and be supported with job applications.
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Maths and English: Numeracy and literacy skills are developed through application in the community. Students are also supported to progress with their Functional Skills qualifications, from Entry 1 to Level 2.

PSHEE	A planned programme of learning opportunities and experiences that help children and young people grow and develop as individuals, members of families, and within social and economic communities.
Fitness	Sessions are held in the on-site gym to build knowledge of fitness in a small and supported environment. Once a student is ready, these sessions are moved to the local gym to build confidence in a public setting.
Student-led option block	A choice of accredited courses to ensure students are pursuing their interests and hobbies at a higher level, resulting in a qualification. Options include filmmaking, IT, music, and the Arts Award.



SEND SUPPORT

Every student deserves an education that is tailored to their unique needs and goals. That's why our Special Educational Needs Coordinator (SENCO) ensures that the strategies and the provision outlined in each student's Education, Health, and Care Plan (EHCP) are properly implemented.

Our SENCO plays a vital role in coordinating the support and resources that our students require. They work closely with teachers and support staff to adapt lessons and resources, ensuring that the individual needs of each student are met. Additionally, our SENCO leads the annual review process for each student's EHCP, assessing their progress and making any necessary adjustments to keep the plans effective and relevant.



PASTORAL SUPPORT

Our small, dedicated team is committed to creating a nurturing environment where students can gain the right qualifications and life skills to develop their confidence and independence.

Every student at In Toto Ed has an allocated key worker who works closely with them to understand their unique needs and goals. Our pastoral support system ensures that each young person receives the personalised attention and mentoring they require to thrive. In line with our school vision, we provide a high-quality education that prepares our students for the next stage of their lives - whether that's progressing to further education, vocational training, or employment, we work tirelessly to equip our students with the skills and qualifications they need to succeed.

At the heart of In Toto Ed is a warm, inclusive community that celebrates the unique talents and achievements of every individual. Through a range of enrichment activities, our students have the opportunity to explore their interests, build meaningful relationships, and develop essential life skills.



PREPARING FOR THE FUTURE

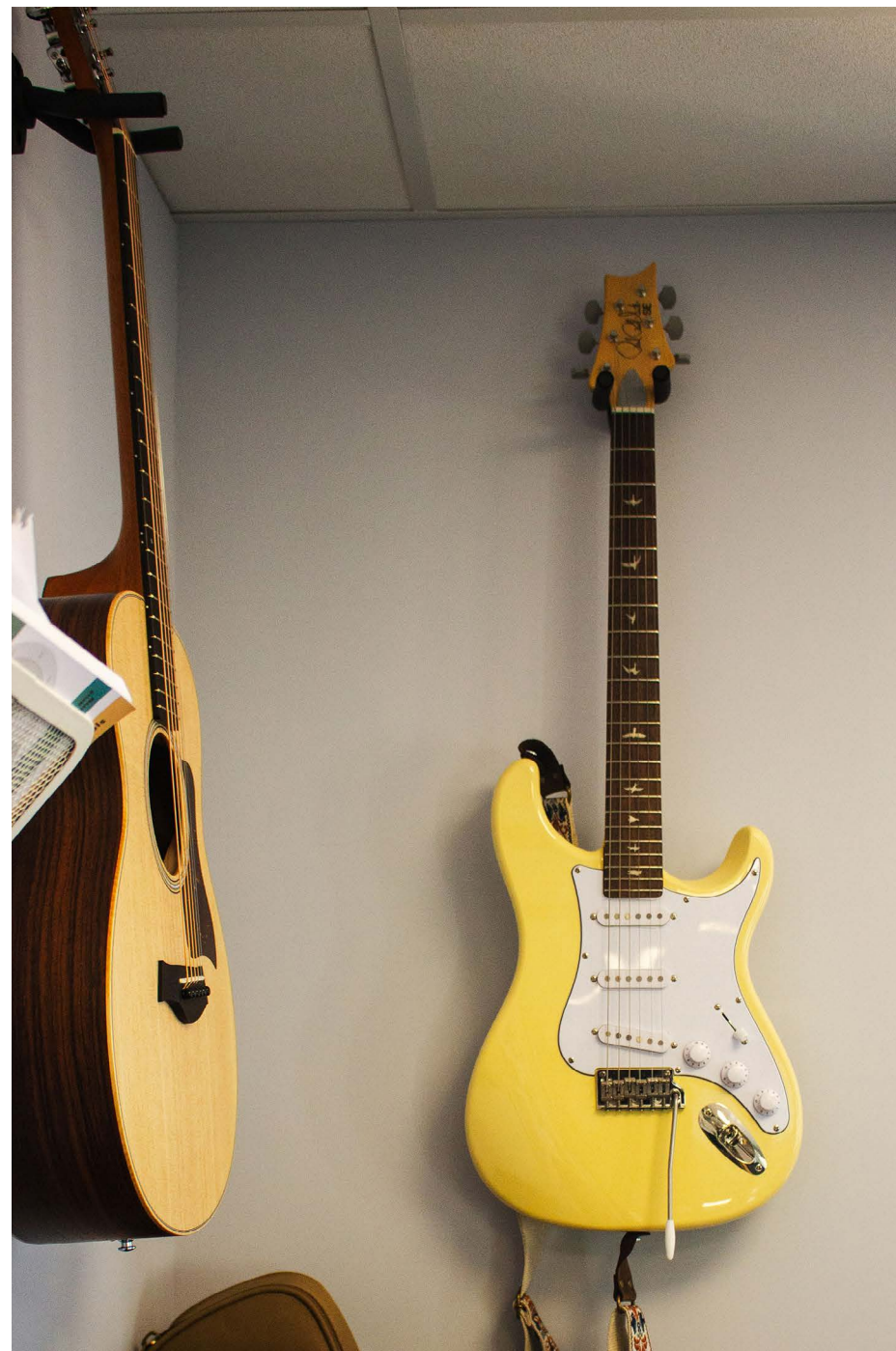
As our students progress through their 16+ pathway, we work closely with them and their families to ensure a smooth transition to further education, training, or employment. Our dedicated careers guidance and work experience programmes help our students explore their options and develop the skills and knowledge they need to thrive in their chosen field.

We are passionate about unlocking the potential of every one of our students. By offering personalised 16+ pathways, we are committed to equipping our students with the qualifications, skills, and confidence they need to succeed in their future endeavours and lead fulfilling, independent lives.

REPORTS

Students receive report cards throughout the year with a final written report by all subject teachers at the end of the academic year. There are parents' evenings each spring. If parents require any additional assistance or information, or have queries at any time, they may contact their Head of Provision directly.

We work with:



POST 16 QUALIFICATIONS

GCSE English Literature

The English Literature curriculum has been designed to stretch and inspire students, sparking a passion for reading and literacy.

Lessons enable students of all abilities to develop the skills they need to read, understand and analyse a wide range of different texts - covering the 19th, 20th and 21st centuries - as well as to write clearly, coherently and accurately using a range of vocabulary and sentence structures.

Texts we study:

- *A Christmas Carol*
- *Macbeth*
- *Worlds and Lives*
- *An Inspector Calls*

We ensure that, as far as possible, the texts studied are accessible to the students on the Academic Pathway.

Both assessment papers relate reading and writing in the same balanced way, with the reading sources acting as stimuli for the writing tasks. Each paper has a distinct identity to better support high quality provision and engaging teaching and learning.

Exam board and course title:

AQA GCSE in English Literature 8702

Assessment method:

Paper 1: Shakespeare and the 19th-century novel (40%)

Written exam: 1 hour 45 minutes

- *Macbeth* – William Shakespeare
- *A Christmas Carol* – Charles Dickens

Paper 2: Modern texts and poetry (60%)

Written exam: 2 hours 15 minutes

- *An Inspector Calls* – J.B. Priestly
- The AQA poetry anthology
- Unseen poetry

GCSE English Language

This course provides students with a comprehensive foundation in reading, writing, and critical thinking skills. Through honing their ability to respond to unseen texts, students develop skills in analysis, interpretation, and evaluation, in addition to fostering creativity. Through refining their ability to produce well-structured, coherent responses for different audiences and purposes, the course focusses on practical communication skills, and ensures students are well-prepared for both future study and the workplace.

Paper 1 - Explorations in Creative Reading and Writing - looks at how writers use narrative and descriptive techniques to engage the interest of readers.

Paper 2 - Writers' Viewpoints and Perspectives - looks at how different writers present a similar topic over time.

Exam board and course title:

AQA GCSE English Language 8700

Assessment method:

Paper 1: Explorations in Creative Reading and Writing (50%)

Written exam: 1 hour 45 minutes

Section A: Reading

- One unseen literature fiction text

Section B: Writing

- Descriptive or narrative writing

Paper 2: Paper 2: Writers' Viewpoints and Perspectives (50%)

Written exam: 1 hour 45 minutes

Section A: Reading

- One non-fiction text and one literary non-fiction text

Section B: Writing

- Writing to present a viewpoint

Functional Skills English

The NCFE Functional Skills qualification provides students with practical, real-world skills in English, focusing on the development of essential literacy competencies for everyday life and the workplace. Following an initial assessment, students will be entered for the Functional Skills level that aligns with their current learning needs, with the possibility of progressing to higher levels if appropriate. The course covers reading, writing, speaking, and listening, helping students to communicate effectively, understand and interpret written information, and produce written texts for various audiences and purposes. Emphasis is placed on developing the ability confidence to apply language skills in a variety of contexts, while also developing critical thinking and decision-making skills. Students are able to take their exams at any point across the year and can retake individual components if needed.

Exam board and course title:

NCFE Functional Skills English:

Level 1 603/5058/1

Level 2 603/5054/4

Assessment method:

Language exam: Paper 1: Reading (33%)

Analysis of sources and application of reading skills in real-life scenarios. The exam consists of multiple choice and written answer questions that test skills such as inference, comparison, and identifying linguistic features.

Language exam: Paper 2: Writing (33%)

Assesses a student's skills when writing in different forms, and for different audiences and purposes, as well as assessing a student's spelling, punctuation and grammar.

Speaking and Listening assessment (33%)

Demonstrates a student's ability to speak, listen, and communicate through planning and presenting on a topic of their choice, as well as taking part in small group discussions.

GCSE Maths

Maths is for everyone; it is diverse, engaging, and an essential skill to be equipped with in later life. By putting students at the heart of everything we do, our teachers are empowered to support every student to reach their personal best, with a curriculum designed to enable students to engage with, explore, enjoy and succeed in Maths.

GCSE Mathematics has a foundation tier – grades 1 to 5 and higher tier, grades 4 to 9. Students must take three question papers at the same time.

Exam board:

AQA GCSE Maths 8300

Paper 1: non-calculator

Written examination of 1 hour and 30 minutes, which is worth 33 1/3% of the GCSE Mathematics assessment.

This assessment allows for mix of question styles, from short, single-mark questions to multi-step problems. The mathematical demand increases as a student progresses through the paper.

Papers 2 & 3: calculator

Written examination of 1 hour 30 minutes, which is worth 33 1/3% of the GCSE Mathematics assessment.

This assessment allows for mix of question styles, from short, single-mark questions to multi-step problems. The mathematical demand increases as a student progresses through the paper.

NCFE Level 1 and Level 2 Functional Skills Maths

The NCFE Functional Skills Maths qualification equips students with the essential mathematical skills needed for real-life situations and the workplace. The course focuses on developing practical problem-solving abilities and improving confidence to use numbers in everyday contexts.

Following an initial assessment, students will be entered for the level (Level 1 or Level 2) that best matches their current skills and knowledge, with the opportunity to progress to a higher level when ready.

The course covers key mathematical areas including number, measure, shape and space, and handling data. Students learn how to apply maths to a range of real-world scenarios such as budgeting, measuring, interpreting data, and working with percentages and ratios. Emphasis is placed on developing reasoning skills, accuracy, and the ability to select appropriate methods to solve practical problems.

Students can take their exams at any time during the year.

Exam board:

NCFE Functional Skills Maths

Level 1: 603/5059/3

Level 2: 603/5060/X

Assessment method:

Section A

Non-calculator 30 minutes

Section B – Calculator 90 minutes

Total Time: 120 minutes

Level 2 Certificate in Art and Design

This qualification is designed for students who wish to develop a range of skills and techniques essential for working in creative sector.

This qualification will:

- focus on the study of art and design
- offer breadth and depth of study, incorporating a key core of knowledge
- provide opportunities to acquire a number of practical and technical skills.

Exam board and course title

NCFE Level 2 Certificate in Art and Design 500/8988/2

Assessment method

Internally assessed and externally quality assured.

The units covered are:

- Investigate sources
- Explore materials
- Final art and design work
- Working in the industry
- Building portfolio
- Visual communication project



Level 3 Diploma and Extended Diploma in Creative Practice: Art, Design and Communication

These qualifications are designed for post-16 students looking to pursue a specialist career in the creative industries. Students gain the necessary industry-relevant skills, knowledge, and understanding to access appropriate entry level roles, training programmes or apprenticeships in the creative sector, or apply for progression to related higher education courses.

Exam board and course title:

UAL Level 3 Diploma and Extended Diploma in Creative Practice: Art, Design and Communication

Assessment method:

Internally assessed and externally quality assured.

The units covered are:

- The creative process
- Developing creative practice
- Responding to a set brief

In addition to the above units, the extended diploma will cover:

- Researching a specialist industry practice
- Specialist technical skills development
- Specialist creative outcome

Level 2 Award in Science

The Level 2 Award in Science has been designed to engender an interest in science and encourage a spirit of enquiry. This is a generalist qualification, covering physical and life sciences, and applications of science in, for example, forensics and architecture. Students can choose from a variety of units which will equip them with the knowledge and skills required to progress to higher level qualifications in Science.

The objective of this qualification is to:

- develop an interest in scientific enquiry;
- develop the skills and knowledge needed to progress to higher level study in science

Exam board and course title

Aim Qualifications Level 2 Award in Science 601/0759/5

Assessment method

Internally assessed and externally quality assured.

The units covered are:

Two Optional units



Level 1, 2 & 3 Award/Certificate in Creative Craft (Art & Design / Cookery)

This qualification is suitable for students who wish to develop skills and knowledge in craft. It aims to extend and further develop students' skills, knowledge and understanding of the creative craft process. It enables students to investigate creative enterprise and employment opportunities in the creative sector, and provides a basis for progression onto further study.

Exam board and course title:

NCFE Level 1 Award in Creative Craft 601/3360/0

NCFE Level 2 Certificate in Creative Craft 601/3232/2

To be awarded the NCFE Level 1 Award in Creative Craft, students are required to successfully complete three mandatory units:

[D/506/2654](#)

Explore craft resources (3 credits)

[H/506/2655](#)

Explore craft ideas (4 credits)

[L/506/2648](#)

Create, present and review final craft item (2 credits)

To be awarded the NCFE 2 Certificate Creative Craft students are required to successfully complete four mandatory units:

[M/506/2674](#)

Use materials, tools and equipment to develop craft techniques (3 credits)

[K/506/2673](#) Investigate creative enterprise and employment opportunities (5 credits)

[H/506/2672](#)

Develop craft ideas (4 credits)

[T/506/2675](#)

Create, present and evaluate final craft item (3 credits)

Level 2 Certificate in IT Users

This qualification is suitable for students who plan to pursue a job requiring IT skills, providing essential skills in an increasingly digital world.

Units can be taken at a variety of levels, giving flexibility to match the qualification to career aspirations. It allows students to apply knowledge, understanding and skills to a level recognised by employers, thus proving competency in their job role across a wide range of sectors.

This qualification will:

- focus on the study of IT User Skills (ITQ) within the Information and Communication Technology sector
- offer breadth and depth of study, incorporating a key core of knowledge
- provide opportunities to acquire a number of practical and technical skills.

Exam board and course title

NCFE Level 2 Certificate in IT Users 501/1239/9

Assessment method

Assessment requirements Internally assessed and externally quality assured.

The units covered are:

- Improving productivity using IT
- Optional units

Level 1 Award/Diploma in Hair and Beauty Skills

This qualification provides students with the opportunity to develop their skills and knowledge to enable them to start or build on a career in a range of hair and beauty industries. The qualification covers different areas of beauty, including hand care, make up and nails.

Exam board and course title

AIM qualifications Level 1 Award in Hair and Beauty Skills
603/1805/3

or

AIM qualifications Level 1 Diploma in Hair and Beauty Skills
603/1809/0

Assessment method

Internally assessed and externally quality assured.

The units covered are:

- Manicure and pedicure
- Facial care
- Applying make-up

This course is only available at In Toto Cambridge.

Level 2 Award/Certificate/Extended Certificate/Diploma in Music

This qualification is designed for students wishing to gain knowledge and skills within the sphere of music performance and associated music industry disciplines. It allows students to develop their performance capabilities and increase their aptitude on their chosen instrument, along with gaining an effective knowledge of event organisation, rehearsal techniques, and the contextual background to their chosen genre and style.

The qualifications will give students:

- experience in planning, executing and analysing a music performance
- the ability to develop and hone their performance within a rehearsal space
- knowledge of planning, promoting and running a live music event
- a greater understanding of music and the responses it elicits in an audience
- contextual awareness of styles and genres of music and how they have developed
- the ability to perform effectively in a recording studio environment

The knowledge and skills acquired by performers undertaking this course will enable progression onto further studies, equipped with a greater aptitude for performing in a range of situations, and with a deeper knowledge of the wider skill set and associated requirements which come with being an effective performer.

Exam board and course title

RSL Level 2 Certificate for Music Practitioners

Assessment method

Coursework based assessment against individual unit criteria. Internally assessed and externally quality assured.

The units covered are:

Mandatory unit

218 Marketing and Promotion

Optional units

224 Digital Recording and Production, 222 Music Sequencing and Production, 202 Composing

Entry level award in Developing Enterprise Skills and Level 1 Award in Investigating/Developing Enterprise Skills

These qualifications provide students with a basic introduction to the main principles of enterprise. Students will research local enterprising people or entrepreneurs and identify their own existing skills and areas for growth, which are then applied by taking part in an enterprise activity.

These courses provide students with:

- Foundational skills for enterprise
- Ability to create, manage and evaluate projects
- Knowledge of what makes a successful enterprise
- Opportunities to work as a team
- Learning new skills, such as design or leadership
- Action plans of how to become an entrepreneur

All students will start on the Entry 3 Award at the beginning of the academic year. Once this has been completed, they will then be offered the opportunity to progress onto the appropriate Level 1 qualification for them; either Investigating Enterprise Skills or Developing Enterprise Skills. Upon completion of this pathway, students will have gained two qualifications in Enterprise Skills.

Exam board and course title

NCFE Entry Level Award in Developing Enterprise Skills (Entry 3)

progressing to:

NCFE Level 1 Award in Investigating Enterprise Skills /NCFE Level 1 Award in Developing Enterprise Skills

Assessment method

Internally assessed and externally quality assured.

Units covered:

- Entry level
- Introduction to Enterprise Skills
- Participate in an Enterprise Activity

Level 1 Award in Investigating Enterprise Skills:

- Understand Enterprise Skills
- Demonstrate Enterprise Skills

Level 1 Award in Developing Enterprise Skills:

- Understand Enterprise Skills
- Demonstrate Enterprise Skills

Level 1 Award in Multi-trade Construction Skills

This qualification provides the ideal introduction to the construction industry, and covers essential skills in the following trades: bricklaying, carpentry and joinery, plastering, painting and decorating, construction operations, wall and floor tiling, electrical and plumbing.

Exam board and course title

City and Guilds Level 1 6219

Assessment method

Internally assessed and externally quality assured.

These qualifications are suitable for 14-19 year olds, or for individuals of any age wanting an introduction to a variety of construction trades in order to gain skills in those areas and perhaps to decide which trade is the right one to pursue a career in. No previous knowledge or experience is required.

The course is assessed on the following skills phases:

- Phase 1: Generic Units, Bricklaying, Joinery
- Phase 2: Wall & Floor Tiling, Construction, Operations, Painting & Decorating
- Phase 3: Carpentry
- Phase 4: Plastering, Plumbing, Electrical

This course is only available at In Toto London and Peterborough.

City & Guilds Level 2 Diploma in Site Carpentry

This qualification is for candidates who work or want to work as a Site Carpenter in the construction sector.

It allows candidates to learn, develop and practise the skills required for employment and/or career progression in Site Carpentry.

It covers the following skills:

- Carry out first fix flooring and roofing
- Carry out first fix frames, partitions and stairs
- Carry out second fixing operations
- Carry out carpentry maintenance
- Set up and operate a circular saw

To achieve the Level 2 Diploma in Site Carpentry (6706-23), students must achieve 52 credits from the mandatory units.

Exam board and course title:

City & Guilds 6706-23 Level 2 Diploma in site carpentry

Units included are:

- Health, safety and welfare in construction
- Principles of building construction, information and communication

Students may also have the opportunity to work towards units, and training, required to gain their CSCS card.

This course is only available at In Toto Peterborough.

Level 2 Certificate/Diploma in sport coaching

This qualification will give students the introductory skills to either start a career in sport, or progress within employment in the sector. This qualification can also prepare students for higher or further education and gives a good introduction to the sport vocation.

Exam board and course title

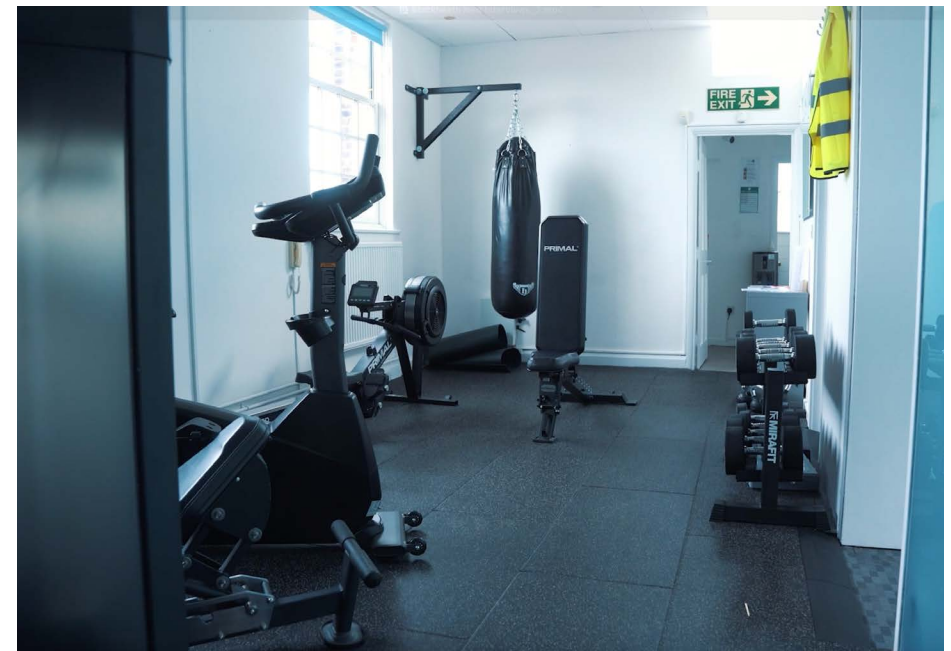
NCFE Level 2 Certificate in Sports Coaching 601/3037/4/COA

Assessment method

Assessment requirements Internally assessed and externally quality assured.

The units covered are:

- Sports Coaching
- Sporting Skills and Tactical Awareness
- Participation in Sport
- Optional unit



UAL Level 2 Award/Diploma in Creative Media Production and Technology - Esports

The UAL Level 2 Diploma in Creative Media Production and Technology has been designed to provide students with the skills, knowledge and understanding necessary to progress to further study and training in a range of media-related subjects, including game design and game streaming. This qualification will help students to develop transferable workplace skills, such as good communication and the ability to work in a team, which employers have identified as essential for gaining employment in the sector.

Students taking this qualification will study the following units:

Unit 1:

Introduction to creative media methods and skills.

Unit 2:

Introduction to production techniques in creative media.

As well as completing the above units, students taking the diploma qualification will also study the following units:

Unit 3:

Understanding an audience in creative media production

Unit 4:

Contextual research for creative media production

Unit 5:

Exploring audio production and technology

Unit 6:

Exploring visual production and technology

Unit 7:

Exploring interactive media production and technology

And unit 8 or 9;

Unit 8:

Personal project and presentation in creative media production

Unit 9:

Personal project and presentation in creative media production

Exam board and course title:

UAL Level 2 Award and Diploma in Creative Media Production and Technology

Assessment method

Award - The Level 2 Award is made up of two mandatory units, internally assessed and internally verified portfolio of evidence (Units 1 and 2) which are externally moderated by UAL awarding body.

Diploma - Students MUST complete units 1 and 2 of the Award, in addition to Units 3-7 and Unit 8 or 9 to achieve the Diploma. Internally assessed and internally verified portfolio of evidence (units 1-7) which are subject to quality assurance by UAL Awarding Body. Internally assessed and internally verified Unit 8 or 9 which is externally moderated by UAL Awarding Body.



GCSE Biology

Our Science curriculum is designed to build upon foundational knowledge and prepare students for further study or employment. The curriculum promotes scientific literacy, problem-solving, and an understanding of scientific processes, encouraging students to apply their knowledge to real-world contexts.

Biology Overview:

1. **Cell Biology**
Cell structure and function (eukaryotic and prokaryotic cells).
Transport in cells (diffusion, osmosis, and active transport).
2. **Organisation**
Structure and function of human organ systems (e.g., digestive, circulatory).
Plant tissues and transport systems.
3. **Infection and Response**
Pathogens and disease prevention.
Vaccines and treatments (e.g., antibiotics).
4. **Bioenergetics**
Photosynthesis and respiration.
5. **Homeostasis and Response**
Nervous and hormonal control.
Maintaining internal conditions (e.g., temperature, blood sugar).
6. **Inheritance, Variation, and Evolution**
DNA, inheritance, and genetic engineering.
Evolution by natural selection.
7. **Ecology**
Ecosystems and biodiversity.
Human impact on the environment.

Assessment method:

Separate Sciences: 2 papers per subject, each 1 hour 45 minutes (25%)

Similar format as Combined Science but with additional content.

Extended Project Qualification (EPQ)

The Extended Project Qualification (EPQ) is a Level 3 qualification offered by AQA, equivalent to half an A-level. It allows students to research a topic of their choice and produce either a 5,000-word report or an artefact with a 1,000-word report. The EPQ is designed to help students develop skills that are valuable for university and future careers, extending their abilities beyond the standard A-level syllabus.

The EPQ allows students to lead their own projects. Students get to plan and carry out research on a topic that they've chosen and that isn't covered by their other qualifications. They can take inspiration from something touched on in class or something personal and unrelated to their studies. They then use this research to produce a written report and, in the case of practical projects, an artefact or a production.

By taking responsibility for the choice, design and decision making of an individual project (or an individual role in a group project) students:

- become more critical, reflective and independent students
- develop and apply decision-making and problem-solving skills
- increase their planning, research, analysis, synthesis, evaluation and presentation skills
- learn to apply technologies confidently
- demonstrate creativity, initiative and enterprise.

Exam board and course title:

AQA Extended Project Qualification

NCFE CACHE Level 2 Diploma for the Early Years Practitioner

The aim of this qualification is to provide students with the knowledge and understanding of babies and young children from birth to 7 years of age with applied knowledge in the early years, 0-5 years. The qualification content meets the Department for Education's (DfE) Level 2 full and relevant criteria for a Level 2 Early Years Practitioner in the workforce.

All units will be internally assessed using a range of methods.

Knowledge based outcomes can be assessed using non-mandatory assessment tasks provided for tutors' convenience in this specification.

Skills based outcomes must be achieved with reference to a real work environment and must include direct observation within the workplace.

Exam board and course title:

NCFE CACHE Level 2 Diploma for the Early Years Practitioner - 603/3723/0

To gain this qualification, students must achieve a total of 37 credits from all 14 mandatory units.

Students will need to be working, volunteering or on practical placement to show competence in both knowledge and skills. We recommend students complete 250 placement hours whilst undertaking this qualification.

Placement opportunity must allow for skills application with babies and young children sufficient to meet the assessment criteria for the qualification.

NCFE Level 2 Certificate in Gym Instructing

This qualification is designed for students who want to work as a Gym Instructor in the sport and physical activity sector.

The objectives of this qualification are for students to:

- demonstrate the knowledge, understanding and practical skills needed to work as a Gym Instructor
- develop skills and knowledge in a range of areas relevant to their role, such as:
 - the principles of working in the gym environment, including customer service and how to maintain health, safety and welfare
 - anatomy and physiology
 - how to conduct consultations and promote the health benefits of physical activity
 - how to communicate effectively and motivate clients to adhere to an exercise programme
 - how to plan and prepare a gym-based exercise programme.

Assessment method:

The Level 2 Certificate in Gym Instructing is an internally assessed and externally quality assured portfolio of evidence.

Exam board and course title:

NCFE Level 2 Certificate in Gym Instructing - 603/3931/7

To be awarded the Level 2 Certificate in Gym Instructing, students are required to successfully complete 6 mandatory units.

The units covered are:

- Anatomy and physiology for exercise
- Maximising the customer experience in a gym environment
- Supporting client health and well-being
- Conducting client consultations and gym inductions
- Planning and reviewing gym-based exercise programmes
- Instructing and supervising gym-based exercise programmes

NCFE Level 3 Award in Education and Training

The qualification provides an introduction to teaching and aims to meet the needs of a range of trainee teachers, such as:

- individuals not currently in a teaching or training role
- individuals currently teaching and training (including those who have just begun teaching and training)
- individuals currently working as assessors who wish to achieve a qualification that provides an introduction to teaching.

The objective of this qualification is to prepare students for employment and support them to progress to a teaching role within the workplace.

Exam board and course title:

NCFE Level 3 Award in Education and Training - 601/1620/1

There is a requirement to undertake observed and assessed practice in a real work environment for the following optional units from the learning and development suite that are included in this qualification:

- Unit 03 Facilitate learning and development for individuals
- Unit 04 Facilitate learning and development in groups

For these units, practice should be in the appropriate context with groups of students or with individual students. The number of hours of practice required and the number of hours to be observed and assessed are not specified for these units.

NCFE Level 2 Award in Preparing to Work in the Film Industry

This qualification aims to:

- prepare students for work in the creative industries, specifically within the film sector
- provide a route into further study in the creative industries, in particular, progression onto the Level 3 Advanced Apprenticeship in Creative and Digital Media

The objectives of this qualification are to help students:

- understand the industry's history, culture, structure and marketplace
- gain and improve technical skills
- understand and contribute to the production process
- review and critique their own and other productions
- understand the key roles and job market in the film industry
- work effectively within teams
- reflect on their own development and plan their next step

Exam board and course title:

NCFE Level 2 Award in Preparing to Work in the Film Industry - 601/4488/9

To be awarded the Level 2 Award in Preparing to Work in the Film Industry, students are required to successfully complete one mandatory unit:

- Unit 01: Develop own working practice for the film industry (6 credits)

RSL Level 1, 2 & 3 Creative digital media

RSL's Creative Digital Media qualifications prepare students for their entry into this world and arm them with the knowledge and skills to successfully navigate this exciting and ever-evolving industry.

Designed by industry professionals, and updated to match developments in the fast-moving sector, our Creative Digital Media qualifications span a range of sizes at Levels 1-3. With pathways in Interactive Digital Media and Social Media, and hundreds of units covering a range of industry specialisms, these qualifications give students the opportunity to develop and apply their practical skills within an industry-relevant context.

Choice of pathway:

Students taking a Creative Digital Media qualification select one pathway from the following:

- Interactive Digital Media
- Social Media (Levels 2 and 3 only)

Each pathway embodies a specific profile of study and this informs the core unit choices, which you are guided to make. Students will be led by centres when choosing the pathway options available to them, and the units within their chosen pathway.

Pathway rationale

The aim of each pathway is to equip students with a variety of abilities relevant to Creative Digital Media, ranging from knowledge development through to nearing professional skill acquisition.

Pathway profiles

Interactive Digital Media Students will:

- Plan a digital media product or service
- Plan for a product release
- Learn digital design skills
- Engage in creative thinking
- Develop knowledge of digital technology
- Further understanding of the digital industry

Social Media Students will:

- Engage in content creation
- Learn marketing skills
- Learn analytical skills
- Develop their knowledge of social media platforms
- Plan social media strategies/campaigns
- Contextual understanding of the digital game industry

Exam board and course title:

RSL Level 1, 2 & 3 Creative digital media



A-level Art and Design

Art and design is about using your creative and analytical skills to explore the world around you, working across a range of media to start developing your practical expertise. Whether you want to pursue a career in the creative industries or complement your other subjects, A-level Art and Design has a lot to offer.

Students can choose from the following areas:

- **Fine art:** develop your understanding of the creative process and learn to communicate visually. Areas of study include everything from painting, drawing to installation and sculpture.
- **Graphic communications:** develop an effective personal visual language. Areas of study include interactive media, advertising and design for film and television.
- **Photography:** take this opportunity to look, learn and communicate ideas in a way that is personal to you. Areas of study include portraiture, documentary photography, fashion photography and experimental imagery.
- **Textile design:** develop skills across a broad range of textiles techniques including fashion textiles, costume design and digital textiles.
- **Three-dimensional design:** learn how to select appropriate materials for three dimensional projects and experiment with texture and surface design. Areas of study include environmental design, jewellery design and product design.
- **Art, craft and design:** this broad based course allows you to draw from two areas of study from fine art, graphic communications, photography, textile design and three dimensional design.

Assessment:

- For component 1, students develop work for a personal investigation into an idea, issue, concept or theme supported by written material. This will count for 60% of the total A-level.
- In component 2, students produce personal work in response to one of eight exciting starting points which will count for 40% of the total A-level.

Exam board and course title:

A-level Art and Design



Arts Award

The Arts Award takes young people on a creative journey, exploring the arts world, discovering their potential as artists, developing leadership skills – and gaining a recognised qualification along the way. Open to anyone aged 25 or under, this unique set of arts qualifications builds skills essential for success in the 21st century: creativity and communication, along with problem-solving, reflective-thinking and confidence.

Young people can achieve an Arts Award in any art form, from music to mime, poetry to pottery, dance to drumming. Through the five levels – Discover, Explore, Bronze, Silver and Gold – young people:

Enjoy creating and participating in arts activities.

Through Arts Awards, young people get actively involved in creative activities and produce their own art work. Those working towards the higher levels collaborate with artists to try a genre or art form new to them too.

Experience arts events and explore the work of artists.

Arts Awards connect young people with the arts world – as the audience or visitor, behind the scenes, learning from creative professionals, or researching the work of artists and arts organisations. At higher levels, participants review and share their experiences, gaining critical-thinking and organisational skills.

Gain 21st century skills for success in education and employment.

Completing an Arts Award gives young people a wide range of transferable skills. In independent research, Arts Award achievers mentioned the ongoing positive impact on their confidence, communication skills and creativity, which are nurtured by all levels. They also develop entrepreneurialism, independence and self-motivation while learning to reason, reflect and network more effectively. So it's great preparation for further study and the world of work, whatever their future holds.

Develop leadership skills through practical involvement.

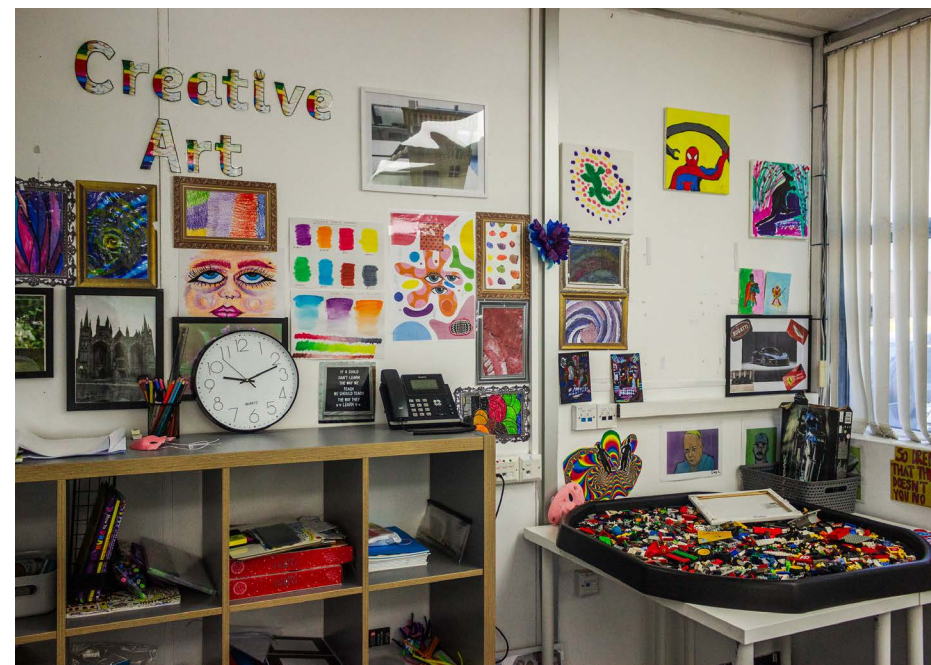
This begins at Bronze level, where candidates share an arts skill with others. At higher levels they plan and deliver their own arts events and projects – workshops, exhibitions, performances or festivals. Whether organising the production schedule, curating performances, devising a marketing strategy or carrying out a risk assessment, they'll be gaining a broad range of leadership skills through real-world experience.

Investigate arts careers.

Every level of Arts Awards encourages young people to explore the creative professions. At lower levels they'll research artists or craftspeople and their work. At Gold they'll be immersed in the arts world through placements, volunteering and training, as well as researching professional artists' career paths – gaining valuable knowledge and experience to help them make informed choices about their own training.

Exam board and course title:

Trinity College London – Arts Award



Transition Support

Staff will work closely with young people, parents and carers to support a successful transition out of our provision. We will work with other providers, such as local offers, to arrange appropriate transition programmes. We will also support students by incorporating specific lessons around moving on, travelling, getting on with others and any other topics relevant to the individual.

Careers & Reintegration into Mainstream College

- **1:1 Career Coaching & Guidance**
Students receive tailored advice on career pathways, apprenticeships, and further education.
- **College Transition Support**
Students are supported with college applications, course selection, and transition visits.
- **Mock Interviews & Workplace Skills**
Developing confidence in job applications, CV writing, and workplace behaviours.
- **Work Experience Placements & Volunteering**
Hands-on opportunities to explore career paths and build employability skills.
- **Collaboration with Local Colleges & Training Providers**
Ensuring students transition smoothly into mainstream college or apprenticeships.

Preparing for Adulthood

We will implement an individualised curriculum tailored to each student's specific needs. This personalised approach will support the Preparation for Adulthood (PfA) outcomes, ensuring that each young person is equipped with the skills, knowledge, and experiences necessary to achieve their goals and transition successfully into adulthood.

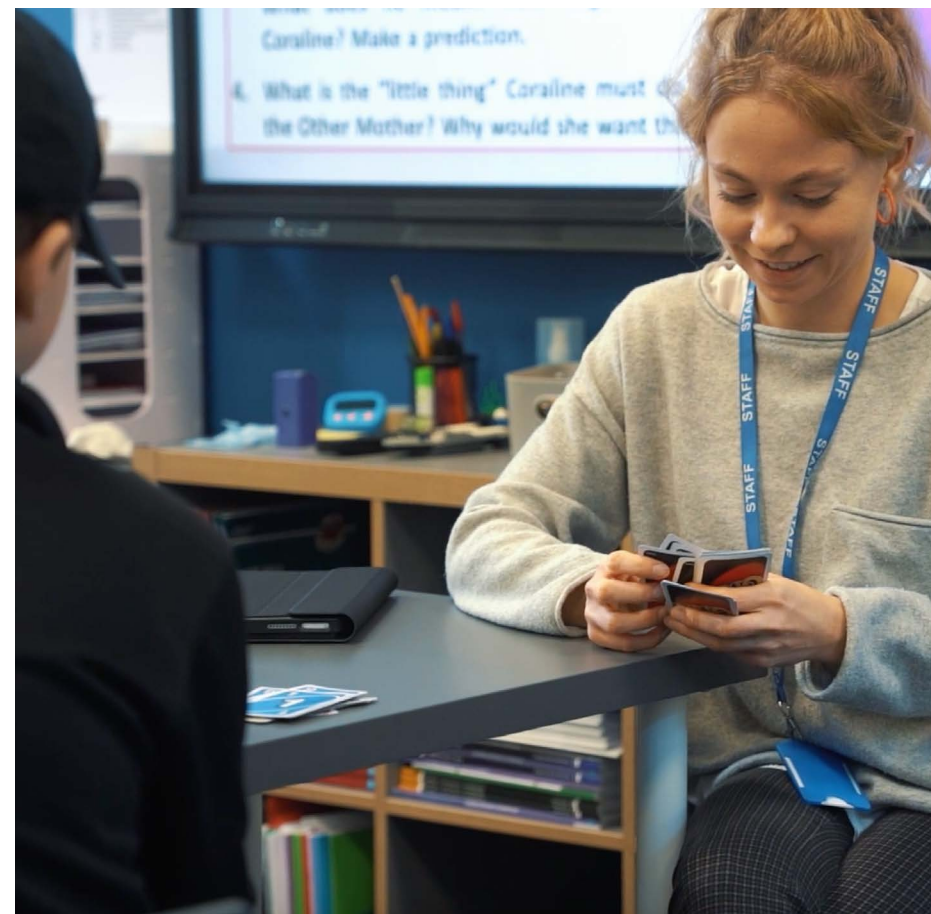
Resources in each provision include facilities such as a kitchen and gym, to be able to tailor specific lessons for everyone to meet their PfA needs and EHCP outcomes.

A-levels

A-levels are available on a case by case basis and are subject to staffing availability.

In previous years we have offered the following:

- Biology
- English literature
- Psychology
- Music
- Computer Science
- Art and Design





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