

# THE STUDIO

School prospectus

# 2024



# Preparing Young People for the Jobs of Tomorrow

## Welcome

Our purpose is to prepare you for success in a fast moving digital world and, in particular, help create opportunities to work or launch businesses in the creative and digital industries.

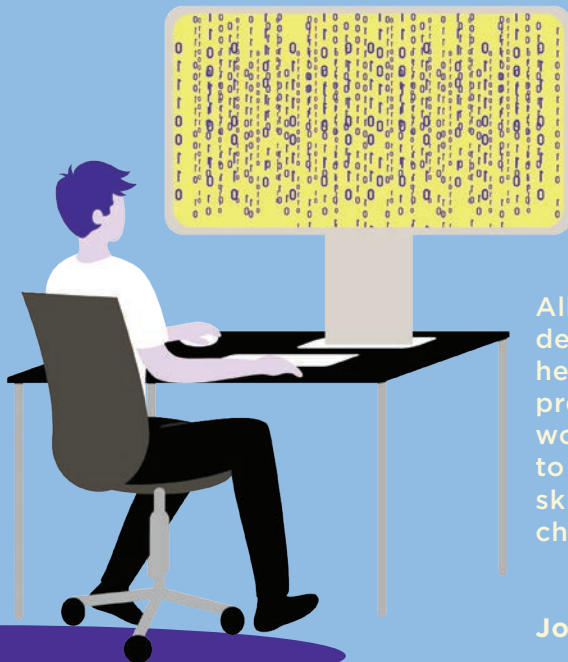
We've created an environment to inspire creativity and critical thinking, fed by the industry knowledge of our partners, that lead the sector across the region.

Our former students run their own businesses from ideas born within our walls; games produced here are sold widely in the marketplace.

The creative and digital industries are changing the world at an unprecedented rate. We work closely with some of the most exciting and innovative businesses across the region to help shape our students' experience, and ensure the skills we teach alongside our curriculum will prepare you for a successful career. These connections create opportunities for our students, to learn and work with the best.

All of the work we do here is designed for one thing - to help support our students; to prepare them to change the world through creativity and to give them the technology skills to solve the greatest challenges of our time.

Join us.



We're committed to providing standards of teaching and learning, combined with real industry experience which opens doors for our students. We're proud to work with the best local talent in the digital and creative sectors, helping our students build a strong portfolio of experience, so you can hit the ground running once you graduate from The Studio.



# Why we do it: Our promise

We promise to secure the future for all of our students. Whether you want to go to university, find a job, or take up an apprenticeship – we can guarantee your next steps. Our pupils are highly motivated to achieve the best results through our personalised pathways and real-world teaching approach, and on successful completion of their courses, all of our students have secured one of the following:

## A university place



When applying to university, our students have a competitive edge. We work closely with admissions teams to give our students the best possible advice about course choices and requirements. Students go on to competitive university courses in a range of subjects including: games design, art, photography, animation, computer science, engineering and more.

## Apprenticeship or degree apprenticeship

Our students secure degree level apprenticeships with top UK employers including Dyson, Unilever and Barclays. We work closely with local and national employers to promote a range of degree level and higher level apprenticeships and help students to prepare successful applications.



## A job



There's plenty of opportunity for our students to take up an entry-level job once graduating from us. We work directly with HR departments to ensure a smooth pathway into the workforce, in roles including marketing assistants, IT technicians and network engineers.

# Creative and digital in Liverpool



The creative and digital sector locally employs over 22,000 people in 4,400 businesses. It is estimated to deliver products and services worth in excess of £1.8 billion per annum in GVA.

This is because Liverpool is a hotbed of innovation and creativity. We have produced and sold millions of computer games from the city, and created award-winning productions for TV and cinema.

Businesses within the creative and digital sector have shipped products and services around the world to clients that include Disney, Sony, BBC, Virgin Media, Vodafone, LinkedIn, Nintendo, Microsoft, Google and Amazon.

There is lots of room for talent in the sector locally and students who are keen to progress will find the door open from The Studio to the local sector.

# Enrichment and careers

## Enrichment

Fancy learning to code in between classes? Want to build a 1,000mph jet powered car from scratch, in your spare time? Maybe you'd like to practise your drama skills? Our enrichment activities have got you covered...

Enrichment activities run alongside our classes, offering students a wide range of exciting and interesting opportunities to build on their experience, or learn a new hobby or skill.

Our programme of enrichment activities goes hand in hand with a strong and enviable UCAS application.

### Our KS4 activities include:

- STEAM lessons
- Masterclasses from industry leaders, local and national
- Telling my story Workshops
- Global Innovation in Sustainability Summit
- Carnegie Medal Shadowing, both writing and illustration

- Banned Book club
- Programming Nintendo switches
- Robots
- Code camp
- Cyber security
- Classics in class and trips
- Football
- Combined Cadet Force (CCF)
- Art Club
- Book Club
- Reading Club

## Support

- Mental Health Champions

## Competitions

- Big Bang Science, Engineering and Tech Competitions
- Teen Tech Awards
- BAFTA Young Game Designers
- UK Bebras (organised by the Raspberry Pi Foundation and delivered in partnership with the University of Oxford)

## Careers

As well as building up a unique and strong skills base, our students benefit from impartial careers advice and guidance through our careers advisor and pathway leads. Our close connection to local universities and colleges means our students have the best possible advice when it comes to university admissions.

Of course, we understand that not all of our students want to pursue a university education; our guidance team is on hand to talk our students through life after school, whether that may be university, an apprenticeship, or a job upon graduating.



# Studio facilities

In the heart of Liverpool's bustling creative and digital district, we're housed in a Grade II listed former warehouse. The lofty spaces of the warehouse give us unparalleled flexibility and scale.

We're fully wheelchair accessible throughout the building, with disabled toilets on every floor and home to:

- **state-of-the-art innovation and science labs**
- **a dedicated health suite, with real hospital beds and a 'Sim Man' - a fully functioning dummy patient**
- **a games design artwork suite**
- **a programming suite with private professional network**
- **access to the latest software and hardware used within the creative and digital industries**
  - **a 120-seat lecture theatre and cinema**
- **an engineering suite with design, printing and production facilities**
- **an art and media studio and gallery space**
- **a fitness suite and gym, equipped with the latest sports kit**
- **flexible teaching areas alongside our core science facilities**
- **an animal management centre, home to rabbits, lizards, geckos and more...**
- **a ground-floor café and co-working space for sixth form students**

# Student story

## Seth combines work and study with a software engineering degree apprenticeship

Seth joined The Studio as a year 9 student in 2019 and, five years later, has started a software engineering degree apprenticeship at PWC while studying at Ada, the National College for Digital Skills, in Manchester. "I love what I'm studying," he says - "and that I get to work from home on Fridays!"

"I've received the support needed to achieve my career aspirations ever since I joined," he adds. "I always had an affinity for programming and The Studio specialises in technology, putting heavy focus on creating a workplace environment."

Seth went on to choose GCSEs including computer science and IT, which allowed him to explore pathways like app and game development, and data analysis. "It helped me realise software engineering was the path I wanted to take," he admits. "I took the scripting and programming pathway at A-level, as it lined up with my career interests and also has the most degree apprenticeships out of any course." Seth went on to gain D\*D\* in his Cambridge technical,



alongside an A in graphics and an A in his EPQ.

"The aim of the course was to teach students the technical knowledge they need in industry," he says, "as well as how projects are managed in industry, including team and client communication. The teacher for the course, Mr Johnson, has industry experience, so my class was given insightful advice on how to prepare for job applications and interviews, specifically focusing on degree apprenticeships."

Seth points to support from his coach Mr Johnson and career coach Mr Saint-Cricq, which helped him write a CV and personal statement that accurately showed off the skills he had learnt both at The Studio and in his own time. "This - along with a range of interesting projects to talk about in interviews - meant I was able to get a software engineering degree apprenticeship, doing exactly what I've always wanted to," he says.



## Dream big

**Studio students have showcased their work at a 'one-of-a-kind' virtual event, that proved to be far from your typical gallery experience.**

The Studio collaborated with local company Event Horizon, run by former Studio student, James Murphy, to create a virtual gallery experience whereby students can exhibit their work online.

James says: "The Studio has always done these big exhibitions and it was so important when I was there because you've got that experience of showing your work. They always had interest from local businesses and gave an opportunity to network and even get jobs."

The interactive exhibition's theme was 'dreams', and allowed visitors to virtually walk around the gallery alongside a horde of zombies. It showed a range of work including contemporary art, comics, digital designs, films and animation.

Art teacher Stephanie Mansfield is keen for students to be able to exhibit their work. "Students come up with their own ideas for the exhibition. We encourage them to show a variety of skills, and explore their passions. We provide the structure of the process, but the styles, materials and concepts are all on them. Students have the freedom to experiment. If they want a career in this industry, this is a great opportunity to get noticed at an early age."

# Our team, Governance and Trust

## Our team

Our dedicated team of teaching staff has a wealth of industry experience, as well as links to local arts, creative and tech organisations.

We teach across the spectrum, from computing, science, art and design, maths and English, to business, social sciences, PE, humanities and modern foreign languages. Our students benefit from a high standard of teaching, encompassing all of the traditional curriculum subjects as well as a range of focused gaming, programming and creative subjects from our team of specialist staff.

The safety of our students is imperative. We provide a safe space for students to learn, explore and push boundaries, and our dedicated Director of Inclusion ensures our students receive all the support they need whilst removing any barriers to learning. Our pastoral team plays a central role in students' personal and academic development whilst our SEND team supports all students to achieve their potential.

## Governors

Our governing body drives the vision and ethos of our school, monitors educational and financial plans, and provides support to the school in a way that is tailored to our priorities. Our governing body consists of ten governors drawn from our sponsor and partner organisations, parents, staff and local stakeholders to create a balanced group with the right experiences, skills and connections to support the school in achieving exceptional performance.

## Northern Schools Trust

Life Sciences UTC and The Studio School are part of the Northern Schools Trust. The Northern Schools Trust is committed to providing life changing opportunities through education for every student. It works to support this through personal development, quality leadership and investment in teaching and learning.

[northern-school-trust.co.uk](https://www.northern-school-trust.co.uk)



# Our partners

Working with employers, universities and the public sector is important to us for many reasons. The real-world experience that it affords our students is second to none. And by working with a carefully curated collection of award-winning partners, our students graduate from us with an unrivalled bank of knowledge and experience, to help them on their way...

- Stay ahead of the curve and develop the niche skills our local award-winning science companies need, gaining the relevant skills that employers seek out
- Listen to and learn from worldclass speakers in our series of masterclasses and seminars
- Make a real difference - get involved in groundbreaking research projects
- Join regular visits to external organisations and take part in work placements with our partners



## KS4 GCSEs

**Amazon**

**Lucid Games**

**Mast Group**

**Bjarke Ingles Group**

**Ford  
Philanthropy**

**PwC**

**Epix Systems**

**arm**

**BAC**



# GCSE Curriculum

## All students study the core subjects:

- **English Language and Literature**
- **Mathematics**
- **Science (Double or Triple award)**

Alongside the core curriculum subjects, our students select a range of optional subjects, which give you a good foundation if you want to specialise in a certain area in sixth form. Our subjects have been designed in conjunction with our university and industry partners, to make sure that students get the best possible education options, for the roles of the future. We've worked closely with our partners to cover the key skills, experiences and attributes needed in the creative, tech, science, engineering and healthcare sectors. You'll have everything at your fingertips to make an informed decision about the best route through education, playing to your personal strengths and interests. At the end of the Key Stage 4 programme, you'll have the option to progress to our sixth form, selecting A Level and BTEC Options for Year 12.

## The core curriculum also includes:

- **Project-based learning**
- **Enrichment**
- **Wellbeing**
- **Careers education, information, advice and guidance**
- **Personal, social health, citizenship education**
- **Physical education**

## In addition, students choose from our specialist BTEC and GCSE options:

- **Geography**
- **Languages**
- **Business**
- **Creative art**
- **Graphics**
- **Lens-based media (photography)**
- **Computer science**
- **Psychology**
- **Sociology**
- **History**
- **Level 2 Sport and physical activity**

## Don't be limited to what you learn

The Studio students can also choose to study any GCSE subject offered at our sister school, UTC.

# Results

**61%**

achieved a level 4 or above in English GCSE

**100%**

5+ in separate sciences

**100%**

secured level 4 or above in Art, Graphics and Photography

**91%**

4+ in graphics

Studio students can also choose to study any GCSE subject offered at our sister school, UTC.



# Destinations

Our students go onto a wide variety of courses universities and future opportunities.

Destinations this year include:

Abertay University -

Computer Game Applications Development

Manchester Metropolitan University -

Illustration with Animation

University of Cambridge -

BA Architecture

University of Liverpool -

Computer Science

University of Sheffield -

Mechatronic and Robotic Engineering

Manchester Metropolitan University -

Games Art

# Changing schools

## Can I change schools?

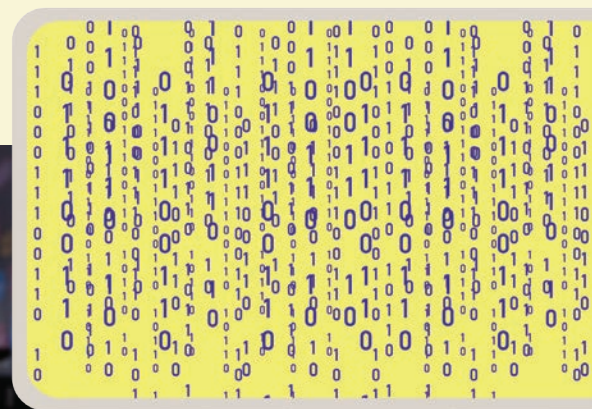
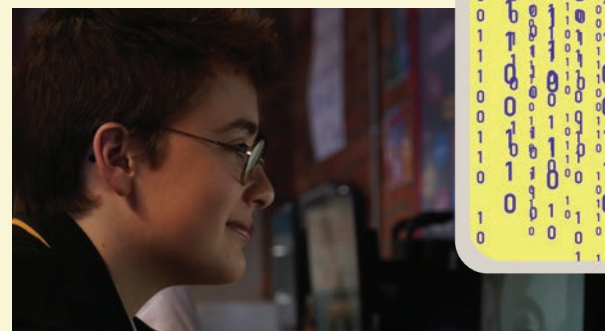
Yes! You can now change schools at 13, 14, or 16. The government changed things back in 2010, allowing you to choose whether or not to stay at your current school. You can also join us at 16, after you've finished your GCSEs. If you're in Year 8 or 9 now, instead of staying at your school for years 9, 10 and 11, you can enrol at The Studio School or our sister school Liverpool Life Sciences UTC to choose and complete your GCSEs. Or you can join us for years 12 and 13.

## When can I join?

If you're in Year 8 now, you can apply to join our Ignite Programme in September.

If you're in Year 9, you can apply to join our Key Stage 4 programme, starting at the beginning of Year 10.

If you're currently in Year 11, you can apply now to be a Year 12 entrant.



# Pastoral support

Wellbeing is a vital part of the work we do with our students. We'll work with you to develop your social and emotional skills, knowledge and behaviours that will help you to be resilient and happy. Advocacy, support, signposting and advice is available throughout the school from our specialist, experienced, pastoral team.

## SEN Support

We believe that all students, no matter their individual needs, are entitled to an inclusive academic and vocational education that allows them to explore their passions and thrive in school.

We have a dedicated SEND team to support our students' needs including a specialist SEND Co, deputy SEND Co and learning support assistants.

# Sixth Form

# Enrichment

Fancy learning to code in between classes? Want to build a 1,000mph jet powered car from scratch, in your spare time? Maybe you'd like to practise your drama skills? Our enrichment activities have got you covered...

Our enrichment activities go hand-in-hand with a strong UCAS application and wide-ranging extra curricular interests. Running alongside classes, our enrichment programme offers students a wide range of exciting and interesting opportunities to build your experience, learn a new hobby or try a new skill. With everything from coding to jet-powered cars on the agenda, and drama to art, book and reading clubs, you're guaranteed to find an activity to immerse.

## Competitions

- Big Bang Science, Engineering and Tech Competitions
- Teen Tech Awards
- BAFTA Young Game Designers
- UK Bebras (organised by the Raspberry Pi Foundation and delivered in partnership with the University of Oxford)

## Support

- Trips to Cambridge/Oxford open days.
- Partnership with Aspire Liverpool; support applications to top universities
- Tutoring with Liverpool University for eligible KS5 students
- Mental Health Champions

## Activities

- STEAM lessons
- Masterclasses from industry leaders, local and national
- Global Innovation in Sustainability Summit
- Carnegie Medal Shadowing, both writing and illustration.
- Bibliophiles United!
- Programming Nintendo switches
- Robots
- Code camp
- Cyber security
- Classics in class and trips
- Combined Cadet Force (CCF)
- Further Maths
- Art Club
- Book Club
- Reading Club
- MeDeVet Programme
- Ford Data Dashboard Project - Microsoft Power BI
- Employability Skills Challenges
- Life Drawing
- Baltic Research Institute
- EPQ Research Programme
- Baltic Research Journal

# Project-based learning

The Studio champions project-based learning (PBL) as an integral part of our curriculum, placing real-world relevance at the heart of education. Through PBL, our students actively engage in complex, cross-disciplinary projects that mirror challenges in technology, the creative industries and innovation.

This approach prioritises skills like collaboration, critical thinking and innovation – essential for careers in creative and digital sectors, supporting students to develop key technical and transferable skills including:

- Project management and understanding their specific skills and roles within a team
- Developing content and programming an Augmented Reality device (MERGE cube)
- Developing a website to display their work during a digital showcase event

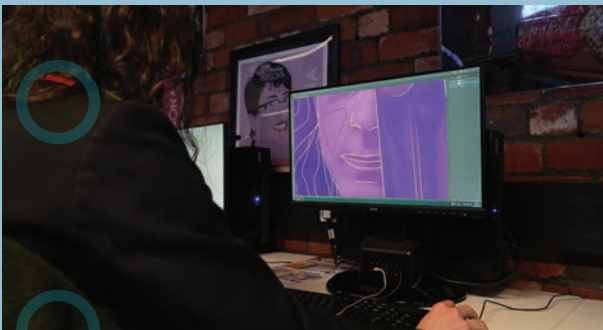
# What we do: Pathways

We will help you visualise the best route into the career you're interested in, and support you in making the right study choices at Year 12.

We work closely with you and your parents to make sure you opt for the best combination of subjects to help you achieve your dreams. And, if you're unsure about your future goals, we can advise you on how best to keep your options open and find out what really inspires you.

We also offer our students a variety of project-based learning, placements and masterclasses, so you get a real taste for the jobs and environments that you're passionate about.

We offer a range of options, giving you a chance to explore wide ranging subject areas, coupled with unforgettable, real-life experience ideal for games designers, artists, programmers and more.



## Exploring Creatives

The Creative pathway lays the foundation for the technical, analytical and problem solving skills required for future creative and academic endeavours. Students will not only create a portfolio of work to represent their skills and interests, but will also gain confidence in their abilities as creators. Students develop understanding of visual art and design skills which will prepare them for work in a number of creative careers, as well as transferable skills such as problem solving, divergent thinking, practical work, and learning as a result of research, experimentation, reflection, and resilience.

## Exploring Technologists

The Technology pathway is an excellent way for students to develop their knowledge and skills in games design, programming and computer science. The pathway is ideal for students who prefer a more vocational approach and want a practical hands-on experience to build a skills portfolio. The courses will help develop a number of professional attributes and improve your understanding of the sector. Students from this pathway go on to work in cyber security, as games designers, animators, web application developers, mobile developers, software application developers or software analysts.

## Projects

Our project programme underpins the work-based ethos of the Studio. Students participate in practical workshops, experiments, research, seminars and enrichment opportunities connected to an area of study. This significantly improves confidence, motivation, self-respect, academic achievement and skills development.

## Placements

All of our post-16 courses include work-related activities and opportunities for work placements.

## Masterclasses

Our students regularly benefit from inspirational masterclasses delivered by our industry partners, thought leaders and university academics.



# Results

Our students typically excel in both A Level and BTEC programmes. Recent results include:

**Mika achieved A\* in EPQ, A in Maths, B in Further Maths, B in Physics and D\* in Engineering EPQ**

**Ellis achieved A\* A\*A in Photography, Graphics and Fine Art**

**Teo secured A\*AAD\* in Art, Maths, Further Maths and Engineering EPQ**

# Destinations



We take pride in preparing our students for the world of work and the jobs of tomorrow, giving you the skills to be successful in the future. We also keep in touch with our previous students to find out how they're doing in whatever path they follow. Through our alumni, we get plenty of relevant, up-to-date recommendations and support for our current crop of students.

Recent student destinations include:

**Epix Systems -  
NetOps/ DevOps  
(Cyber Security  
Analyst) Degree  
Apprenticeship**

**Sellafield Ltd -  
Digital & Technology  
Solutions Degree  
Apprenticeship**

**PwC - Software  
Engineer Degree  
Apprenticeship**

**University of  
Cambridge -  
BA Architecture**

**UCL (University  
College London) -  
Anthropology**

**University  
of Bath -  
Architecture**

**Durham  
University -  
Environmental  
Geoscience**

**Software  
engineering degree  
apprenticeship  
at JP Morgan**

# Wellbeing

Wellbeing is at the heart of the work we do with students. We will work with you to develop your social and emotional skills, knowledge and behaviours that

will help you to be resilient and happy. We have a specialist, experienced, pastoral team who can offer advocacy, support, signposting and advice.



Nurturing creativity and collaboration, we believe that a thriving mind fosters a thriving future. At The Studio School, wellbeing is the foundation for success.

# It's easy to apply to The Studio School



## You can apply online at

[thestudioliverpool.uk/apply](http://thestudioliverpool.uk/apply)

or find more details at [thestudioliverpool.uk](http://thestudioliverpool.uk)

## Industry Insight Days:

Our Employer Drop-Down Days allow students to work on employer-driven projects solving real-world problems. We bring employers into the building so that students learn more about opportunities and benefit from their knowledge, skills and expertise.

They help develop technical and, in particular, soft skills in our students, such as teamwork, leadership, problem solving and communication.

Our employer partners include: AstraZeneca, Liverpool School of Tropical Medicine, the NHS, University of Liverpool, MAST, BIMA and Ford.

THE **STUDIO**

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[@lpoolstudio](https://www.instagram.com/lpoolstudio)

Find us in the heart of Liverpool's creative and digital district, the Baltic Triangle:  
The Studio, 41 Greenland Street, Liverpool L1 0BS

[thestudioliverpool.uk](http://thestudioliverpool.uk)