

THE #STUDIO

PROSPECTUS



Start your career journey at
The Studio School Liverpool

Preparing young people for the jobs of tomorrow

Welcome

Our purpose at The Studio School 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

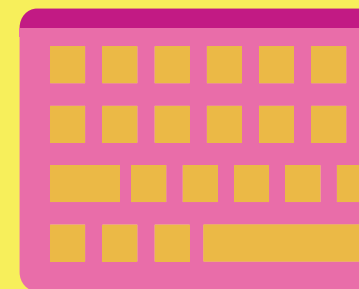
There's plenty of opportunity for our students to take up an entry-level job once graduating from us. We work directly with HR departments to ensure a smooth pathway into the workforce, in roles including marketing assistants, IT technicians and network engineers.

Creative and digital in Liverpool

The creative and digital industries around the UK are thriving and Liverpool is playing a key role in their growth.

The creative and digital sector locally employs over 51,000 people in 6,500 businesses, delivering products and services worth more than £1.8bn each year in GVA. The sector has doubled in size since 2012 and is expected to grow by another 10.1% by 2028.

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... 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. KS4 activities include:



Activities

- 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
- Life Drawing classes

Support

- Mental Health Champions

Competitions

- Global Innovation in Sustainability Summit
- Unilever Inspire Programme
- Business of Science Innovation Awards
- Big Bang Science Competition
- World Skills Engineering and Tech Competitions
- VEX IQ Robotics Competition
- Dot-art Schools Competition
- Merseyside Police Cyber Challenge

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, a degree apprenticeship, or a job upon graduating.

Career fast track

Our Ignite programme is an accelerator, providing an advanced Year 9 experience that focuses on creative, Engineering, Technology and Social Science pathways. This allows 14 year olds to follow specific career paths, giving them early access to skills, networks and opportunities and a competitive advantage over other students their age.



Studio facilities

In the heart of Liverpool's bustling creative and digital district, we're housed in a Grade II-listed former warehouse in the Baltic Triangle. 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 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
- A ground-floor café and co-working space for Sixth Form students



Location: Baltic Triangle

Our Baltic Triangle home supports more than 500 businesses and thousands of jobs in creative, digital, hospitality and retail. It's become world-famous as a vibrant, creative place to work and visit, named by Time Out magazine as the coolest neighbourhood to live in the UK – and 11th in the world. But, while it's often compared to areas like London's Shoreditch and New York's Meatpacking District, it has a surprising and varied heritage, including Liverpool's oldest business: RS Clare on Stanhope Street opened in 1748 – blending its industrial past with a vibrant, contemporary culture.

The area takes its name from the Baltic seafarers and traders who gathered at Park Lane's Gustav Adolph's kyrka, the striking red brick Scandinavian church that you pass as you walk into the area from the city centre. Boasting rich industrial character, its Victorian

warehouses served the city's south docks and now house a creative community of digital agencies and fashion designers, musicians, photographers, artists, architects and entrepreneurs, gyms, florists and running clubs. There are film-makers and tech and gaming businesses, alongside cafés, bars, restaurants, music venues and independent shops, arts festivals and galleries.

Known for its vibrant street art, it's the perfect home for our Studio students – we use our connections in the area to create opportunities for our students to experience working in this vibrant environment.



The T-level opportunity

Rowan Weild graduated in 2026, having studied T-level Digital Production, Design and Development at The Studio (2024–2026). Here, he reflects on why choosing a T-level, rather than A-levels, was the best decision he made for his future.



Choosing to take a T-level was, without doubt, the best decision I have ever made for my future.

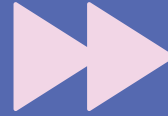
I never felt at home in a traditional academic environment and the thought of two years of purely theoretical A-levels felt daunting. I learn best by doing – building, experimenting, failing, fixing and improving. I needed something that bridged the gap between education and a career.

I started in September 2024 with GCSE-level Maths and Computer Science, mostly self-taught in Python, HTML and CSS. Within four months, a Code Camp with our Head of Computer Science, Andy Johnson, changed how I saw software development – I was building websites from scratch in C#, HTML, CSS and JavaScript and learning how the tech industry actually works. Nothing

we studied felt disconnected from real life – we learned about networking, then built networks ourselves.

In Year 13, I took on the Occupational Specialism Project – a nearly 70-hour practical assessment – alongside an EPQ on Quantum Computing and its threat to public key encryption, easily my hardest academic challenge yet. Achieving a Distinction in my mock OSP was the first time I truly felt confident in my abilities.

T-levels gave me real industry experience, technical skills employers actually use and, most importantly, a chance to succeed. Not everyone learns by memorising textbooks – some of us learn by building. I don't believe I'd be where I am today if I'd chosen A-levels instead.



Dream big

Studio students have showcased their work at a 'one-of-a-kind' virtual event, which 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 Engineering, 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.

northernschoolstrust.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 world class 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

Amazon

Lucid Games

Mast Group

Bjarke Ingles Group

PwC

Epix Systems

Ford Philanthropy

Arm

Autodesk

Baltic Creative



KS4 GCSEs



GCSE curriculum

All students study the core subjects:

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

Alongside core curriculum subjects, students choose optional subjects that give you a good foundation for specialising in sixth form. Our subjects were designed with our university and industry partners to give students the best possible education options for the roles of the future. We've worked closely with them to cover the key skills, experiences and attributes needed in the Creative, Tech, Science, Engineering and Healthcare sectors. You'll have everything you need to make an informed choice about your best route through education, playing to your strengths and interests. After Key Stage 4, you can progress to our sixth form, choosing A-level and BTEC options for Year 12.

Wider curriculum studies are timetabled subjects which add extra practical skills beyond the national curriculum. Choose from Coding, IRIS Project, Writing for Purpose, Community Action, Languages and Classics.

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:

- Art
- Engineering
- Graphics
- Lens-based media
- Computer Science
- Spanish
- Arabic
- Further Maths

Don't be limited by what you learn.

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

Results

40% 7+ in Art

100% 4+ in Sociology
(33% 7+)

Engineering
78% pass rate at Level 2
with 33% Distinction

70%
4+ in Computer
Science

Destinations

Staying on for Sixth Form at the Studio sets KS4 students on a path to aspirational destinations.

Here are a few examples:

University of Liverpool
Psychology

Manchester Metropolitan University
Games Art and Animation

Edge Hill University
Animation

University of Salford
Photography

University of Plymouth
Maritime Business

Sheffield Hallam University
Primary Education (5-11) with QTS

Opmobility (employer)
Mechatronics Maintenance Technician

Manchester Metropolitan University
Architecture

Lancaster University
Philosophy



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.

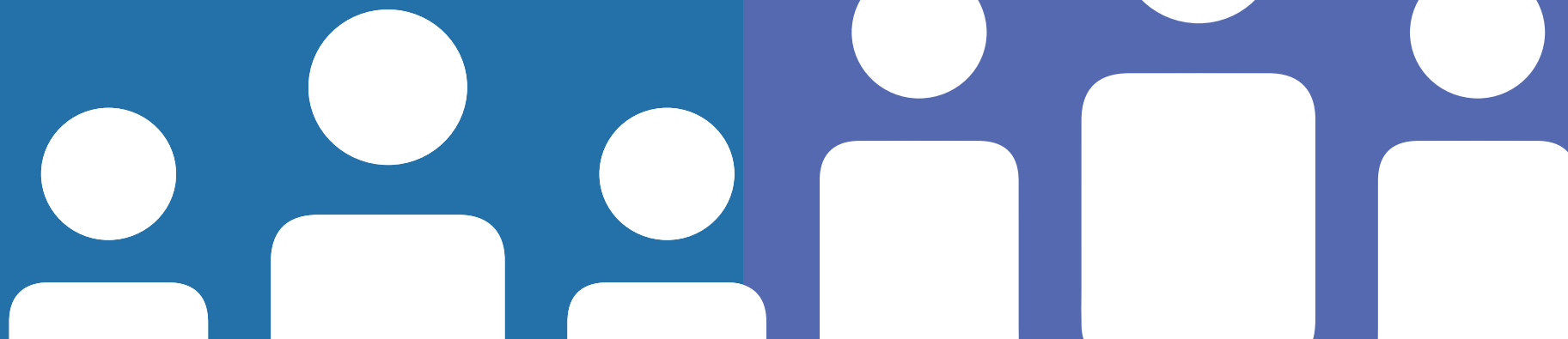
Pastoral support

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

Enrichment activities run alongside our classes, offering students a range of exciting opportunities for their UCAS applications by learning a new hobby or trying 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 yourself in.



Competitions



- Unilever Inspire Programme
- Business of Science Innovation Awards
- Big Bang Science World Skills Engineering
- Tech Competitions
- VEX IQ Robotics

Support



- Trips to Cambridge/Oxford open days
- Partnership with Aspire Liverpool, supporting applications to top universities
- Tutoring with Liverpool University for eligible KS5 students
- Mental Health Champion

Activities

- STEAM lessons
- Masterclasses from local and national industry leaders
- 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

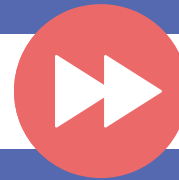


Project-based learning

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



Industry Insight Days

Meaningful, hands-on experiences are key to preparing students for future success. Our project-based curriculum is enriched through engagement with industry partners, creating opportunities to apply learning in real-world contexts. Our students gain valuable insights into the careers, technologies and industries shaping the future. These experiences develop technical skills and critical thinking, raise aspirations and strengthen connections between education and work.

Engineering consultancy AJP



Year 10 students took part in an exciting Industry Insight Day with Engineering consultancy AJP, offering students first-hand experience in urban redevelopment and housing planning. Working in teams, they assessed real sites across Liverpool, analysed construction risks, conducted surveys and proposed housing solutions backed by detailed research and planning. From evaluating land use to designing amenities and addressing social value, pupils gained insights into civil Engineering, project development and future careers. The day culminated in a bid for funding, encouraging critical thinking, collaboration and creativity, giving students meaningful industry engagement and preparing them to tackle tomorrow's challenges with confidence and skill.

BIMA Digital Day



Our partner agency, the Mando Group, opened BIMA's Digital Day with an overview of life in a digital agency – individual roles, and how interdisciplinary teams work – to help students understand the sector. Aston Martin and Hello Fresh then set the challenge: use digital tools to reinvigorate their brands. Working in teams, students researched the problem and partners, developed solutions, and presented their ideas back before the strongest teams pitched to the whole year group at the end of the day.

Mando's staff faced the tough job of choosing overall winners, whose work will now go to BIMA in London to be judged against entries from schools across the UK. The students embraced the challenge brilliantly, bringing genuine energy and creativity to a real-world brief.



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.

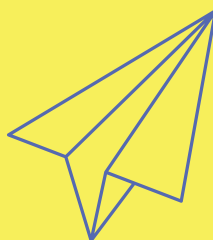
We work closely with you and your parents to make sure you opt for the best combination of subjects to help you achieve your dreams. And, if you're unsure about your future goals, we can advise you on how best to keep your options open and find out what really inspires you.

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.

Don't be limited by what you learn

The Studio students can also choose to study any A-level subject offered at our sister school, Life Sciences UTC. This includes Further Maths, Physics, and English literature.



Exploring Creative



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 an 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.



A-level subjects:

- Fine Art
- Engineering
- Graphics
- Lens-based media
- Computer Science
- 3D Art & Design



Exploring Technology

T- level subjects:



- Design and Development for Engineering and Manufacturing
- AAQ Computing: Application Development
- AAQ Computing: Cyber Security
- AAQ Computing: Data Analytics

See page 14 for more details

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.

Exploring Engineering



At the forefront of Design and Lean Manufacturing, our Engineering pathway will propel you to the subject's cutting edge, with up-to-the-minute skills to learn and expertise to guide you.

This pathway provides entry to university or employment through an apprenticeship in Engineering, including advanced apprenticeships in Manufacturing Engineering, Power Engineering or Engineering Environmental Technologies.

The pathway can also lead directly to employment in Engineering, such as Electrical and Electronic Engineering, Mechanical Engineering and Design, Automation, Systems and Control and Manufacturing.

Our Engineering teacher, Andy Plevin, is a certified Autodesk Instructor – the only in the North West, based in a school.

OCR National Engineering
T-level Engineering
A-level Physics
A-level Maths
A-level Further Maths

Enrichment opportunities:



Autodesk accreditation

Visits to partners' sites



AAQs



Alternative Academic Qualifications are UK Level 3 qualifications worth the same UCAS points as a single A-level, blending hands-on skills with academic rigour. Taken alongside one or two traditional A-levels, they're a great way to boost your university application or fast-track into a higher apprenticeship.

We offer three exciting Computing pathways:

- **Application development**
Learn to design, build and debug software through object-oriented programming, working on projects like mobile apps, dynamic websites or even your own game engine. Perfect if you love turning ideas into working code.
- **Cyber security**
Get to grips with network security, encryption and digital forensics, running mock security audits and analysing real breach scenarios. Ideal for anyone who enjoys a challenge and wants to defend systems from attack.

• Data analytics

Master databases, SQL and data visualisation, building dashboards and spotting trends in real-world datasets. Great for the curious and detail-driven who love uncovering stories in data.

Assessment mixes exam board exams with internal coursework, so you get to show both what you know and what you can do. Most students pair one Computing route with two standard A-levels for a strong, balanced timetable.



Careers

Application development, cyber security and data analytics.



Projects

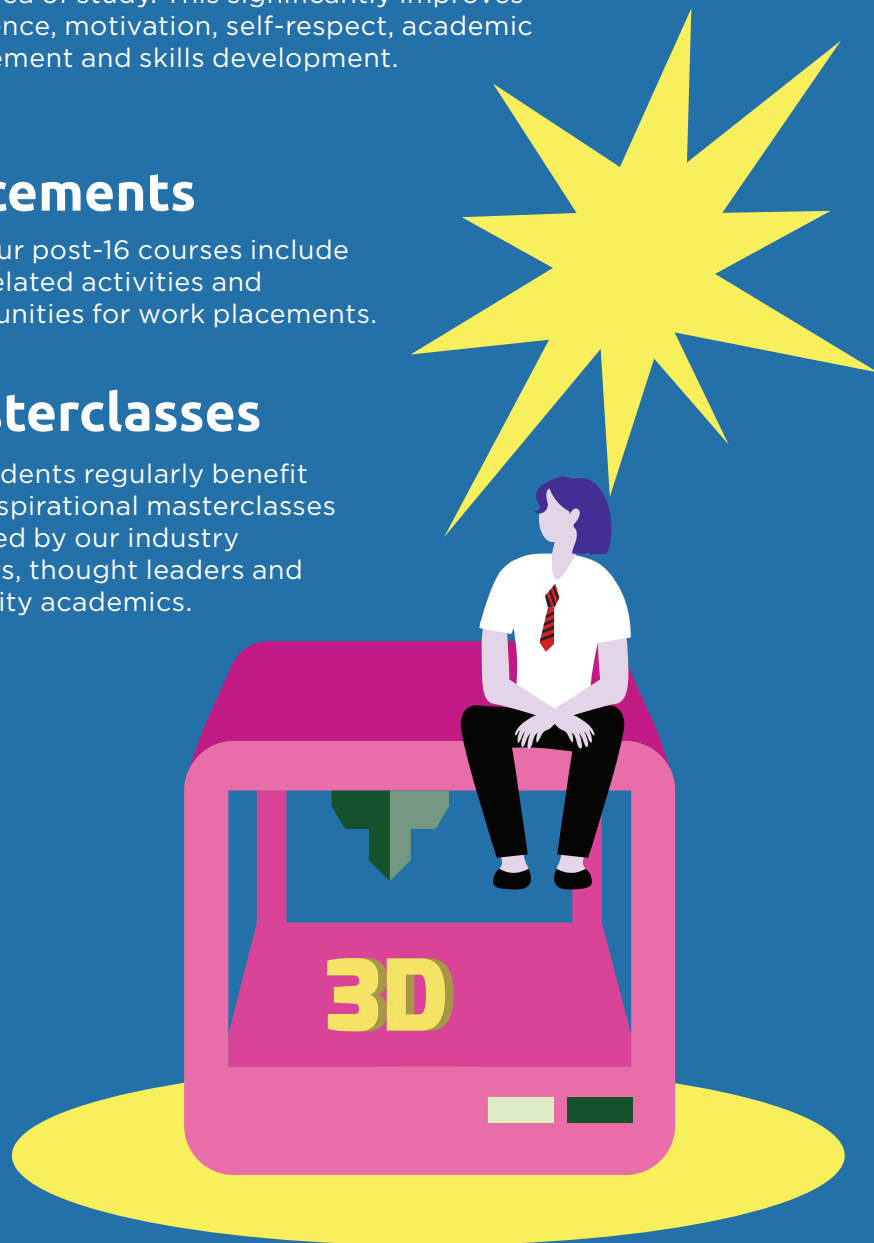
Our project programme underpins the work-based ethos of The Studio. Students participate in practical workshops, experiments, research, seminars and enrichment opportunities connected to an area of study. This significantly improves confidence, motivation, self-respect, academic achievement and skills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

The Studio is in the city's top three schools for...



Graphics

100% A* – C

Fine Art

100% A* – B

Lens-based media

100% A* – B

Diploma IT

Average grade: Distinction*

Engineering

94%

Distinction / Distinction*

Destinations 2026

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.

Seven students have accepted places at Abertay University, the top international school that's number one in Europe for Video Games Design, with programmes ranked in the global top 10 and recognised as one of the world's elite games universities.

Recent student destinations include:

De Montfort University
Concept and Comic Arts

University of Birmingham
Mechanical Engineering

Nottingham Trent University
Illustration

University of York
Architecture

University of Salford
Graphic Design

Leeds Arts University
Fine Art
(with placement year)

Durham University
Mathematics

Bangor University
Computer Science

University for the Creative Arts
Comic & Concept Art

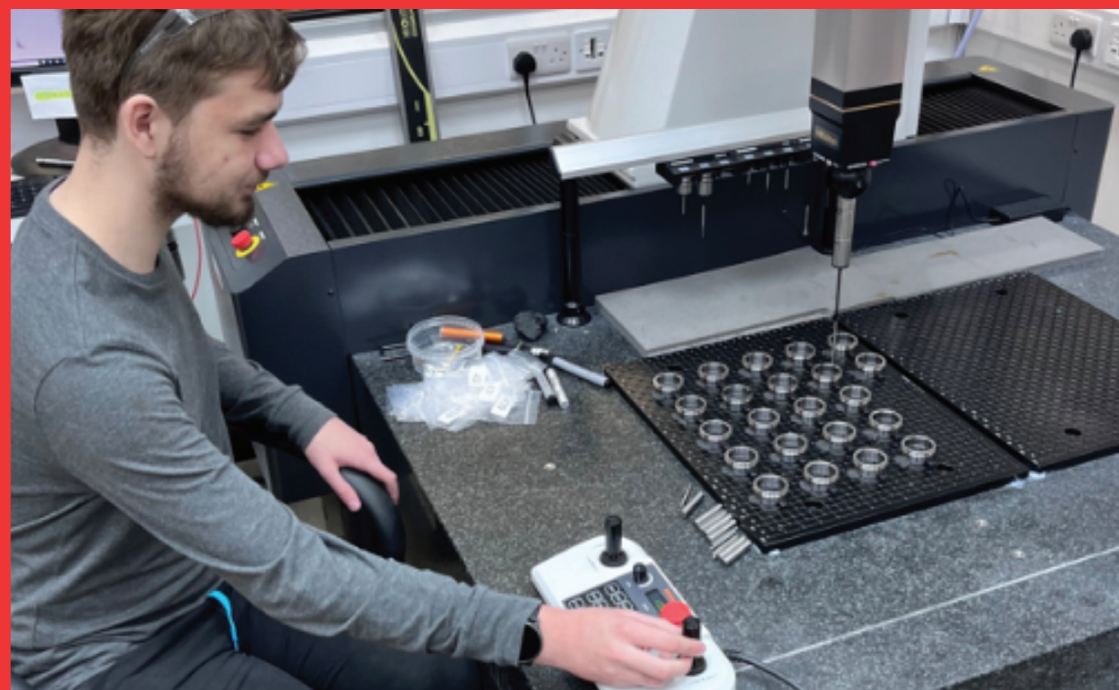
The Game Assembly UK
Game Programming

Degree Apprenticeship 2026

Securing high-quality apprenticeships and degree apprenticeships has been consistent year-on-year.

Degree Apprenticeships:
ReNewVax

Apprenticeships:
Adlib, North Star Shipping
Aberdeen/SSTG, Ford, Joloda
Hydraroll and the RAF



Prefects 2026/27



Our Head Boy/Girl roles are wide ranging, maintaining and establishing the highest standards of behaviour, attitude and appearance and being a positive role model for other pupils.

Senior Prefect roles include many responsibilities, led by the Head Boy and Head Girl each year. Senior Prefects exhibit the qualities we value, including self-discipline, leadership skills, communication skills, public speaking, politeness, helpfulness, respect and care for others.

Key responsibilities of the Senior Prefects and Head Boy and Girl are:

- Be a role model: set the standard for the rest of the school in terms of appearance, conduct, attitude to work and involvement in school activities; promote the aims, ethos and public image of the school.
- Meet regularly with the Head Boy, Head Girl and their deputies to perform duties.
- Lead a team of Sixth Form students: organise groups of students to conduct tours of the school, with clear roles and responsibilities; make sure tasks are carried out effectively.
- Communication: liaise with the Principal, Assistant Principals, Head of Sixth Form and members of the Sixth Form team about the running of Urban Brew and Sixth Form Crypt and other parts of the school; represent the views of Sixth Form students and the school community.
- Represent the school and speak at public occasions.
- Take a prominent role in assemblies and selected assemblies for other year groups, giving notices and writing reports.
- Organise teams of students to help with duties and events like Parents' Evenings and Welcome Evenings.
- Liaise with Pathway Leads and other staff when necessary.
- Lead the integration of new students into the Sixth Form.

What are the Benefits of being a Prefect?

Personal reference from the Principal

Sets you apart from your peers on CVs and personal statements

Highly valued as an additional responsibility on your UCAS form and CV

Allows you to make connections with key employers



Scholars programme

Our vision is to provide opportunities that stretch and challenge our students through a variety of experiences. This exciting programme prepares our scholars with the skills, experiences and confidence needed to succeed after their time at Studio. The programme:

- Adds breadth and complexity to the curriculum
- Raises aspirations, particularly in their areas of strength
- Encourages independent thought and action
- Instils curiosity about the wider world
- Promotes confidence in making decisions about the future
- Ensures effective communication with peers and adults in a range of challenging contexts

Traditionally, students have followed pathways which allow them to focus and excel in their preferred areas of the curriculum. This approach will not change, but the scholars programme allows a cohort of students within each year group to access wider opportunities beyond the curriculum.

This year, our Ignite scholars have been exclusively invited to and involved in a variety of

activities delivered by external experts. These include a mock trial, a community-based social action project, an Engineering and technology masterclass, a workshop on economics and a romantic poetry seminar, alongside the wealth of opportunities offered to them during their curriculum time.

Scholars benefit from further structured opportunities within curriculum time and commit time after school to benefit from the full package of events on offer.

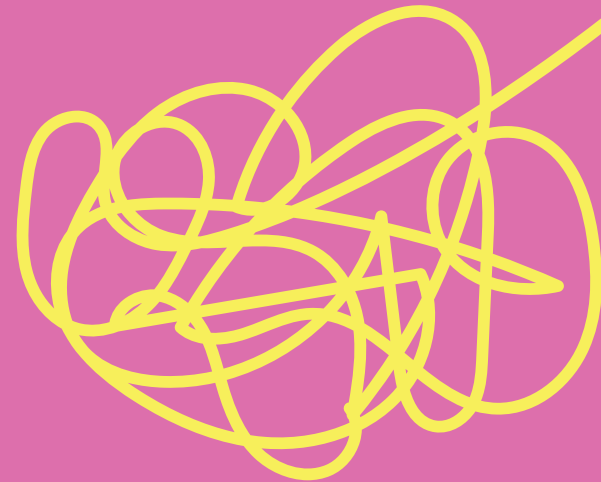
Scholars are selected based on both their attributes and their application and provided with additional opportunities, so they show additional commitment. Our scholars are role models promoting and celebrating their own achievements, and the achievement of others. They are encouraged to be deep thinkers, who are able to articulate their thoughts and opinions clearly, and be active global citizens, knowledgeable about the wider world and passionate about making a difference in their communities.



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.

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 will help you to be resilient and happy.



We have a specialist, experienced, pastoral team who can offer advocacy, support, signposting and advice.

How to apply



It's easy to apply to the Studio School

You can apply online at thestudioliverpool.uk/apply
and thestudioliverpool.uk/apply-6thform
or find more details at thestudioliverpool.uk



Contact us: 0151 230 1320
admin@the-studio-liverpool.co.uk
[@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