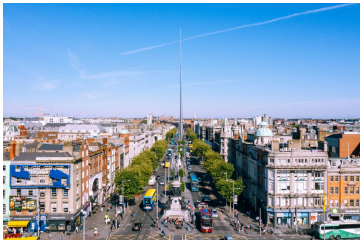# FACTSHEET YOUNG LEARNER SUMMER | 12 TO 17 | DUBLIN STEAM

Future Learning's summer STEAM programme is about much more than incorporating Science, Technology, Engineering, Arts and Mathematics into the afternoon activity programme. The **STEAM workshops** engage students' **creative** and **critical thinking skills** in multi-sensory interaction with the physical world and help them **develop the language** to describe those experiences.

INTRODUCTION

Dublin, Ireland's capital city and the gateway to Ireland's Ancient East, is a warm and welcoming city, known for the friendliness of its people and famous for its literary figures including James Joyce, Oscar Wilde, Samuel Beckett and Anne Enright.

This historical, charming and contemporary city, home to global tech companies such as Facebook, Google, LinkedIn and Twitter, is charming in nature and yet small enough to be discovered by foot. From medieval castles to museums and modern art galleries, Dublin's vibrant and youthful spirit and easy access make it an attractive destination to any international guests who would love and appreciate a great *céad míle fáilte* (one hundred thousand welcomes).

THE SCHOOL

Our Young Learner Summer STEAM Dublin campus is located in Belvedere College, in the heart of Dublin City Centre. The campus boasts a 25m 5 lane indoor swimming pool, a gym, a restaurant and refectory, a music suite, a museum, 3 hard tennis courts, 1 astroturf and 5 grass rugby pitches, a cricket pitch, 1 grass soccer pitch, 1 astro 7-a-side football pitch and a 60m 8 lane rooftop running track.

- Click here to see images of our Dublin campus.
- The journey time from our residence to our city centre campus is just a short 6 minute walk - click here to see the route.
- Future Learning's academic approach is unique, it is what sets us apart from other traditional schools. To read more about how this works in practice click here.

AFTERNOON ACTIVITIES

At Future Learning Dublin STEAM all afternoon activities are focused on the development of the English language through STEAM-focused workshops. We like to utilise all the facilities of the school and we have created a unique afternoon programme which has a strong link with the morning lessons. Sample afternoon workshops which are led by qualified teachers include: Electronics, Science, Baking, Robotics, Photography, Art, Drama and Dance.

Afternoon activities take place from 14:00 to 16:20 four times per week, students leave the school at 16:30. On Wednesday's there is a half-day excursion, we depart the school after lunch and return at approximately 19:00.

Watch the video on page 3 to see the afternoon activities mentioned above in action.

FULL DAY EXCURSIONS

Dublin offers a wide choice of full day excursions. Our full day excursions take place on Saturdays and students will explore places such as Glendalough, Kilkenny City, Howth Fishing Village, Belfast and lots more. We depart by private bus at approximately 9:00 and return in the evening at approximately 17:30.

On Sundays residential students have an additional local Dublin excursion, departing at 11:00 and returning at approximately 17:30.

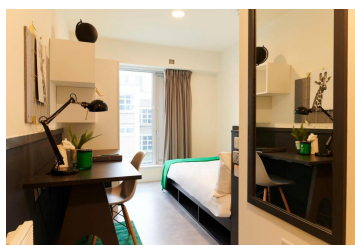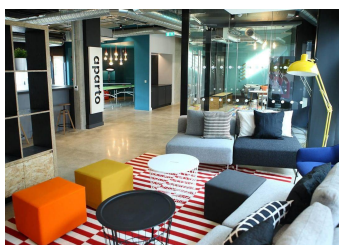# FACTSHEET YOUNG LEARNER SUMMER | 12 TO 17 | DUBLIN STEAM

EVENING ACTIVITIES

In Dublin, we offer host family students one organised evening activity per week while residential students have evening activities every evening.

A sample of the host family activity include; Gaelic Sports, Irish Dancing, Bowling and Quasar, Waterpark. We do try and have one joint evening activity for residential and host family students such as a disco once every two weeks.

At the end of this document you will find links to both the host family and the residential sample schedules.

FL RESIDENCE

Dublin city centre has many fine student residential options to offer international students. FL uses the best quality accommodation in the city. Our student accommodation is perfectly located close to our campus so you can easily travel to and from there. Residential accommodation allows the freedom of being close to your friends and living in the centre of Dublin throughout your stay with us. We typically offer students six to eight single ensuite bedrooms in one shared apartment.

You'll have access to the large shared living and kitchen area with your co-students. All rooms come with an en-suite shower room, 4ft double bed, spacious work areas, and plenty of storage. We also offer some great social spaces including an outdoor basketball court, a cinema room, pool tables, a modern gym with hi-spec equipment, a large study area, a cosy roof terrace, and a spacious outdoor courtyard area.

Click here for images of our summer residence for Young Learners.

TRANSPORT TO AND FROM SCHOOL

For students who are staying in Host Family accommodation, private transport to and from our Dublin centre is available.

Each morning host family students will be collected from a designated pick up point and brought directly to the school, students will be dropped off at the same point in the evening after school.

Residential students walk to and from school every morning as is only less than 25 minutes to our Dublin campus.

IRELAND'S ANCIENT EAST

FACTSHEET YOUNG LEARNER SUMMER | 12 TO 17 | DUBLIN STEAM

MAIN SELLING POINTS OF DUBLIN

- High quality residential accommodation
- FL only use private transport
- Hot lunch for residential students
- Dublin is steeped in history and welcoming to international students
- Easily accessible from all over Europe

SAMPLE SCHEDULES

To view a sample schedule of the Dublin residential summer programme - click here

SUMMER VIDEO

Click the image below to be directed to our summer video (you will need an internet connection).

SUMMER YOUNG LEARNER STEAM PROGRAMMES FROM FUTURE LEARNING

Future Learning's summer STEAM programme is about much more than incorporating **Science, Technology, Arts and Mathematics** into the afternoon activity programme. The **STEAM workshops** engage students' **creative** and **critical thinking skills** in multi-sensory interaction with the physical world and help them develop the language to describe those experiences.

PROJECT-BASED

This means that in our classes learners will work over several days individually or in groups to explore a topic and create a digital product (a blog, website, video or animation) which describes their experience understanding, opinion and / or interpretation of the topic. These projects set the students the challenge of working to discover what their topic is about, plan how they will show it, solve any technical problems and produce something that they are proud to publish. Technology is a tool in these projects, but it is in describing their plans and the process of realising them that their language skills are developed. The group projects means they work with others from different places and different cultures to collaboratively meet the challenges they are set and solve the problems they encounter. The skills that they develop in the course of doing the group project is also a key outcome, and one that we recognise on our summer school certificates along with technology and communication skills.

TECHNOLOGY ENHANCED

This means that we only use technology when it can help to improve learning outcomes; to engage, inform and motivate learners as well as to provide them with an authentic context for language practice. We see technology as an essential element of modern communication skills which is our main focus. We do not teach programming or coding, we are simply recognising in our courses that technology is now an inescapable element of our learners' lives, which is why we ask them to bring their own devices to use in our classes. Having learned how to use them with an educational purpose they can take those skills home with them, so that it is not just something they did in the summer. We are also conscious that incorrect use of technology can get in the way of communication, which is why devices need to be put away at times or shared to ensure learners work together.

CONTENT INTEGRATED

Content integration in language learning, usually known as CLIL, is the idea that learners benefit by being exposed to the language in different subject areas across their school curriculum, not just in their dedicated English class. With this in mind we have developed an afternoon programme run by specialist second level teachers in their own subject areas. We also link these afternoon activities to the morning classes where learners are helped to describe and understanding what they see and do in these activities.

This is the newest element of our academic programme and it is something that we have run very successfully in our Dublin and Athlone centres, which are based in second level schools. It means that we can make full use of the education facilities in their modern education buildings.

LEARNER OUTCOMES

By the end of the course, participants will have:

- ❏ developed a greater understanding of the responsible and effective use of information and communication technology, fulfilling project team roles and how to use problem-solving skills to complete tasks creatively.
- ❏ become more able to contribute to and facilitate exchanges between different cultures while also being more able to identify the cause of misunderstandings and work to repair them.
- ❏ improved language competences through exchanging information, expressing and justifying opinions and developing their ability to make complex arguments incorporating other ideas and responding to them.
- ❏ increased motivation and satisfaction in their work through completing tasks such as collaborative projects and individual ePortfolios reflecting on their experience in Ireland and what they have learned on their summer programme.

THE LOCATIONS & TIMES

Our summer courses are usually between two and six weeks in duration taking place in July and August in our modern summer centres in;

Dublin: Future Learning Dublin City centre is located at Abbey House in Jervis Street, a few steps away from the Jervis Shopping Centre and Henry Street, one of Dublin's major shopping precincts.

Athlone and Sligo: University campus with very high quality student residential accommodation or homestay available.

SAMPLE OUTLINE OF A FUTURE LEARNING SUMMER PROGRAMME

Day 1
- Welcome to Future Learning and our code (Respect, Participate, Try in English).
- Group placement task to test oral communication skills.
- Introduction to Technology, logging on and netiquette.
- Class Formation; icebreakers, agree class rules and sign learning contract.

Day 2
- Introduction to certification, do self-assessment and set personal objectives.
- Introduction to digital journal or portfolio (Each centre will have a different version).
- Set-up digital journal or portfolio and send link home and to group leaders.
- Do group communication task to prepare for / reflect on afternoon activities.

Day 3
- Complete introductory entry and statement of objectives on digital journal / portfolio
- Open section of digital journal / portfolio to record activities and make plan for it.
- Do group communication task to prepare for / reflect on afternoon activities.
- Introduce participation, collaboration and communication awards for first week.

Day 4
- Update digital journal / portfolio and show classmates.
- What makes a good journal or portfolio, agree on criteria and revise plan.
- Nominations for the best journals / portfolios of the week for each class.
- Do group communication task to prepare for / reflect on afternoon activities.

Day 5
- Review objectives and certification, make any amendments.
- Do group communication task to prepare for / reflect on afternoon activities.
- Give participation, collaboration and communication awards for first Week.
- Recognise best journals / portfolios of week at each level / age-group.

Day 6
- Create intercultural project page in journal / portfolio.
- Prepare and exchange intercultural questions and check understanding of them.
- Introduce video project to be ready to show by Day 10.
- Video teams choose idea and research it (use answers to make quiz).

Day 7
- Update activities section of digital journal / portfolio.
- Research answers to intercultural questions and prepare to show and explain.
- Video teams make project plan / storyboard and assign responsibilities.
- Video teams write script for dialogue / narration on their video.

Day 8
- Update activities section of digital journal / portfolio and add intercultural page
- Conduct / record interviews for intercultural project and collect other media.
- Video teams practice pronunciation of script
- Video team's record their video.

Day 9
- Add video project page to digital journal / portfolio.
- Complete intercultural project page on digital journal / portfolio.
- Video teams edit their video.
- Give participation, collaboration and communication awards for second Week.

Day 10
- Finish activities section of digital journal / portfolio.
- Complete video project page to digital journal / portfolio.
- Videos are shown in class and the best ones nominated.
- Nominations are presented to school and overall awards given.

Certification

Our unique certificates recognise the range of skills which students develop in their time with us, on internationally recognised scales.

> Communication Skills (Common European Framework for Languages)
> Technology Skills (European Digital Competencies Framework)
> Collaborative Problems Solving (PISA)