

# STEAM

**NURTURING THE GLOBAL INNOVATORS  
AND LEADERS OF TOMORROW**



**GLOBAL  
SOCIAL  
LEADERS**

Global Social Leaders (GSL) STEAM is a year-long leadership experience launching with a two-week intensive course designed to nurture the innovators of tomorrow who will learn how to develop solutions to problems, and will go on to design a new product and enter our global competition.

## FOCUS

- Develop STEAM knowledge and leadership skills
- Enable students to develop a solution to a problem, prototype a solution and enter it in our global competition
- Learn how to make a difference in the world using their skills
- Join a global network of young leaders and innovators

## BACKGROUND

Innovation is the way to ensure a more prosperous and sustainable future. Innovation has been associated with Science, Technology, Engineering and Math – the STEM subjects, which we believe alongside Art and Design can help to transform our economy in the 21st century just as science and technology did in the last century.

This unique course will bring together young people from around the world, with expert partners and facilitators who will inspire, challenge and prepare them to develop a solution.

## FEATURES

- English language developed through participation in programme and immersion with other students
- Confidence in speaking and performing
- Learning how to lead others
- Developing planning and team work skills
- Excursions to Bath and the Jurassic Coast
- Live in a traditional British boarding school
- Making new friends
- Certificate of participation
- Post-programme support with project work
- End of year graduation certificate for completing year-long programme

**LOCATION**

**QUEEN'S COLLEGE**

**LENGTH**

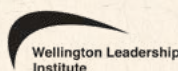
**2 WEEKS**

**LANGUAGE**

**INTERMEDIATE  
TO UPPER  
INTERMEDIATE**

**AGE**

**13-17**



## SAMPLE ITINERARY

	AM	PM	EVENING
<b>Day 1</b> Sunday	Arrive at London Heathrow Airport Private shuttle in a coach to Queen's College	Site tour Settle into accommodation and meet house staff	House introduction Free time activities in houses
<b>Day 2</b> Monday	Welcome to Queen's College by the Course Director Meet your team coach	Introduction to STEAM	Night walk
<b>Day 3</b> Tuesday	STEAM workshop 1 and 2	Daily sports	Cinema night
<b>Day 4</b> Wednesday	Excursion – Eden project – explore the largest indoor rainforest in the world		Free time activities in house
<b>Day 5</b> Thursday	Guest inspiration followed by STEAM workshop 3 and 4	Daily sports	Free time in houses
<b>Day 6</b> Friday	Guest inspiration followed by STEAM workshop 5 and 6	Daily sports	Evening performance and disco
<b>Day 7</b> Saturday	Excursion – Jurassic Coast		Free time activities in house
<b>Day 8</b> Sunday	Rest, relaxation and choice of free time activities and local excursions		Cinema evening
<b>Day 9</b> Monday	Introduction to STEAM project challenge	Daily sports	Introduction to talent show
<b>Day 10</b> Tuesday	STEAM project challenge 1	Daily sports	Prepare talent show
<b>Day 11</b> Wednesday	Excursion – Bath Spa town		Free time in houses
<b>Day 12</b> Thursday	STEAM project challenge 2	Daily sports	Talent show
<b>Day 13</b> Friday	STEAM project challenge 3	Pitch STEAM project	Formal dinner and disco
<b>Day 14</b> Saturday	Departure day	Private shuttle in a coach to Heathrow Airport	Travel over night



This is a sample programme and is subject to change.

Find out more by visiting our programme website:

**[WWW.GLOBALSOCIALLEADERS.COM/QUEENSSTEAM](http://WWW.GLOBALSOCIALLEADERS.COM/QUEENSSTEAM)**