





Learning and implementing a wide range of techniques, students will deepen their understanding of jewellery making and develop the skills to create wearable jewellery and accessories, working with the support of expert teachers to guide them through the process.



WHAT'S INCLUDED



TUITION

25+ Hours tuition focused on techniques applied to various subjects in a variety of locations



ACTIVITIES
5 evening activities per week, designed to be fun and interactive and provide our students the opportunity to socialise and



EXCURSIONS

Full day excursions allow students to really get to know the UK. We use major destinations such as London as a classroom, where students will find creative and cultural information through guided walks and visits to muse



CERTIFICATE

Awarded for the successful completion of the course.



LEARN FROM ART AND DESIGN PROFESSIONALS

This programme will give you the chance to study in central Cambridge in a fun and creative environment led by experienced tutors at CSVPA.

BROADEN YOUR SKILLS IN THE INDUSTRY

Exploring idea and concept generation through material investigation and fabricating processes, you will gain an understanding of the basic skills required to generate wearable accessories using a wide range of disciplines. Extend your imagination when considering Jewellery, working with different briefs in creating a range of pieces that can complement fashion trends, functionality, and personal style.

DEVELOP YOUR SKILLS IN:

Material understanding | Idea generation and development | Conceptual thinking | Craftsmanship

Average class size

14 students

Accommodation

Single en-suite room Meals are included (breakfast, lunch and dinner) Excursions are also included

Requirements

Age: 14 - 18

International students should have at least an Upper Intermediate level of English

Start Dates:

Sunday 28th Jun 2026 (1 week)

Sunday 12th July 2026 (1 week)

Programme Outcomes

- You will conceptualise and design multiple pieces of jewellery and accessories inspired by a range of materials.
- You will utilise skills to produce physical, wearable pieces made from a variety of materials, to complement style and different fashion trends.
- The week will culminate in a group presentation of outcomes that peers will be able to discuss ideas, and the skills developed over the week's activities.

SAMPLE PROGRAMME

Week A	08:30- 09:30	MORNING 09:30-12:30	12:30- 13:30	AFTERNOON 13:30-16:30	16:30 - 18:00	EVENING 19:30-22:00
Sunday		Arrival, induction and campus tour				Evening Activities
Monday	BREAKFAST	Introduction to the week - Hand out creative packs - Introduction to Jewellery design and creative fashion accessories for the body. Creative introduction to 3D form and basic materials - paper/card	LUNCH	Group Activity - using basic materials to create a constructed piece for the body - using other artists as examples and inspiration.	DINNER	Park Social Time - City View Ferris Wheel
Tuesday		Introduction to felt making - artists who use felt in fashion and accessories		Trip to Fitz or Museum of Zoology - sketching, photos, 1st hand inspiration gathering. Teaching outside the classroom		Bowling /Ice Skating / Rock Climbing
Wednesday		Introduction to materials, metals (pewter), plastics, fabric and yarn work. Looking at pattern, shape and texture for design development.		Using Clay, fabric and paper to create your own decorative beads and shapes for decoration and design.		Talent Show / Trashion Show/ Tie Dye Arts & Crafts
Thursday		Using the techniques learned and from the research and inspiration from the outside classroom learning, the students will have the opportunity to design and create their own fashion jewellery.		Continuation of developing the students own project.		Cinema / Punting
Friday		Project Completion, photographs and presentation development.		Presentations		CSVPA Disco / Dance Party
Saturday		Included Full Day Excursion: London (including gallery or museum visit and shopping time)				Free Evening
Sunday	Departure					

Sample timetables are illustrative only. We reserve the right to make changes without notice.

36