Aspiring AI & Computer Scientist

Key Facts:

Age range :
13-17

Location:
d'Overbroeck's

Class size:
11

Certificate:
Personalised report card, External and Bucksmore certification

Minimum language level:
B1 (intermediate)

Tuition content
Theory, practical workshops and capstone project

Weekly excursions:
2 full-day

Hours per week:
25

Dates:
9 July - 6 August

The course is intended to provide a comprehensive foundation in both artificial intelligence (AI) and computer science. Students will gain a solid understanding of AI concepts and techniques, as well as develop essential programming and problem-solving skills necessary for building intelligent systems. The course will foster creativity and innovation by encouraging students to explore and develop their own AI projects.

Learning outcomes

- Targeted career and pre-university development including an Individualised Career Action Plan
- Hands-on experience into careers in computer science and artificial intelligence
- Improvement in English fluency, especially practical and career-oriented language
- Development of transferable skills including leadership, teamwork, and problem-solving

Example Study In Action Workshops

The National Museum of Computing – Students discuss the ethical issues surrounding Chatbots and Artificial Intelligence. Workshops include comparing the achievable (narrow) AI with the Hollywood version in building basic 3D neural networks and applying algorithms.

Microsoft – In this Minecraft Education workshop students will be guided through unplugged activities, coding challenges, and interactive discussions to explore artificial intelligence and block-based coding, with a focus on completing quests.

Capstone Industry Project

Through the Capstone Industry Project students will develop a compelling portfolio which can support their application to university and gain an Industry Certification – delivered by Ofqual recognised UK provider.