

Summer 2025 – Primary Courses

This summer, we have an exciting all-day learning experience for Primary students aged 8 to 11

Topic-based texts, images and videos will inspire students to learn more about our future world, super science or great inventions. As well as their English, the children will develop their creativity and communication skills as they work together on projects.

Students will also learn about the forces that shape the world we live in and bring *STEAM concepts to life with LEGO® Education BricQ Motion. Using basic technical English to complete a series of construction projects, they will develop their collaboration and problem-solving skills, and their understanding of the science of everyday life.

*STEAM – Science, technology, engineering, arts and maths

Summer Timetable – Monday to Friday

10.00 - 13.00 Discover about topics

13.00 - 14.30 Lunch

14.30 - 16.00 Explorations Project Work

16.00 - 17.30 LEGO® Education BricQ Motion

Fee for one session	Fee for two sessions	Fee for three sessions
670 BGN	1265 BGN	1795 BGN

	Session 1	Session 2	Session 3	Session 1	Session 2	Session 3
	23 – 27 June	30 June – 4 July	7 – 11 July	14 – 18 July	21 – 25 July	28 July – 1 August

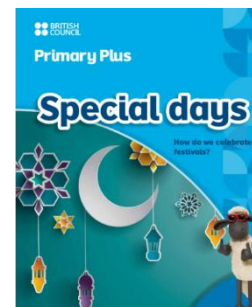
Green (PP2-3)	Special Days	Holiday	Free Time Fun	Special Days	Holiday	Free Time Fun
Yellow (PP4-6)	Our Future World	Super Science	Great Inventions	Our Future World	Super Science	Great Inventions

GREEN

SPECIAL DAYS

Your child will

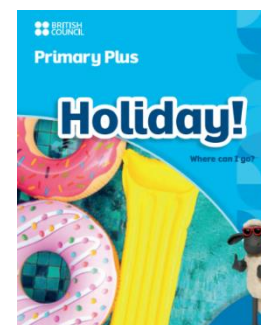
- identify and name world festivals and where they are celebrated
- identify features of different festivals
- identify ways people celebrate festivals
- write about their favourite festival and draw themselves celebrating.
- choose a festival and make a poster about how people celebrate it.
- interview their classmates about their favourite festivals.



HOLIDAY

Your child will...

- identify and name types of holidays
- identify and name holiday activities
- make suggestions for places to visit and things to do
- draw and write about where they have visited
- describe their dream holiday to their classmates
- plan then draw and write about a holiday
- ask their classmates about a place that they have visited



FREE TIME FUN

Your child will learn ...

- How to invite friends for a day out.
- About different types of school trips.
- About what kinds of activities my classmates enjoy.
- How to describe places of interest.

Your child will

- Choose a fun place to go on a class trip
- Find out what the most popular activities are in your class
- Create a tourist leaflet for a tourist attraction
- Plan a day trip for your whole class



YELLOW

OUR FUTURE WORLD

Your child will learn...

- About life in the future.
- About what we need in our towns and cities.
- About new technologies that could improve people's lives.
- To make predictions about the future.

Your child will

- Draw pictures of your favourite ideas. Then present them to the class.
- Draw a map of your neighbourhood. Then take your classmates on a tour.
- Choose a year in the future and write a letter to your future self.
- Design a new city with solutions to several problems.



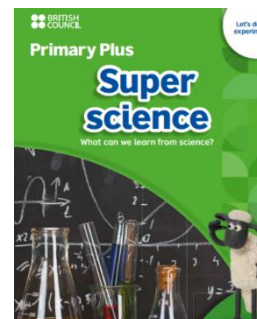
SUPER SCIENCE

Your child will learn ...

- About scientific experiments.
- How to perform scientific experiments.
- How to stay safe when doing scientific experiments.
- How to record scientific experiments and present the results.

Your child will ...

- Think about a science experiment.



- Give instructions to a classmate explaining how to make something.
- Create a guide to help people stay safe during science experiments.
- Write a report about a science experiment.
- Carry out an experiment to recreate a volcanic eruption.

GREAT INVENTIONS

Your child will learn...

- how to talk about great inventions
- how to give my opinion
- how inventions can help others
- how to present an idea

Your child will ...

- Find out about a useful classroom object
- Hold a class debate to decide on the best invention to go on an exhibition poster
- Invent a pair of glasses that has a special feature
- Pitch an idea for an invention as part of your science club's invention convention
- Find out how to make a water clock, measure time and write instructions for a webpage

