



Horizons - The UCL Academy Enrichment Programme



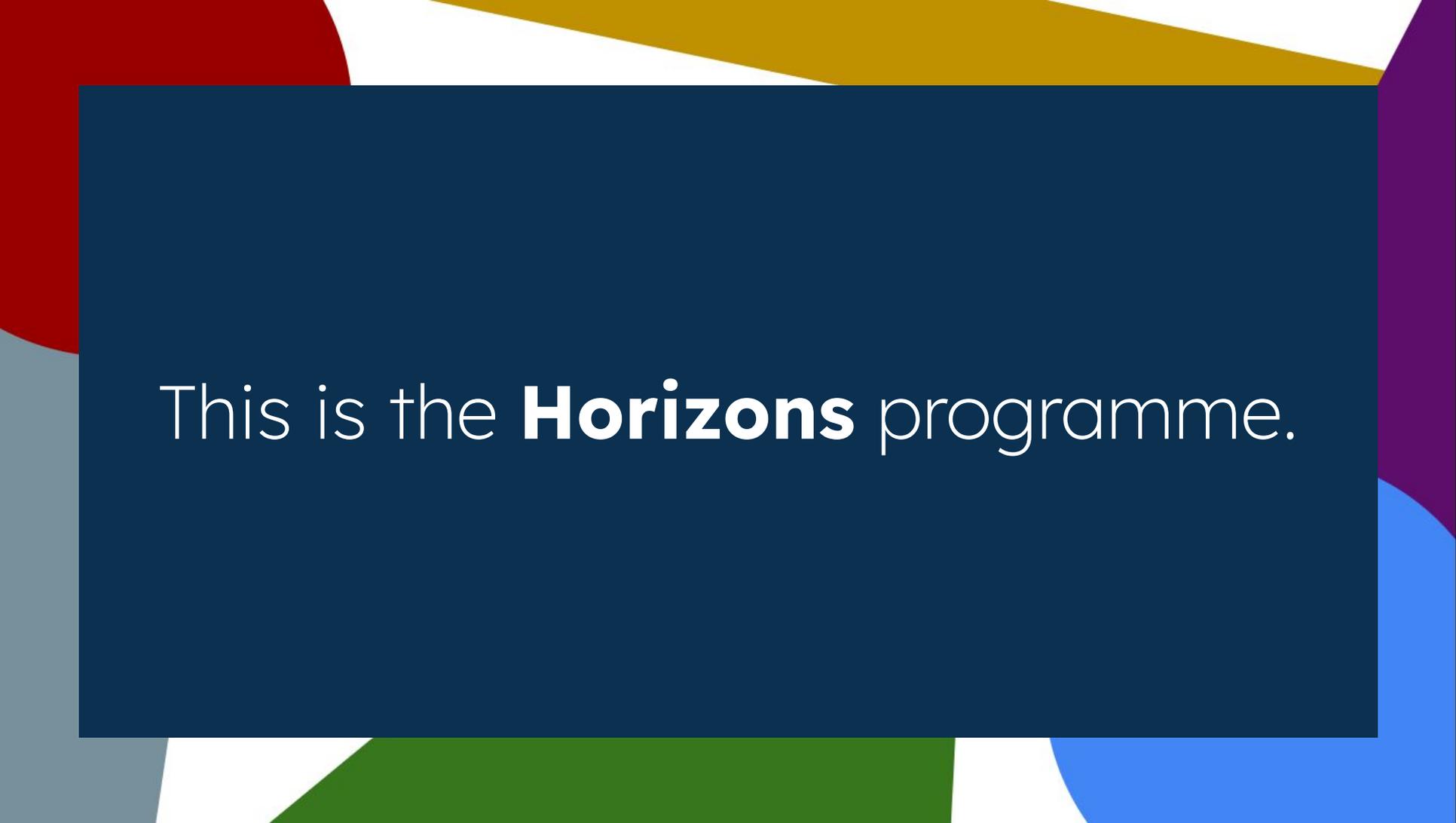
At The UCL Academy, our ambition is that all of our students leave with **knowledge and know-how** to benefit them throughout their lives.

By giving our students life **experiences** at the Academy, they will develop into cultured, qualified, internationally minded, proactive and ethical **citizens**, ready to make a **positive** difference in the world.

The Self Directed Curriculum (SDL) is part of these **experiences**, but it doesn't stop there.

There is an enormous range of opportunities the Academy offers, as well as support for opportunities that interest **you**.

It is important that you have a **roadmap** that guides you on your **journey** through these opportunities, a way of **recording** all your experiences, and a way to recognise and **reward** your accomplishments.

The background features several overlapping geometric shapes in various colors: a large red circle in the top-left, a yellow triangle in the top-right, a purple triangle in the middle-right, a blue circle in the bottom-right, a green triangle in the bottom-center, and a grey triangle in the bottom-left. A dark blue rectangle is centered on the page, containing the text.

This is the **Horizons** programme.

Core principles of **Horizons**:

- **Skill Development** – Foster creativity, curiosity, collaboration, communication, and critical thinking.
- **Personal Growth** – Build self-esteem, resilience, mental and physical resilience, leadership skills.
- **Equity and Inclusion** – Ensure all activities are accessible regardless of background - activities are designed to be delivered at school (lessons and SDL), in the community, or independently, with little or no cost to families.
- **Community Engagement** – Connect young people with their local communities and wider society, develop empathy and civic responsibility, nurture a connection to nature.

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What will you do?

You will undertake **experiences** on different **'journeys'** throughout your time here, at least one each half-term. These **journeys** are:



Journey	Core Focus	Sample Experiences
 Create & Express	Arts, media, expression	Theatre, blogs, exhibitions, podcasts
 Invent & Explore	STEM, making, building	Coding, robotics, science challenges
 Connect & Contribute	City exploration, community, culture, activism	Museum visits, volunteering, campaigns, cultural events
 Prepare for the Future	Careers, finance, next steps	Work shadowing, money skills, CV building
 Move & Thrive	Physical activity, wellbeing, nature exploration	Sports, mindfulness, city scavenger hunts outdoor challenges,

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How will you be recognised
and rewarded?

Each **journey** has a **Bronze**, **Silver** and **Gold** award, encouraging depth and progression.

Example criteria per award:

- **Bronze:** Participate, observe, attend, complete, compete
- **Silver:** Create, reflect, make, organise, learn
- **Gold:** Lead, present, exhibit, publish, change

Awards will be handed out at the half-termly Rewards Assemblies.



GOLD CERTIFICATE

Of Achievement in The UCL Academy
HORIZONS PROGRAMME

This certificate is proudly presented to

HALIMA JAMA



A handwritten signature in white ink, appearing to read "A. Humphrey".

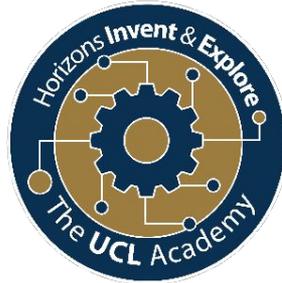
PRINCIPAL

23rd March 2026

DATE



Students also receive a **pin badge** for each **Gold** award they achieve.



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What does the roadmap
look like?



Roadmap

Journey	Bronze	Silver	Gold
 Create & Express	<ul style="list-style-type: none">• Attend a local art or museum exhibition or theatre performance• Participate in a group creative workshop (e.g., painting, sculpture, digital art, street art, drama, short-story writing, poetry, zine making, DJing, music production, choir, instrument taster)• Take part in a school play or street performance	<ul style="list-style-type: none">• Complete a personal creative project using real materials or online (e.g., short film, story, magazine, song, artwork, music piece).• Reflect on your creative process (e.g., journal or blog entry)• Collaborate on a group creative project (e.g., a mural)	<ul style="list-style-type: none">• Exhibit your work at a public event (e.g., school exhibition, online gallery)• Lead or organise a creative event (e.g., school talent show, performance)• Publish or showcase your work (e.g., social media, podcast, community event)



Roadmap

Journey	Bronze	Silver	Gold
 Invent & Explore	<ul style="list-style-type: none">• Attend a STEM-related event (e.g., robotics workshop, science fair, lecture, maker fair)• Complete a basic coding course (e.g., build a simple game using Scratch)• Observe a local innovation or tech hub• Learn about a particular scientific theory or set of facts• Take part in guided stargazing with a local or online observatory	<ul style="list-style-type: none">• Complete a personal design project (e.g., create an app, build a small robot, design a sustainable solution, build a birdhouse)• Participate in a group challenge (e.g., build a prototype together, enter a team competition)• Investigate, carry out and document science experiments you can perform using household items• Document and reflect on your learning (e.g., project report or blog).	<ul style="list-style-type: none">• Lead a team project (e.g., mentor younger students in a coding challenge or robotics competition).• Teach younger students how to code or about a scientific theory• Present your invention, build or project at a public event (e.g., science fair, exhibition, school assembly)• Publish your work (e.g., blog, website, or article).



Roadmap

Journey	Bronze	Silver	Gold
<p> Connect & Contribute</p>	<ul style="list-style-type: none">• Volunteer for a community event (e.g., local clean-up, food bank assistance, community centre, intergenerational connections)• Attend a social justice or activism talk• Participate in a small group social action project• Visit a local cultural or historical site (e.g., visit a museum, place of worship you don't normally attend or heritage site)• Complete a guided walking tour or scavenger hunt of a new part of London• Attend a local council or youth event.• Join a group for change (e.g. school council)• Join a debate group• Visit your MP's surgery and ask questions on matters important to you or your community• Attend a cultural event beyond your own cultural norms (e.g. a festival related to another religion or cultural group)	<ul style="list-style-type: none">• Organise a small-scale volunteer project (e.g., school-wide charity event or awareness campaign).• Lead a discussion on a social cause (e.g., sustainability, mental health)• Create a reflective piece on your contribution (e.g., video, report).• Create a project based on your exploration of a theme, era, culture or part of your city (e.g., write a report, blog, or create a vlog).• Interview a community leader or maintain a correspondence with your local MP• Organise a group activity (e.g., lead a walking tour or discussion on a part of London's history or culture).	<ul style="list-style-type: none">• Lead a large-scale social action project (e.g., sustainability campaign, youth-led charity initiative)• Present or speak about your cause at a public event (e.g., school assembly, community gathering).• Create a long-term project with measurable impact (e.g., sustained volunteer work, community development project)• - Lead a community project or event (e.g., organise a local cultural fair or historical exhibition)• Create and publish a detailed travel or cultural guide• Present your findings to a wider audience (e.g., at a community event or school assembly).



Roadmap

Journey	Bronze	Silver	Gold
 Prepare for the Future	<ul style="list-style-type: none">• Attend a careers fair or job talk.• Create a CV or attend a mock interview• Shadow a professional (e.g., spend a day at a workplace or with a mentor)• Complete an online financial literacy course	<ul style="list-style-type: none">• Complete a short work placement (e.g., virtual internship, job shadowing).• Set clear career goals and steps (e.g., career action plan).• Interview a local business owner or company leader• Compete in an enterprise challenge (e.g., Young Enterprise)• Earn a financial literacy certificate (e.g., Barclays LifeSkills)	<ul style="list-style-type: none">• Lead or organise a career-related event (e.g., host a career day at school or deliver a workshop or assembly)• Secure and complete a real-world work experience placement (e.g., internship, job trial)• Create a comprehensive personal career portfolio (e.g., CV, references, personal projects).



Roadmap

Journey	Bronze	Silver	Gold
 Move & Thrive	<ul style="list-style-type: none">• Join a local sports club or fitness group and attend regularly• Complete a simple physical challenge (e.g., 5K walk, one-week fitness challenge, online dance course, cycling challenge)• Attend a mental health or wellness workshop.• Learn First Aid from an expert• Grow food/plants/Take care of a green space at home or in school or community gardens/spaces.• Attend a free bike course (e.g., riding skills or maintenance)• Take part in the Duke of Edinburgh Award scheme	<ul style="list-style-type: none">• Learn navigation skills (e.g., through an online course or Duke of Edinburgh scheme)• Create a personal wellness or fitness plan and share it with others• Reflect on your health and fitness journey (e.g., create a fitness journal or blog).• Document the growth of a plant or vegetation you cultivate over a period of time• Make a gardening guide	<ul style="list-style-type: none">• Lead or organise an outdoor adventure or fitness challenge (e.g., organise a school hike or overnight camping trip or lead a school or community sports event)• Present your health and fitness achievements in front of an audience (e.g., school assembly, fitness event).• Organise an event to raise awareness of a greenspace.• Present your work on your greenspace to an audience (e.g., school assembly)

You need to demonstrate you have achieved
at least one **experience** from an **award**
category in order to achieve that award for
that **journey**.



How will I do all this?

- You will have **two** house times each half-term to discuss **Horizons** with your tutor.
- The first one will be to discuss which **journey** you are going on and develop ideas for what you might do.
- The second one will be a chance to record your **experiences**.

Your **experiences** may come from:

- SDL
- Activities, events and trips organised by subject departments and faculties
- Activities, events and trips you take part in outside of the Academy / not run by the Academy



How will I record my
experiences?

- You will use an online platform called UNIFROG to **record** your **experiences**.
- You can do this outside of the Academy too.
- The information you capture in UNIFROG will also be of use to you in Year 11 and the Sixth-Form when you will be completing applications to colleges, apprenticeships, universities and jobs, and need evidence of the skills you possess and contributions made.



- From the UNIFROG home page, scroll down and click on 'Activities'.

The screenshot displays the UNIFROG home page dashboard with the following sections:

- Quizzes**
 - Interests profile** (blue button): Quiz not taken
 - Quiz profile** (purple button): 0 of 4 quizzes complete
- Recording**
 - Activities** (pink button, circled in red): Recorded at least 10
 - Skills** (purple button): Completed all 12
 - Interactions** (blue button): Missing 6 Interaction types
- Exploring**
 - Careers library** (yellow button): Careers favourited
 - Know-how library** (red button): Guides favourited
 - Courses** (red button): No courses added
- Materials**

No tools in this category are tailored to you this year - click 'All tools' to see everything

Then click on:



* Title

1 of 50 characters

What type of activity was it?
Each activity can only be associated with one type.
Check [how to define the different types](#) ✓

* Activity type

Description + achievements
Write like a boss by [following these 5 tip](#)

* Description

1 chars / 0 words Max 5000 characters

Skills

- Reading** Understanding the meaning of texts
- Writing** Communicating clearly with writing
- Numeracy** Working successfully with numbers
- Planning** Setting goals and devising a route to achieve them
- Listening** Receiving and processing information or ideas
- Speaking** Orally transmitting information or ideas
- Teamwork** Working cooperatively with others to achieve a shared goal
- Leadership** Motivating and managing others to achieve a shared goal
- Problem solving** Finding a solution to a situation or challenge
- Creativity / Innovation** Using your imagination to come up with new ideas
- Independence** Working effectively on your own
- Adaptability / Resilience** Using strategies to deal with change and overcome setbacks

* Date started

Date finished

Referee

- **Title:** Put the journey name, plus an experience title
E.g. Invent & Explore - Science Fair

- **Activity Type:** Select an option most like your experience

Description: Use the listed 5 tips to describe your experience

Then save your work by clicking on 'Add Activity' or cancel changes

- **Date finished:** The date you finished your experience. Leave blank if it is ongoing.
- **Referee:** The full name of someone who can vouch that you did this experience, e.g. a subject or SDL teacher, parent/carer, external organiser



Horizons

Navigate your journeys
Record your experiences

Be rewarded for your endeavours

