

GLOBAL LEADERS CHAMPIONSHIP

JUNIOR STUDENTS AGED 10 - 17 YEARS

CLAYESMORE SCHOOL, DORSET, UK



Clayesmore School
Campus



30 March - 14 April
Dates



Student Residence
Accommodation

2025



At a Glance



Ross Elliott
Director

The Global Leaders Championship (GLC) for international and bilingual Schools is a pioneering competition that seamlessly blends the charm of a historical British campus with cutting-edge VR technology, advanced business acumen, boundless creativity, and deep cultural pride.

Global Leadership Championship inspires and equips the next generation of global leaders with a broad range of competencies that are in demand globally.

The Global Leaders Championship is aimed at students aged 10 - 17 years, however, Kingfisher Education Group reserves the right to accept students aged 18 years plus as part of a group.

4 Core Team Competitions

Business Mastermind

Students tackle real-world business challenges, creating pitch decks in English. With guidance from an MBA Business Coach, they brainstorm, research, and refine strategies, presenting to hedge fund and finance executives in London's financial district.

StarStage Quest

Students explore peace and security through a collaborative drama project inspired by Shakespeare's *Romeo & Juliet*. From scriptwriting to performance, they examine global issues, drawing parallels to Shakespeare's themes.

Virtual Gallery Showcase

Students use the latest VR headsets to create virtual galleries celebrating their school, community, and cultural heritage. They will showcase their school's ethos and local culture through various media formats, using Meta and Spatial's Creators Toolkit.

Global Unity Debate

Students engage in a dynamic Model United Nations simulation, experiencing international diplomacy through virtual reality crisis scenarios, bloc formation, and debates. They negotiate resolutions and sharpen persuasive arguments.



Programme Overview

Business Mastermind

Students tackle real-world business challenges, creating pitch decks in English. With guidance from an MBA Business Coach, they brainstorm, research, and refine strategies, presenting to hedge fund and finance executives in London's financial district.

KEY COMPETENCIES



Executive Summary



Product/Service Description



Marketing & Sales Strategies



Financial Projections



Operational Plan

StarStage Quest

Students explore peace and security through a collaborative drama project inspired by Shakespeare's Romeo & Juliet. From scriptwriting to performance, they examine global issues, drawing parallels to Shakespeare's themes.

KEY COMPETENCIES



Understanding of global peace and security.



Creative writing and performance skills.



Collaboration and communication.



Critical thinking about conflicts.

Virtual Gallery Showcase

Students use the latest VR headsets to create virtual galleries celebrating their school, community, and cultural heritage. They will showcase their school's ethos and local culture through various media formats, using Meta and Spatial's Creators Toolkit.

KEY COMPETENCIES



Digital Design Skill and content creation skills.



Appreciation for cultural heritage and community.



Creativity through multimedia storytelling.



Collaboration and teamwork in a virtual environment.

Global Unity Debate

Students engage in a dynamic Model United Nations simulation, experiencing international diplomacy through virtual reality crisis scenarios, bloc formation, and debates. They negotiate resolutions and sharpen persuasive arguments.

KEY COMPETENCIES



Develop understanding of international relations and diplomacy.



Improve public speaking, debate, and negotiation skills.




Enhance research and critical analysis of global issues.



Foster teamwork and collaboration in a diplomatic setting.

Timeline/Phases

 **Min 3 Students**
-
Max 8 Students

In Programme



**Future Tech
Training:**

**AIDA, Business Ethics, Diamond Theory of Competitive Advantage,
Game Theory.**

Business Mastermind

Students tackle real-world business challenges, creating pitch decks in English. With guidance from an MBA Business Coach, they brainstorm, research, and refine strategies, presenting to hedge fund and finance executives in London's financial district.

KEY COMPETENCIES



Executive Summary



**Product/Service
Description**



**Marketing &
Sales Strategies**



**Financial
Projections**



**Operational
Plan**

Timeline/Phases



Min 4 Students -
Max 8 Students

Prior to Programme

In Programme



StarStage Quest

Students explore peace and security through a collaborative drama project inspired by Shakespeare's Romeo & Juliet. From scriptwriting to performance, they examine global issues, drawing parallels to Shakespeare's themes.

KEY COMPETENCIES



Understanding of global peace and security.



Creative writing and performance skills.



Collaboration and communication.



Critical thinking about conflicts.



Prior to Programme

In Programme

Phase 1

**SCHOOL & COMMUNITY
IN ART**

Nov 2024 - Feb 2025

Phase 2

**DESIGN YOUR
VIRTUAL GALLERY**

Feb 2025

Phase 3

MASTERCLASS

April 2025

Phase 4

COMPETITION ROUNDS

April 2025

Future Tech
Training:

Unity Spatial Meta

Virtual Gallery Showcase

Students use the latest VR headsets to create virtual galleries celebrating their school, community, and cultural heritage. They will showcase their school's ethos and local culture through various media formats, using Meta and Spatial's Creators Toolkit.

KEY COMPETENCIES



**Digital Design Skill
and content creation
skills.**



**Appreciation for
cultural heritage and
community.**



**Creativity through
multimedia
storytelling.**



**Collaboration and
teamwork in a virtual
environment.**

Timeline/Phases



Min 2 Students -
Max 4 Students

Prior to Programme

In Programme



Future Tech Training: Unity Spatial Meta

Global Unity Debate

Students engage in a dynamic Model United Nations simulation, experiencing international diplomacy through virtual reality crisis scenarios, bloc formation, and debates. They negotiate resolutions and sharpen persuasive arguments.

KEY COMPETENCIES



Develop understanding of international relations and diplomacy.



Improve public speaking, debate, and negotiation skills.



Enhance research and critical analysis of global issues.



Foster teamwork and collaboration in a diplomatic setting.

Event Aims

- Develop students' ability to use English effectively in a variety of scenarios, using subject specific vocabulary
- Develop transferable skills to complement other areas of their future learning
- Celebrate creativity, collaboration and innovation through a shared event
- Promote students' understanding and development of their self-belief, self-confidence and self-worth to help them achieve their goals.



Event Content

The Global Leaders Championship offers junior students the opportunity to develop their communication, collaboration, creative and innovation skills through a range of Masterclasses and competitions.

Students will attend a number of Masterclasses which will build upon their English skills for speaking and listening, reading and writing. They will develop subject specific vocabulary for business, debating, stage production and technology, and learn to use their voice tone, intonation and body language to deliver their message to different audiences in a variety of scenarios.

Students will listen to a range of inspirational talks, from expert in their field, to develop their listening skills and develop a range of vocabulary to enhance their understanding of career topics to support their future learning. Using this subject specific information, the students will prepare for and take part in four competitions, VR Gallery Showcase, Star Stage Quest, Business Mastermind and Global Unity Debate, to demonstrate their knowledge and learning.

The Global Leaders Championship event will help students to become more confident with their use of English in a wider range of challenging situations, helping to build their confidence to enable them to believe they can make a difference as the leaders of tomorrow.

A photograph of a student with dark hair, wearing a dark sweater, looking down at a project on a table. The project appears to be a collage or a drawing with various elements. The background is slightly blurred, showing other people and a table.

Learning Outcomes

By the end of the Global Leaders Championship, students will:

- Have a wider subject specific vocabulary for business, stage production, debate and technology.
- Be able to use voice, movement, expressions, visuals, and body language to captivate an audience.
- Craft narratives that leave a lasting impact, through storytelling structures, character development, and thematic exploration to support their purpose.
- Work as a cohesive team to blend individual strengths to achieve goals.
- Understand how to listen to the views of others, consider their position, apply logical reasoning and use persuasive language, to develop the confidence to craft and present a strong arguments
- Recognise how skills like critical thinking, problem-solving, communication, collaboration, empathy, innovation and creativity are invaluable in future careers.

Assessment Criteria

Throughout the event the students will have verbal feedback from the teachers to help them complete all the tasks required to take part in the four competitions.

The student have an individual workbook which has tasks to complete for each Masterclass. These will be marked by their school mentors using the provided specific marking criteria. These grades will be shared with the teachers to check progress.

The final assessment will take place through the four competitions. Specific judging criteria will be used by the independent judges based in the rubrics for the event.

Bonus Events and Awards



GLC Fashion Show

GLC Talent Show

**GLC Scholar
Challenge**

**GLC Cultural
Showcase**



Excursions



BATH

FULL DAY



LONDON

3 FULL DAYS



WINCHESTER

HALF DAY



Politics & Royalty Tour



Kensington Museums



British Museum

London

3 Full Day Excursions



Thameside Tour



Shakespeare Globe Theatre



Bath

Full Day Excursion

Bath is a UNESCO World Heritage city renowned for its stunning Georgian architecture and historic Roman Baths.

This charming city offers a perfect blend of rich history, cultural attractions, and vibrant student-friendly activities, making it an ideal destination for a full-day excursion.



Winchester

Half Day Excursion

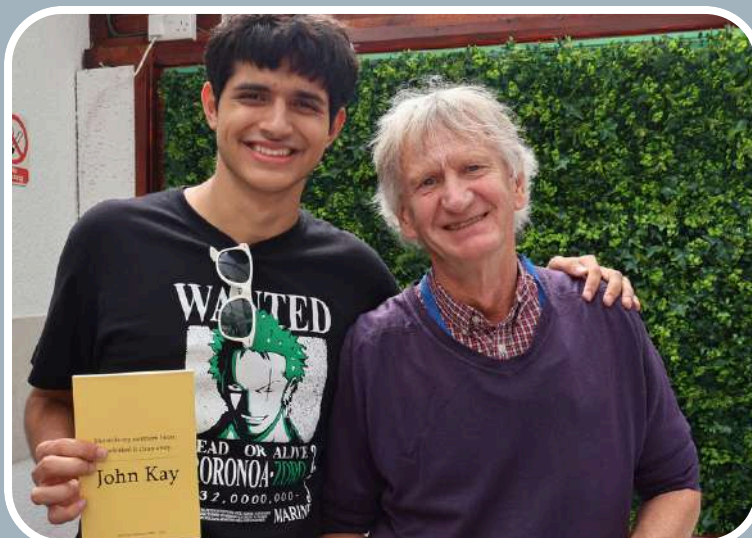
Winchester, a historic city in southern England, is famed for its connection to the legend of King Arthur and the Knights of the Round Table.

Did you know?

Winchester was once the capital of England.

King Arthur's Legendary Round Table is displayed in the Great Hall.

Winchester College is one of the oldest continuously running schools in the world.



Masterclass & Feedback by John Kay

John Kay is a renowned published poet and Shakespeare enthusiast, with over 30 years of teaching English as a foreign language. John has also worked as a teacher trainer for many schools and organisations in the past, including the British Council.

Accommodation

On site at Clayesmore School

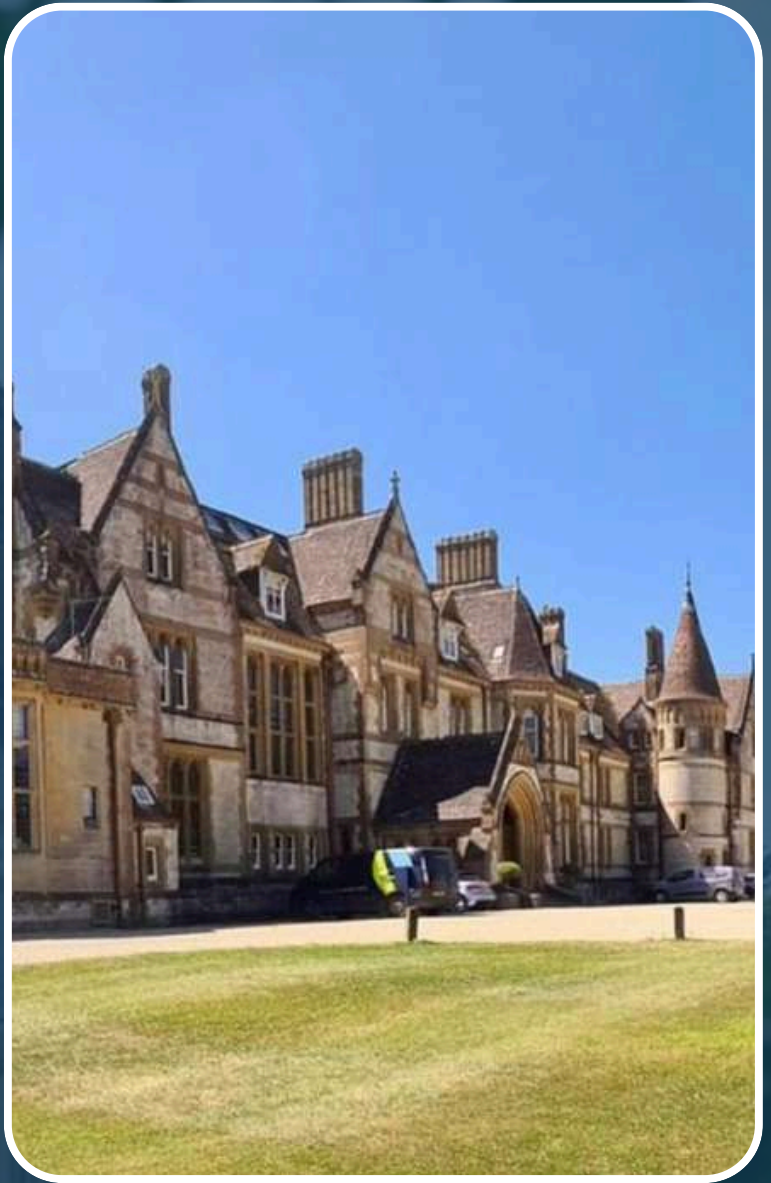
The boarding facilities offer shared rooms consisting of 2 to 6 beds.

Rooming is arranged by:

- School
- Gender
- Age of students

Facilities/Services

- Clean bedding will be provided during the camp
- Laundry facilities onsite
- Students should bring their own towels
- Daily cleaning of communal areas is included



What's included?



4 Core Academic Competitions



4 Masterclass Sessions



End of Course Certificate



Boarding House Accommodation



All Meals



Excursions



Sports & Recreational Activities



Airport Transfers



Free Group Leader Spaces



Academic Support Sessions



Team and Individual Awards

Lessons are taught in the mornings with competition preparation time in the afternoons with total hours exceeding 15 hours per week.

Class size between 10-20 students depending on age and level (maximum class size wont exceed 25 students).

Benefits



Global Perspective

Greater awareness of global challenges, which motivates students to become agents of change and contribute positively to society.



Adaptation

Challenge young people to adapt to new situations and communicate in a different language.



Self-Knowledge

Explore new passions, develop skills, and uncover strengths. Students become more independent and build greater self-confidence.



Aim for Better Education

Equips students to thrive and succeed in a world that is becoming more interconnected.

WHERE THE **LEARNING**
CONTINUES OUTSIDE THE
CLASSROOM.

KINGFISHER
EDUCATION GROUP
www.kingfishercamps.com



Terms & Conditions

Accuracy of Details

We accept bookings on the understanding that the schools provides us with accurate details. At any time during the course we may request to see official documentation (eg. a passport) to confirm a child's age and identity. If proof cannot be provided, or if we discover that significantly inaccurate details have been provided then we reserve the right to remove the child from the course without refund of fees.

The deposit

For all groups we request a non-refundable deposit of GBP 100 per person to secure the booking. This must be paid within 10 days of making the booking: if not, the place will automatically become available to other groups.

The balance

The balance of fees is payable 4 weeks prior to the group arriving. If a booking is made less than 4 weeks before attending, the deposit and balance will be payable within 10 days. If any fees remains unpaid 14 days or more after the payment date on the invoice the place will be cancelled.

Cancellation & withdrawal

There will be no refund of fees if a booking is cancelled within 4 weeks of arrival or if a student fails to attend a course. If we receive notice of cancellation in writing more than 4 weeks prior to the course start date then we will refund some or all of your payment providing we can fill the place. Depending on the reason for cancellation you may be able to reclaim some or all of your losses from your insurers.

Exclusion

We reserve the right to expel a student at any time, without a refund of fees, should we determine that such action is in the students best interest or if the child's behaviour is deemed detrimental to the overall welfare of others. Reasons for exclusion may include - but are not necessarily limited to - bad behaviour; self-harming; the consumption of alcohol or illegal drugs; smoking at school; bullying.

Changes to the programme

Programme details are published in good faith. We reserve the right to make changes to any aspect of the course if necessary including activity programmes and airport transfers.

Insurance

Travel and medical insurance is NOT included in the course fee. All students attending our camps MUST book their own comprehensive travel and medical insurance. Students will not be allowed on the programme without the relevant travel insurance in place. We recommend Guard.me. for comprehensive international student travel insurance. <https://guardme.eu>

Unaccompanied Minors

We recommend that any students aged 10-16 years travelling alone travel as an Unaccompanied Minor on the arrival/departure flight. Kingfisher Education arrange friendly and experienced drivers for all private airport transfers.

To Book

Summer Camps | Mini Stays | Soccer Camps

Telephone: 0044 (0)1202 238892

Email: schoolgroups@kingfishercamps.com

Website: www.kingfishercamps.com

Instagram: [@kingfisher_education_group](https://www.instagram.com/kingfisher_education_group)

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