



**MARINE ACADEMY
PLYMOUTH**

YOUR ELECTIVES

Year 9 • Cycle 1

2026 – 2027

● Aim High ● Be Kind ● Don't Give Up

#theMAPdifference

A word from our Vice Principal

Welcome to Year 9 Electives for the first cycle of 2026–2027.

Electives are one of the things that make Marine Academy different. This is **protected, timetabled curriculum time** — built into the school day, not bolted on around the edges — in which every student develops a skill, an interest or a talent properly, with expert staff. Very few schools can say that, and we take it seriously.

This cycle, Year 9 can drum up a storm, explore French food and culture, compete on the football pitch or the climbing wall, take up archery, dance, cook, create art, master chess and strategy, bounce on the trampoline, crack codes in our immersive classroom or build confidence in NEST. Each elective runs across **six sessions of 100 minutes** and finishes with a **MAP Award** — five clear steps that ask students to **aim high**, look after one another and **keep going** when things get hard.



One rule underpins every award: students must **attend all six sessions** and take part fully throughout. Miss sessions and the award can't be secured — because these awards recognise commitment just as much as talent.

The finale. The final session of every elective celebrates everything students have learnt — a **showcase** for our performers, artists and cooks, a **tournament** for our footballers, a **round-robin** for our racquet players and a **games afternoon** for our strategists. Families are warmly invited, and it is where the awards are presented.

My ask of every student is simple: commit to it, and be kind to those doing it alongside you. The students who get the most out of Marine Academy are almost always the ones who threw themselves in.

Alex White

Vice Principal

Earning a MAP Award

Every elective ends in its own MAP Award. There are no exams and no written tests — each award has five clear steps, completed across the six sessions and signed off by the teacher leading the elective. Every step is tied to one of our three values.

● **Aim
High**

● **Be
Kind**

● **Don't Give
Up**

1

Commit to the cycle

Attend all six sessions and take part fully. Consistency is the foundation of every award.

2

Aim high on skill

Every award asks for genuine, specific standards — a rally sustained, a part secured, a dish cooked unaided.

3

Step up and lead

Lead a drill, teach a move, choreograph a section — every elective includes a moment of leadership.

4

Be kind

Support, include and encourage others. Character counts alongside skill at Marine Academy.

5

Don't give up

See it through to the finale — showcase, tournament, round-robin or games afternoon — and collect your award.



Serious about enrichment

Electives are curriculum time, and we treat them that way. The five steps are achievable for every student who commits, but each one asks for **real skill, real effort and real progress** — so that when your child brings home a MAP Award, it means something.

THIS CYCLE

Year 9 electives at a glance

Each led by a specialist member of staff, and each finishing in a MAP Award. Turn the page for the full details on every one.



World Rhythms

Led by Mr Eglinton

MAP Ensemble Performance Award



Move & Groove

Led by Miss Ravenhill

MAP Dance Skills Award



Passport to France

Led by Miss Burge

MAP Culture & Language Award



Taste the World

Led by Mrs Barlow

MAP Global Kitchen Award



Art Studio

Led by Mrs Neno

MAP Art Studio Award



Football Academy

Led by Mr Atkins & Miss Drewery

MAP Football Skills Award



Racquet Sports

Led by Mr Dawe

MAP Racquet Skills Award



Bounce

Led by Mrs McNiff

MAP Trampoline Skills Award



Vertical Challenge

Led by Mr Hughes

MAP Climbing Skills Award



On Target

Led by Mr Court

MAP Archery Skills Award



Grandmaster Games

Led by Miss Selby

MAP Chess & Strategy Award



The Portal

Led by TBC

MAP Escape Room Award



NEST

Led by Miss Raven

MAP Wellbeing & Resilience Award

Football Academy runs two pathways — Players and Officials — each with its own award.



PERFORMING ARTS

World Rhythms

Led by **Mr Eglinton**

Rhythm you can feel in your chest. Students learn to play djembe and samba drums as an ensemble, building layered grooves where every single player matters and one dropped beat is heard by all. It is loud, physical and joyful — and it quietly teaches focus, listening and teamwork without anyone noticing they are working hard. The cycle finishes with a live drumming performance to families.



THE AWARD

MAP Ensemble Performance Award

Awarded for playing your part in a live performance.

HOW TO EARN IT — FIVE STEPS

- ✓ **1** Attend every session and lock in the core rhythms **Don't Give Up**
- ✓ **2** Hold your own part accurately within the ensemble **Aim High**
- ✓ **3** Lead the group in a rhythm and keep it steady **Aim High**
- ✓ **4** Listen and lock in with the players around you **Be Kind**
- ✓ **5** Perform the full piece live at the showcase **Don't Give Up**



Finishes with a showcase. Session six is a live drumming performance — families welcome — where awards are presented.



PERFORMING ARTS

Move & Groove

Led by **Miss Ravenhill**

From first steps to a full routine. Students learn choreography, musicality and performance skills in a supportive space where every style is welcome and nobody is left behind. They will pick up a group routine, sharpen their timing and confidence, and even choreograph a section of their own to add to the piece. It builds to a live performance where the whole group dances together in front of families.



THE AWARD

MAP Dance Skills Award

Awarded for learning, creating and performing choreography.

HOW TO EARN IT – FIVE STEPS

- ✓ **1** Attend every session and learn the full routine **Don't Give Up**
- ✓ **2** Perform the choreography with accurate timing and musicality **Aim High**
- ✓ **3** Choreograph and teach eight counts of your own **Aim High**
- ✓ **4** Support others kindly to nail their sections **Be Kind**
- ✓ **5** Perform confidently to a live audience **Don't Give Up**



Finishes with a showcase. Session six is a live performance — families welcome — where awards are presented.



LANGUAGES & CULTURE

Passport to France

Led by **Miss Burge**

France is closer than you think — and this is your passport to it. Forget grammar drills: this is a tour. Students taste real French food, dive into French music, film, football and fashion, and pick up the survival phrases that make all the difference the moment you step off the ferry. It is a doorway into European life, with France — a language we don't otherwise teach — as your guide. Come curious, and leave with a genuine taste for the wider world.



THE AWARD

MAP Culture & Language Award

Awarded for exploring a language and a way of life.

HOW TO EARN IT — FIVE STEPS

- ✓ **1** Attend every session and throw yourself into each adventure **Don't Give Up**
- ✓ **2** Learn and use twenty survival French phrases in conversation **Aim High**
- ✓ **3** Explore and present one slice of French culture — food, film, music or sport **Aim High**
- ✓ **4** Share a discovery generously and help others have a go **Be Kind**
- ✓ **5** Host or take part in the end-of-cycle French café **Don't Give Up**



Finishes with a French café. Session six is a pop-up café of French food and culture — families welcome — where awards are presented.



FOOD & CULTURE

Taste the World

Led by **Mrs Barlow**

A passport for the taste buds. Students cook real dishes from around the world, learn to work safely and confidently in a professional kitchen, and discover the culture and stories behind the food they make. They will build genuine technique — from knife skills to timing a dish so everything is ready at once — and learn that a good kitchen runs on teamwork and a clean, shared space. By the end of the cycle each student can plan, cook and serve a dish they are proud of.



THE AWARD

MAP Global Kitchen Award

Awarded for cooking safely, skilfully and generously.

HOW TO EARN IT — FIVE STEPS

- | | | |
|-----|---|---------------|
| ✓ 1 | Attend every session and pass the food safety & hygiene check | Don't Give Up |
| ✓ 2 | Cook three dishes from three cultures, unaided on the final one | Aim High |
| ✓ 3 | Demonstrate a core technique to a good standard | Aim High |
| ✓ 4 | Help a struggling peer and keep a clean, shared kitchen | Be Kind |
| ✓ 5 | Plan, cook and serve your signature dish at the showcase | Don't Give Up |



Finishes with a showcase. Session six is a tasting table — families welcome — where awards are presented.



VISUAL ARTS

Art Studio

Led by **Mrs Neno**

Space to experiment, take risks and make something brilliant. Students explore drawing, colour and mixed media, keeping a working sketchbook that tracks their ideas from first scribble to finished piece. Along the way they learn to look properly, to try techniques that don't work first time, and to talk about art thoughtfully with others. The cycle builds towards a final piece each student develops themselves and exhibits — and is proud to explain.



THE AWARD

MAP Art Studio Award

Awarded for developing and exhibiting your own work.

HOW TO EARN IT — FIVE STEPS

- | | | | |
|---|----------|---|---------------|
| ✓ | 1 | Attend every session and keep a working sketchbook | Don't Give Up |
| ✓ | 2 | Explore and evidence at least four techniques or media | Aim High |
| ✓ | 3 | Develop one idea from first sketch to finished piece | Aim High |
| ✓ | 4 | Give kind, useful feedback in a group critique | Be Kind |
| ✓ | 5 | Exhibit and talk about your final piece at the showcase | Don't Give Up |



Finishes with a showcase. Session six is a mini exhibition — families welcome — where awards are presented.



SPORT • PLAYERS

Football Academy

Led by **Mr Atkins & Miss Drewery**

Proper football, coached properly. Players sharpen their first touch, passing, movement and game understanding, and learn what it takes to lead on a pitch as well as play on it. Sessions build from skills work into competitive small-sided games, so students apply what they learn under real pressure. The cycle finishes with a tournament — and every player is expected to compete with respect for teammates, opponents and match officials alike.



THE AWARD

MAP Football Skills Award

Awarded for skill, leadership and sportsmanship.

HOW TO EARN IT — FIVE STEPS

- ✓ **1** Attend every session and lead a warm-up or drill for your group **Don't Give Up**
- ✓ **2** Reach a measurable standard in two core skills **Aim High**
- ✓ **3** Apply tactics and hold your role in competitive games **Aim High**
- ✓ **4** Show respect for teammates, opponents and officials **Be Kind**
- ✓ **5** Compete in every match of the tournament **Don't Give Up**



Finishes with a tournament. Session six is a competitive small-sided tournament where awards are presented.



SPORT · OFFICIALS

Football Academy

Led by **Mr Atkins & Miss Drewery** · the refereeing pathway

Not every footballer wants to play — some want to run the game. This pathway trains students who would rather referee, teaching the Laws of the Game, the signals and the calm authority a good official needs. They will learn to make quick, consistent decisions, manage players fairly, and keep a match safe and enjoyable for everyone on the pitch. Trainee officials referee real fixtures in the end-of-cycle tournament.



THE AWARD

MAP Football Officiating Award

Awarded for refereeing a match fairly and confidently.

HOW TO EARN IT — FIVE STEPS

-  **1** Attend every session and learn the core Laws of the Game and signals Don't Give Up
-  **2** Officiate a full small-sided game, keeping time and score Aim High
-  **3** Make clear, consistent decisions and explain them calmly Aim High
-  **4** Manage players fairly and kindly, defusing rather than inflaming Be Kind
-  **5** Referee at least one fixture in the tournament Don't Give Up



Finishes with a tournament. Trainee officials referee fixtures in the end-of-cycle tournament, where awards are presented.



SPORT

Racquet Sports

Led by **Mr Dawe**

Badminton and pickleball for everyone, whatever their starting point. Students master grip, footwork, serve and rally, then learn to score, rotate and umpire a game properly — the skills that turn a knock-about into a real match. There is plenty of court time and plenty of competition, played hard but always fairly. The cycle finishes with a round-robin where everyone competes and calls their own lines honestly.



THE AWARD

MAP Racquet Skills Award

Awarded for skill, scoring and sportsmanship on court.

HOW TO EARN IT – FIVE STEPS

- ✓ **1** Attend every session and master grip, footwork and a legal serve **Don't Give Up**
- ✓ **2** Sustain a rally of fifteen or more shots with control **Aim High**
- ✓ **3** Score, rotate and umpire a full game correctly **Aim High**
- ✓ **4** Partner fairly, call your lines honestly and shake hands **Be Kind**
- ✓ **5** Compete in every round of the round-robin **Don't Give Up**



Finishes with a round-robin. Session six is a friendly competition where everyone plays and awards are presented.



SPORT & PERFORMANCE

Bounce

Led by **Mrs McNiff**

Air time, control and a bit of daring. Students learn trampoline technique from safe basics up to controlled shapes and sequences, blended with the sharp teamwork of cheer. It builds confidence fast — there is nothing quite like nailing a move you were sure you couldn't do. Along the way they learn to spot and support one another safely, because trust is everything on a trampoline. The cycle finishes with a performance to families.



THE AWARD

MAP Trampoline Skills Award

Awarded for control, confidence and a routine.

HOW TO EARN IT — FIVE STEPS

- | | | | |
|---|---|---|---------------|
| ✓ | 1 | Attend every session and master safe technique | Don't Give Up |
| ✓ | 2 | Perform a controlled sequence of shapes and moves | Aim High |
| ✓ | 3 | Link your moves into one smooth routine | Aim High |
| ✓ | 4 | Spot and encourage others safely | Be Kind |
| ✓ | 5 | Perform your routine at the showcase | Don't Give Up |



Finishes with a showcase. Session six is a live performance — families welcome — where awards are presented.



SPORT & OUTDOORS

Vertical Challenge

Led by **Mr Hughes**

Up is the only way. Students learn to climb the wall safely and confidently — reading routes, trusting their feet and pushing a little higher every session. It builds grit and problem-solving as much as strength, because every route is a puzzle you solve with your whole body. There is a real thrill in topping out a climb that looked impossible at the start. The cycle finishes with a climbing challenge.



THE AWARD

MAP Climbing Skills Award

Awarded for climbing safely, higher and smarter.

HOW TO EARN IT – FIVE STEPS

- ✓ **1** Attend every session and learn safe climbing and spotting **Don't Give Up**
- ✓ **2** Climb a full route using good technique **Aim High**
- ✓ **3** Complete a harder route than the one you started on **Aim High**
- ✓ **4** Encourage and safely support other climbers **Be Kind**
- ✓ **5** Take on the end-of-cycle climbing challenge **Don't Give Up**



Finishes with a challenge. Session six is a friendly climbing challenge where awards are presented.



SPORT

On Target

Led by **Mr Court**

Focus, breath and a steady hand. Students learn to shoot safely and accurately, mastering stance, aim and release, and watching their groupings tighten week by week. It is a sport of calm and concentration — quiet on the outside, fiercely competitive on the inside — and it rewards patience more than power. The cycle finishes with a target competition.



THE AWARD

MAP Archery Skills Award

Awarded for safe, accurate and focused shooting.

HOW TO EARN IT — FIVE STEPS

- ✓ **1** Attend every session and pass the range safety rules **Don't Give Up**
- ✓ **2** Shoot with correct stance, aim and release **Aim High**
- ✓ **3** Group your arrows on target from the shooting line **Aim High**
- ✓ **4** Support range safety and encourage other archers **Be Kind**
- ✓ **5** Compete in the end-of-cycle target competition **Don't Give Up**



Finishes with a competition. Session six is a target competition where awards are presented.



GAMES & STRATEGY

Grandmaster Games

Led by **Miss Selby**

Chess, backgammon and Warhammer — three games of pure strategy. A focused burst of chess every session builds genuine skill across the cycle, teaching students to plan ahead, weigh up their options and stay calm under pressure. Backgammon sharpens quick risk-and-reward decisions, while Warhammer rewards patient tactics fought out across a tabletop battlefield. Best of all, students teach each other — because explaining a move is the surest way to master it. The cycle ends with a games afternoon and a chess ladder.



THE AWARD

MAP Chess & Strategy Award

Awarded for learning to think several moves ahead.

HOW TO EARN IT — FIVE STEPS

- ✓ **1** Attend every session and learn all the rules, moves and checkmates **Don't Give Up**
- ✓ **2** Play and record at least five full games to a result **Aim High**
- ✓ **3** Master five chess opening moves and use them in a game **Aim High**
- ✓ **4** Patiently teach a rule or tactic to another player **Be Kind**
- ✓ **5** Compete in every round of the games afternoon **Don't Give Up**



Finishes with a games afternoon. Session six is a chess ladder and strategy games final where awards are presented.



IMMERSIVE LEARNING

The Portal

Led by **TBC**

Step through the door and the classroom disappears. In our immersive room the walls become the deep ocean, a rainforest, a crime scene or a city street — and every session drops the team into a new mission with puzzles to crack, codes to break and decisions to make against the clock. Success is impossible alone: every mission is built so that the team that talks, listens and shares its clues beats the team of lone geniuses every time. It all builds to the toughest challenge of the cycle — a full escape room the team must beat together.



THE AWARD

MAP Escape Room Award

Awarded for cracking the escape room — together.

HOW TO EARN IT — FIVE STEPS

- | | | |
|-----|---|---------------|
| ✓ 1 | Attend every session and take on a role in every mission | Don't Give Up |
| ✓ 2 | Crack puzzles, codes and clues logically under time pressure | Aim High |
| ✓ 3 | Lead the team through one mission — plan, brief and direct | Aim High |
| ✓ 4 | Communicate clearly, listen well and make sure no one is left out | Be Kind |
| ✓ 5 | Work together to beat the final escape room | Don't Give Up |



Finishes with the great escape. Session six is the hardest escape room of the cycle — beat it as a team and the awards are yours.



WELLBEING

NEST

Led by **Miss Raven**

A calm, friendly space to build confidence and try new things at a gentle pace. NEST is about feeling settled, making friends and celebrating progress together, with the right support and no pressure at all. Students set a personal goal, learn simple strategies to feel calm and ready, and take small, brave steps outside their comfort zone. Every bit of progress is noticed and celebrated — because keeping going, even gently, is exactly what this award is about.



THE AWARD

MAP Wellbeing & Resilience Award

Awarded for growing in confidence, at your own pace.

HOW TO EARN IT – FIVE STEPS

- | | | |
|-----|---|---------------|
| ✓ 1 | Attend every session and take part in each group activity | Don't Give Up |
| ✓ 2 | Set a personal goal and work towards it across the cycle | Aim High |
| ✓ 3 | Learn and use a strategy that helps you feel calm and ready | Aim High |
| ✓ 4 | Include and encourage someone else in the group | Be Kind |
| ✓ 5 | Share something you are proud of at the celebration | Don't Give Up |



Finishes with a celebration. Session six is a relaxed sharing session where progress is celebrated and awards are presented.

The important bits



Six by one hundred

Each elective runs across six sessions of 100 minutes of protected, timetabled curriculum time — one full cycle.



Attend to achieve

The MAP Award can only be secured by attending all six sessions and taking part fully. Commitment is part of the award.



The finale

Each elective finishes with a showcase, tournament, round-robin or games afternoon. Families are warmly invited where showcases are held.



Kit and equipment

Everything students need is provided. Sports electives require MAP PE kit; all other equipment and ingredients are supplied by the academy.



My top three choices

Talk it through at home, then write your three electives in order of preference. We do our best to give every student their first choice, and always one of their top three.

1

2

3

Name

Tutor group

Questions?

If you would like to talk through your child's elective, the MAP Award or the finale, please contact the academy's main office and ask for the member of staff leading the elective. We are always happy to help.