

Parent and carer guide to Enrichment

The Syon Manor College enrichment carousel

Briefly

Three areas Travel and Independence • Healthy Living and Community • Digital Skills for Life	Half-term rotations Students rotate through all three areas and revisit them later in the year.	Practical focus Learning is designed for use at college, at home, in the community and at work.	All campuses The same overall model applies across Isleworth, Vine House and Aston House.
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How the enrichment carousel works

Students are organised into three carousel groups. During Autumn 1, Autumn 2 and Spring 1, each group completes one enrichment area per half-term so that every student experiences all three areas. From Spring 2 to Summer 2, the cycle is repeated to review what has been retained, address gaps, increase independence and provide greater challenges.

Monday P4 Prepare and practise	Friday P3 Apply, create or visit	Friday P4 Complete, review and evidence
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Monday is mainly used to introduce the focus, teach vocabulary, model skills and rehearse steps. Friday sessions are mainly used for practical applications, community access, producing an outcome, reflection and evidence.

The three enrichment areas

Travel and Independence Local routes, buses and trains, travel information, money management, shopping, budgeting and - where appropriate - planning a holiday or overnight stay. The aim is safer, more confident everyday independence.	Healthy Living and Community Healthy choices, food, exercise, emotional wellbeing, community facilities, sustainable shopping, food waste, horticulture and meaningful participation in the local community.
Digital Skills for Life Using devices and accessibility features, online safety, email and messaging, calendars/documents/spreadsheets, coding, web design, data, enterprise projects, CVs and digital portfolios.	

How activities are adapted

Students are not placed into fixed ability pathways for enrichment. Staff adapt the same theme through temporary subgrouping, communication support, resources and level of challenge. A task might range from matching coins or following a visual route, to calculating a budget, planning an alternative journey, creating a digital product or leading part of a community activity.

Communication and accessibility

Planning can include visual supports, step-by-step instructions, social stories, communication boards, symbols, AAC vocabulary and adapted tools. Activities are age-appropriate and linked to adult life.