



IMPACT
TONBRIDGE SCHOOL

FROM A
SUMMER OF
DISCOVERY



TO A
WORLD OF
POSSIBILITY

IMPACT SUMMER PROGRAMME 2026



IMPACT
TONBRIDGE SCHOOL



Where global connections create future **IMPACT**.

Welcome to IMPACT Summer, our new co-educational residential and day Programme for students aged 13-17, which will take place at Tonbridge School from this summer.

IMPACT Summer is the first of what will become a wider IMPACT series of programmes, encompassing both online and on-site formats throughout the year, open to both current and external pupils.

The IMPACT Summer Programme combines unique business-led challenges, personal development, and Hackathons, in addition to enriching experiences both on and off-campus. Through expert-led tutorials, independent study and collaborative activity, students will develop the knowledge and skills that are critical for success in further education and beyond.

IMPACT Summer's aim is to broaden attendees' knowledge, experience, worldview and sense of agency. Students can achieve these outcomes by selecting modules which best meet their needs within the context of new and developing industries. They will leave the Programme with greater self-knowledge, clarity regarding their chosen direction, and the confidence to take their next steps.

The Programme also includes cultural and recreational activities, providing interesting and developmental experiences both on and off campus.

ABOUT IMPACT

IMPACT is a series of academically rigorous programmes developed and delivered by Tonbridge School for UK and international students aged 13-17.

We provide structured academic and co-curricular experiences that develop subject knowledge, practical skills and independent thinking beyond the standard curriculum. Designed to support young people at a formative stage, IMPACT gives ambitious students the confidence, perspective and experience to make informed choices about their next steps.

Delivered in person, online or through a blended model, the programme empowers students to shape a pathway aligned to their ambitions, whilst being underpinned by the academic standards, safeguarding practice and pastoral care of Tonbridge School.



1st



TONBRIDGE
SCHOOL

BOARDING SCHOOL
NATIONALLY
BOYS SCHOOL FOR A-LEVELS
NATIONALLY
BOYS SCHOOL IN THE
SOUTH-EAST

The Sunday Times Parent Power Schools Guide 2024

THE SUMMER PROGRAMME

IMPACT Summer is a two-part programme, combining academic study, workshops and real-world projects set in collaboration with industry leaders.

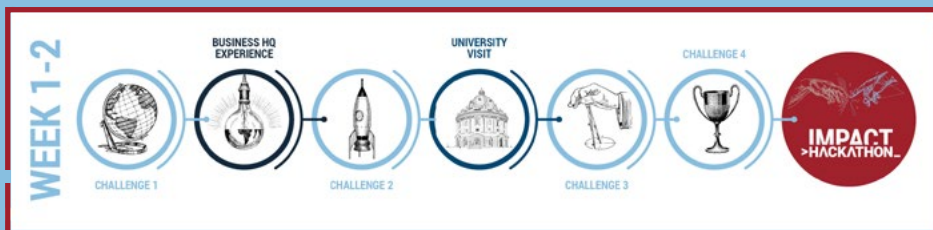
Students design their own programme from a three module structure, working independently and alongside a diverse cohort of likeminded peers. Regular feedback is built into the Programme, with time set aside for reflection on progress and contribution.

Complemented by our comprehensive enrichment programme, we offer a summer of academic challenge, personal growth, and meaningful connections.

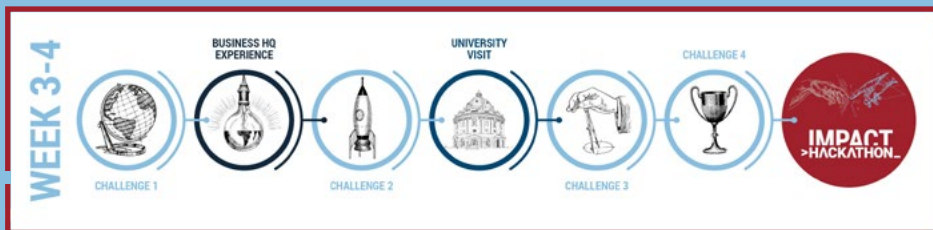
SPRINTS

IMPACT Summer is delivered in two-week blocks, called Sprints. Students may enrol for one Sprint or both Sprints consecutively.

SPRINT 1 Sustainability | Climate Crisis | Social Impact



SPRINT 2 Entrepreneurship | Start ups | Innovation



PROGRAMME STRUCTURE

IMPACT Summer is built around three elements:

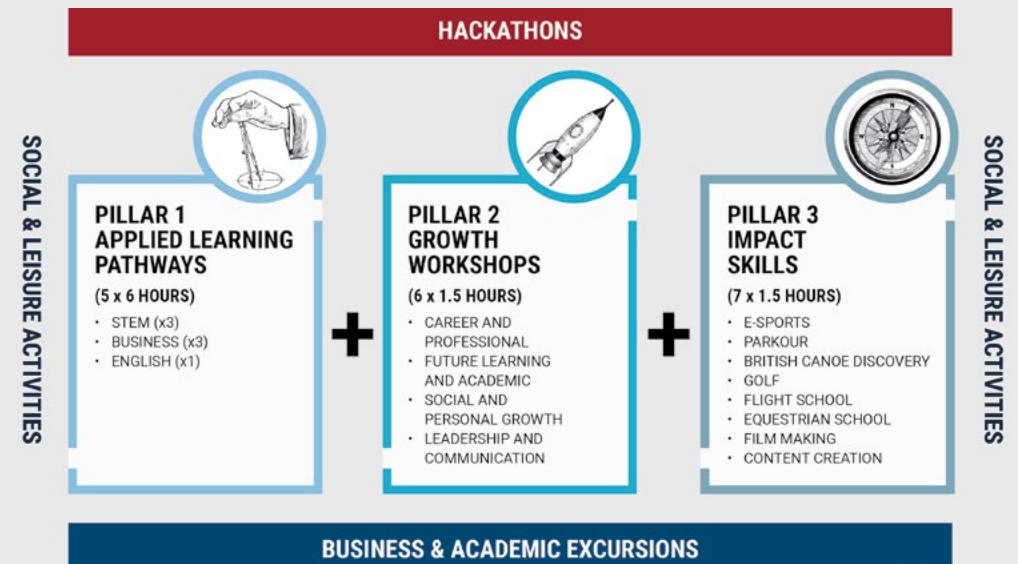
1. Applied Learning Pathways (ALPs)
2. Growth Workshops
3. IMPACT Skills

Students choose one option within each element.

Hackathons, academic and industry visits, and a structured cultural programme run alongside these core components.

Each element serves a distinct purpose. Academic depth, personal development and applied learning are addressed separately.

BUILD YOUR OWN PROGRAMME



APPLIED ONE: APPLIED LEARNING PATHWAYS (ALPS)

Applied Learning Pathways form the academic component of each Sprint.

Students select one pathway and study it in depth over two weeks. Each pathway focuses on a defined field and is taught by subject specialists, extending boundaries beyond the confines of a typical school curriculum.

Teaching combines instruction, discussion and independent work. Students are expected to analyse carefully, contribute thoughtfully and work effectively with others.



APPLIED LEARNING PATHWAYS

Students follow one Applied Learning Pathway per Sprint.

English for Global Leaders

Advanced English language development alongside study of global issues and leadership contexts.

Minimum English level: B1 / IELTS 4.0

Innovation and Entrepreneurialism

A structured exploration of enterprise, from opportunity identification to proposal development.

Minimum English level: B1 / IELTS 4.0

Global Leadership in Action

Study of leadership models, decision-making and strategic thinking in international contexts.

Minimum English level: B1 / IELTS 4.0

Leadership in Digital Sports (Esports)

Strategic, organisational and commercial aspects of competitive digital sport.

Minimum English level: B1 / IELTS 4.0

Engineering, Design and Technology

Design process, technical systems and sustainable innovation through structured project work.

Minimum English level: B2 / IELTS 5.5

Science and Biomed

Core principles of biomedical science explored through theory and practical investigation.

Minimum English level: B2 / IELTS 5.5

Computer Science, Robotics and AI

Programming, robotics systems and artificial intelligence, including ethical considerations.

Minimum English level: B2 / IELTS 5.5

PILLAR 2: GROWTH WORKSHOPS

Growth Workshops enhance student' personal, social, emotional and leadership development.

Students select one workshop stream per Sprint. Growth Workshops are discussion-led, with practical exercises and guided reflection.

The aim is to strengthen judgement, communication and self-management. Students consider future study, career direction and their role within a community.

GROWTH WORKSHOP STREAMS

Students follow one stream per two-week Sprint.

Career and Professional

Exploration of career pathways, goal-setting and preparation for professional environments. Sessions include interview practice, written applications and presentation skills.

Future Learning and Academic

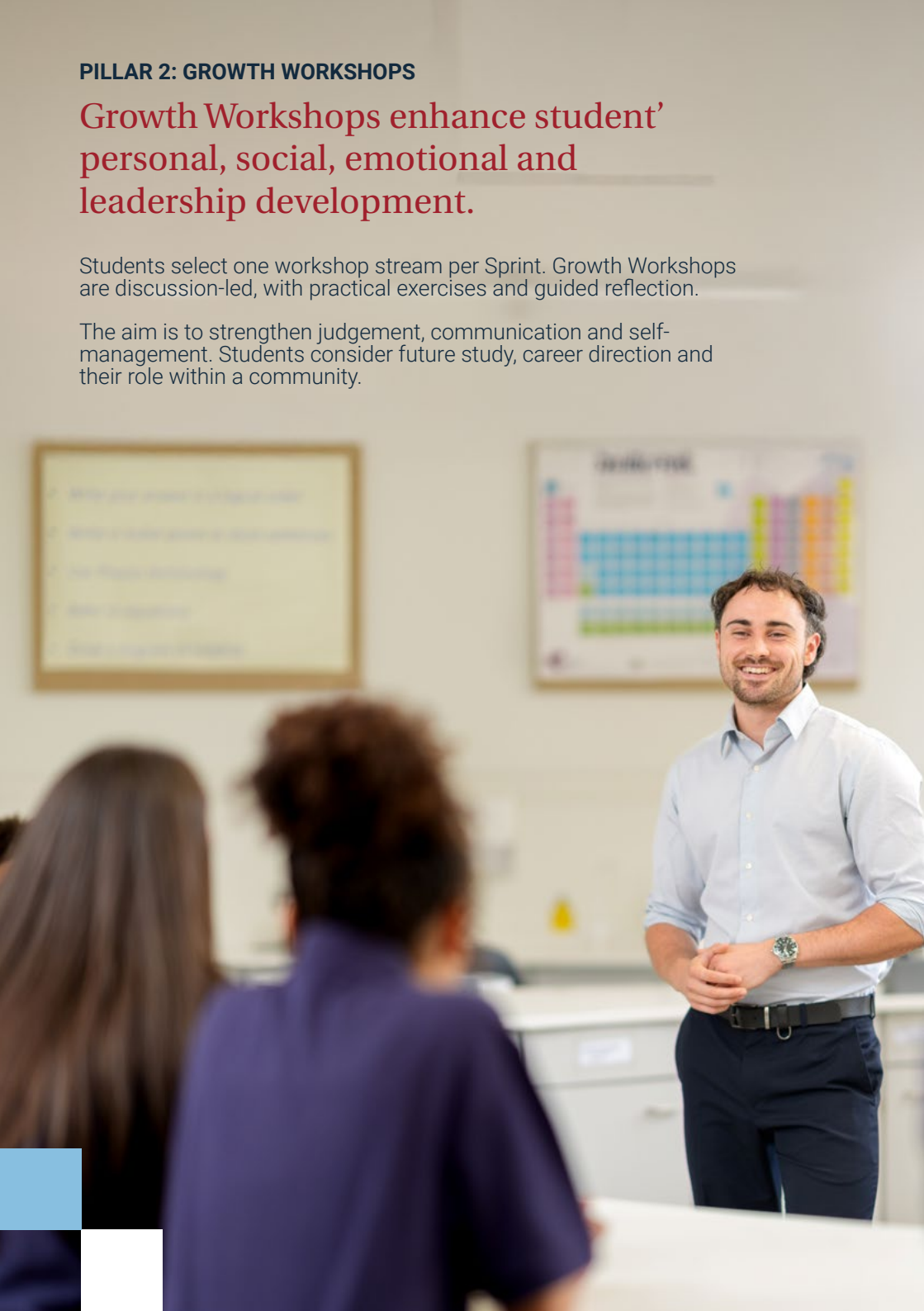
Preparation for further study, including admissions processes, independent learning habits and maximising academic success.

Social and Personal

Development of one's self-awareness, emotional intelligence, effective team-working, responsible decision-making and the importance of wellbeing.

Leadership and Communication

Understand the difference between leadership and management, and what makes an effective leader. Build effective communication skills, tailored to difference contexts: one-to-one discussions, group facilitation and public speaking.



PILLAR THREE: IMPACT SKILLS

IMPACT Skills provide a practical component to complement academic study.

Students select one or two activities and commit to them across the Sprint. Sessions take place on and off campus and are continued over seven timetabled periods.

Options include physical activity, creative practice, digital work and outdoor challenge. The emphasis is on participation, responsibility and confidence building.

IMPACT SKILLS STRUCTURE

Students may follow one IMPACT Skill across all seven sessions of the two-week Sprint or select two skills, divided between week 1 and week 2.

Physical activity

- Golf * £280, Sprint 1 (7 sessions)
- Futsal, Sprint 1 (4 sessions)
- Wellbeing & Yoga, Sprint 1 (3 sessions)
- Tennis, Sprint 1 (4 sessions) & Sprint 2 (3 sessions)
- Basketball, Sprint 1 (3 sessions) & Sprint 2 (4 sessions)
- Parkour * £280, Sprint 2 (7 sessions)
- Equestrian School * £450, Sprint 2 (7 sessions)
- Trampoline, Sprint 2 (4 sessions)
- Rock Climbing, Sprint 2 (3 sessions)

Creative practice

- Film Making, Sprint 1 (7 sessions)
- Graffiti & Murals, Sprint 1 (4 sessions)
- Painting, Sprint 1 (3 sessions)
- Pottery, Sprint 2 (3 sessions)
- Drama & Performing Arts, Sprint 2 (4 sessions)
- Cooking, Sprint 2 (4 sessions)

Digital work

- Esports & Gaming * £100, Sprint 1 & Sprint 2 (4 sessions)
- Content Creation, Sprint 1 (4 sessions) & Sprint 2 (7 sessions)

Outdoor challenge

- Flying School * £850, Sprint 1 (7 sessions)
- British Canoe Discovery Qualification * £180, Sprint 1 & Sprint 2 (7 sessions)
- Walking/ Discover Tonbridge, Sprint 1 & Sprint 2 (3 sessions)



IMMERSION TRIPS

Immersion trips form part of each Sprint.

Students visit universities and businesses to observe academic and professional environments directly.

Visits typically include seminars, guided tours and discussion with staff. In some cases, students complete short tasks linked to their Applied Learning Pathway theme.

The aim is to provide informed exposure to higher education and the workplace.



UNIVERSITY VISITS

Students may visit institutions including:

- University of Oxford
- University of Cambridge

Visits include college tours and academic sessions designed to illustrate how subjects are studied beyond school.

BUSINESS VISITS

Students meet representatives from world-class organisations and learn how projects move from concept to delivery.

Sessions address strategy, operations and decision-making within a commercial context.

HACKATHONS

Each Sprint includes a series of Hackathons.

Students work in teams to address briefs linked to the Sprint theme.

There are five extended challenge sessions across each Sprint. Hackathons begin within Applied Learning Pathways, where students develop subject-specific responses. The Sprint concludes with a whole-cohort challenge requiring teams to present their proposals formally.

External speakers introduce the brief and provide commentary across each challenge.

IMPACT > HACKATHON.



SPRINT 1

MONDAY 6 JULY - SUNDAY 19 JULY 2026

ClimateX People vs Planet: Sustainability, Climate Crisis, & Societal Impact

Students examine environmental and social questions within a sustainability brief. The challenge requires teams to balance practical constraints with long-term considerations.

SPRINT 2

MONDAY 20 JULY - SUNDAY 2 AUGUST 2026

InnovateX Future Founders: Entrepreneurship, Start-Ups, and AI Innovation

The team is required to examine environmental and social questions within a sustainability brief and to design a solution that balances practical constraints with long-term considerations.

CULTURAL AND SOCIAL PROGRAMME

Cultural and social activities runs alongside the academic programme.

Evenings and weekends include organised events on campus and supervised visits off site. These provide time for informal interaction within a structured framework.

On campus, students make use of School facilities for sport, performance and recreation. Activities vary by Sprint.

Excursions include cultural destinations and organised leisure activities.



EXCURSIONS (per Sprint)

- London
- Cambridge
- Oxford
- Thorpe Park (full Programme only)

EXAMPLE ACTIVITIES

On campus

- Music event
- Outdoor film screening
- House quiz
- Recreational sport

Off campus *

- Cinema
- Bowling
- Climbing centre
- Trampoline park

* Some activities incur an additional charge.

CELEBRATION DINNER

Each Sprint concludes with a formal evening in the School Hall. Students gather to mark the end of the two-week Programme and selected contributions are recognised.

THE SETTING

IMPACT Summer is based at Tonbridge School in Kent.

The School was founded in 1553 and is consistently placed among the highest-performing independent schools nationally, including recognition as the top boarding school in The Sunday Times Parent Power Guide 2024.

IMPACT students use the same academic, boarding and sporting facilities as pupils during term time.

ACCOMMODATION

Residential students stay in on-site boarding houses for the duration of the Sprint. Houses are supervised by experienced pastoral staff and operate within established School routines.

FACILITIES

From the award-winning Barton Science Centre to our historic library and the EM Forster Theatre, Tonbridge School boasts a wide range of state-of-the-art facilities that support academic and creative pursuits.

SPORTS AND HEALTH

The Tonbridge School Centre (TSC) includes a fully equipped fitness suite, swimming pool, sports hall and dedicated wellbeing spaces, providing students with everything they need to promote personal health and wellbeing during their time here.

PASTORAL CARE AND SAFEGUARDING

Safeguarding and pastoral care follow the established policies and procedures of Tonbridge School.

Residential students are supported by House staff, including Housemasters, Housemistresses and matrons. Day students are fully integrated into the same pastoral framework.

Medical provision is available on site during the Programme. Clear routines and supervision enable students to participate with confidence.



WEEK ONE Sample Programme

WEEK TWO Sample Programme

Excursions and activities




Growth Workshops



Pathway Challenges

IMPACT Skills

Social & leisure

IMPACT Hackathon

PERIOD	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY	SUNDAY		
7:30am									
8:00am		Breakfast 8:00-8:45	Breakfast 7:45-8:30	Breakfast 8:00-8:45	Breakfast 8:00-8:45	Breakfast 8:00-8:45	Breakfast 8:00-8:45		
8:30am				Pathway Challenge 2 9:00-11:00	Pathway Challenge 2 9:00-11:00				
9:00am		Pathway Challenge 1 9:00-11:00							
9:30am									
10:00am		Break 11:00-11:30			Break 11:00-11:30			Optional Half Day Activity 9:00-1:00	
10:30am		Pathway Challenge 1 11:30-12:30			Pathway Challenge 2 11:30-12:30				
11:00am		Lunch 12:30-1:30			Lunch 12:30-1:30				
11:30am									
12:00pm									
12:30pm									
1:00pm									Lunch 1:00-2:00
1:30pm		Pathway Challenge 1 1:30-3:30	Business Excursion 8:30-6:30	Growth Workshops 1:30-3:00	Growth Workshops 1:30-3:00				
2:00pm									
2:30pm									
3:00pm									
3:30pm		Break 3:30-4:00		Break 3:00-3:30	Break 3:00-3:30		Onsite Team Building Activities 2:00-5:00		
4:00pm	Welcome Presentation 4:15-5:00								
4:30pm		IMPACT Skills 3:30-5:30		IMPACT Skills 3:30-5:30	IMPACT Skills 3:30-5:30				
5:00pm	Pathway Challenge 1 and Meet Tutor 5:00-6:00								
5:30pm									
6:00pm									
Dinner 6:30-7:30									
8:00pm									
8:30pm	Team Building 8:00-10:00	Evening Social and Leisure Time 8:00-10:00	Evening Social and Leisure Time 8:00-10:00	Evening Social and Leisure Time 8:00-10:00	Evening Social and Leisure Time 8:00-10:00	Evening Social and Leisure Time 8:00-10:00	Evening Social and Leisure Time 8:00-10:00		
9:00pm									
9:30pm									
Room Checks 10:15									

PERIOD	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY	SUNDAY	
7:30am								
8:00am	Breakfast 8:00-8:45	Breakfast 8:00-8:45	Breakfast 7:45-8:30	Breakfast 8:00-8:45	Breakfast 8:00-8:45	Breakfast 8:00-8:45	Breakfast 8:00-8:45	
8:30am				Pathway Challenge 4 9:00-11:00	Pathway Challenge 4 9:00-11:00			
9:00am		Pathway Challenge 3 9:00-11:00						
9:30am	Pathway Challenge 3 9:00-11:00	Pathway Challenge 3 9:00-11:00						
10:00am								
10:30am		Break 11:00-11:30			Break 11:00-11:30			
11:00am								
11:30am	Pathway Challenge 3 11:30-12:30	Pathway Challenge 3 11:30-12:30			Pathway Challenge 4 11:30-12:30		Pathway Challenge 4 11:30-12:30	
12:00pm								
12:30pm	Lunch 12:30-1:30	Lunch 12:30-1:30			Lunch 12:30-1:30		Lunch 12:30-1:30	
1:00pm								
1:30pm	Growth Workshops 1:30-3:00	Growth Workshops 1:30-3:00	University Visits 8:30-6:30	Growth Workshops 1:30-3:00	Growth Workshops 1:30-3:00			
2:00pm								
2:30pm								
3:00pm								
3:30pm		Break 3:30-4:00		Break 3:00-3:30	Break 3:00-3:30			
4:00pm								
4:30pm	IMPACT Skills 3:30-5:30	IMPACT Skills 3:30-5:30		IMPACT Skills 3:30-5:30	IMPACT Skills 3:30-5:30			
5:00pm								
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6:00pm								
Dinner 6:30-7:30								
8:00pm								
8:30pm	Team Building 8:00-10:00	Evening Social and Leisure Time 8:00-10:00	Evening Social and Leisure Time 8:00-10:00	Evening Social and Leisure Time 8:00-10:00	Evening Social and Leisure Time 8:00-10:00	HACKATHON Awards Black-tie dinner 8:00-10:00	Exclusive dinner (Full programme) 8:00-10:00	
9:00pm								
9:30pm								
Room Checks 10:15								



DATES AND FEES

Core Theme:	SPRINT 1 ClimateX – People vs Planet Sustainability, Climate Crisis, and Societal Impact	SPRINT 2 InnovateX – Future Founders Entrepreneurship, Start-Ups, and AI Innovation
Dates	Monday 6 July – Sunday 19 July 2026	Monday 20 July – Sunday 2 August 2026
Residential Fee	1 SPRINT (Taster) English for Global Leaders £4950 Innovative Entrepreneurialism £5495 Global Leadership in Action £5495 Leadership in Digital Sports (Esports) £5495 Computer Science, Robotics & AI £5495 Engineering, Design and Technology £5495 Science and Biomed £5495	1 SPRINT (Taster) English for Global Leaders £4950 Innovative Entrepreneurialism £5495 Global Leadership in Action £5495 Leadership in Digital Sports (Esports) £5495 Computer Science, Robotics & AI £5495 Engineering, Design and Technology £5495 Science and Biomed £5495
	2 SPRINTS (Full Programme) If you choose to take part in the Full Programme (2 Sprints), we recommend changing your Applied Learning Pathway and Growth Workshops. The total cost is the combined fee of both Sprints. The Full Programme additionally includes: A trip to Thorpe Park A private dining experience in the Headmaster’s Dining Room with a senior member of Tonbridge School. Behind the scenes tour of Tonbridge School Premium IMPACT notebook and personalised fountain pen	
Day Student (Mon-Sun)	1 SPRINT = £3495 2 SPRINTS = £6990	
Day Student (Mon-Fri)	1 SPRINT = £2495 2 SPRINTS = £4990	

REGISTER FOR THE IMPACT SUMMER PROGRAMME

Registration for the new 2026 IMPACT Summer Programme is now open.

CONTACT US



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Places are limited. Further details are available at

[IMPACTPROGRAMMES.COM](https://www.impactprogrammes.com)

VISIT OUR WEBSITE



QUICK FACTS

- Location: Tonbridge School, Kent, England
- Travel: 40 minutes from central London by train
- Who: Boys and Girls aged 13-17 years
- Accommodation: Day and residential options available
- Class size: Maximum class size of 12 students
- Language Requirement: B1 / IELTS 4.0 Minimum
- Fees: From £GBP 3495 per two-week sprint



GETTING TO TONBRIDGE

- Train central London (**40 mins**)
- London Gatwick Airport (**45 mins**)
- London Heathrow Airport (**1 hour**)
- London Stansted Airport (**1 hour**)
- London City Airport (**1 hour**)





IMPACT

TONBRIDGE SCHOOL

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Tonbridge School is a registered charity No. 1097977
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