



Extra-Curricular Activities Policy Senior School

The key principles of the Extra-curricular Activities Policy remain relevant though adjustments have been made to provision in light of the Covid-19 global pandemic, resulting in a slimmed down programme. Provision and this policy remain under regular review with the aim to widen our extra-curricular offering as and when restrictions are relaxed.

The School believes that an active and extensive range of extra-curricular activities is of immense importance for the all-round development of its pupils. Such activity provides an opportunity to concentrate on personal interest and to gain new experiences. There is scope for leadership, co-operative effort and the use of initiative in the conduct of most activities. The monitoring and promoting of a buoyant extra-curricular programme is central to life at Kimbolton School. This means that clashes are avoided whenever possible (or minimised) to ensure pupil opportunities are maximised and that involvement is valued as a key adjunct to academic life. More than 80% of pupils were involved in some form of weekend activities over the 2019-2020 year (pre-Covid). Indeed, there is a wide range of teams that ensures inclusivity and elite performance. All pupils are 'tracked' on a weekly basis to ensure an appropriate academic and extra-curricular balance. This information is disseminated to Houses and Senior managers, and recorded in *Engage* (School database)

The informal nature of most activities allows interaction between pupils at various levels and of differing ability. They also allow staff and pupils to meet and work together outside the more formal atmosphere of the classroom.

Pupils learn the value of self-reliance and responsibility which brings a greater maturity and confidence to their development. They develop interests for life and often return much of what they learn to younger pupils and enrich the life of the School. They learn to organise their leisure to fit in with their academic studies and they have to decide on priorities to enable them to resolve conflicting demands. The busiest are often the best organised.

There is a compulsory games programme which concentrates on the major games of soccer, hockey and cricket (boys) and hockey, netball, cricket, tennis and rounders (girls). This widens higher up the School to include sailing, clay pigeon shooting, canoeing, badminton, boys' tennis, squash and a variety of other sporting/recreational activities.

In Form IV, pupils elect to join one of the arms of the Combined Cadet Force or the Community Service Unit.

There is a very wide range of extra-curricular activities at the end of the School day, which includes music, drama, outdoor pursuits, Duke of Edinburgh's Award, art design and a host of other clubs and societies so that all tastes are catered for (see list below) Furthermore, there are some lunchtime activities, notably of a musical nature.

All that pupils do and achieve is valued and is broadcast to the school, including successes at county, regional, or national levels. High standards are expected and achievement is recognised.

The School encourages positive and purposeful commitment whereby self-confidence and self-esteem are promoted.

Rounded individuals leave the School as caring and concerned citizens.

The following activities are currently available:

Art
Astrophysics Club
Big Band
Board Games
Brass Group
Canoeing
CCF Band
Chamber Choir
Charities Committee
Chess
Christian Union
Clay Pigeon Shooting
Concert Band
Confirmation classes
CCF Corps of Drums
Creative Writing
Debating Society
Digital Learning
Drama
DTE
Duke of Edinburgh
Equestrian
Filmosophy
First Form DTE
Fitness
Flute Ensemble
French Club
Gardening Club
Guitar Group
History Society
Ingrams Chess
Ingrams Choir
Ingrams Creative Writing
Ingrams Drama Club
Ingrams Philosophy for Children
Ingrams Rifles
Ingrams voices
Jazz Group
Junior History
Kimboltonian

Kimbookworms
LAMDA Drama
Medical Society
Music Theory
Orchestra
Percussion Group
Philosophy for children
Production rehearsal
Rifle
Robotics
Sailing
School Choir
Second Form Creative Club
Sixth Form CultureSchock (Liberal Arts)
Spanish Club
STEM Club
Swimming
Swing Band
Target 2.0
Technical Theatre Club
Textiles
Third Form Drama Club
Trampette Club
Tycoon
Warhammer Modelling Club
Well-bing Club
Young Enterprise

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