Bucksmore EDUCATION

Bucksmore Young Professionals • *Course Description*

Key Facts

Location:
d'Overbroeck's

Course fees: £2,695 per week

For ages: 13-17

Class Size: 12

Hours per week: 25 hours

Minimum Duration: 2 weeks

Start Dates: 7 July or 21 July 2026

Contact Details

Admissions:
Mrs Rhian Jenkins
Head of Marketing & Admissions

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Apply:
www.bucksmore.com/apply-to-bucksmore

Course Details

Intermediate (B1) English level required.

Fees include: subject tuition, full boarding, all meals, activities and excursions, complimentary airport transfers and insurance.

Course Certificates

Personalised report card
Capstone certification
Bucksmore certification

AI & Computer Science

Subjects

AI | **Computer Science** | **Coding** | **Programming**

Academic Rigour Combined with Workshops & Real World Industry Projects

This career-focused programme is designed for high school students interested in coding, artificial intelligence, and technology, while also strengthening their English language skills. Based in Oxford, it blends technical training with hands-on workshops, giving students the opportunity to build programming skills, explore how intelligent systems work, and apply their knowledge to practical projects. Leave with a portfolio of work, new industry-relevant skills, and valuable insight into future careers in computer science and AI.

A Young Professionals AI & Computer Science summer camp at Bucksmore immerses high school students in the fast-moving world of technology. Through coding workshops and AI-focused sessions, you will learn to think like a programmer, apply problem-solving strategies, and design your own intelligent systems—while developing language proficiency, with a primary focus on the development of English language fluency through meaningful, context-rich learning experiences.

Living and learning on campus encourages collaboration and networking, while specialist projects and cultural excursions provide enrichment beyond the classroom. By the end of the course, you'll have a portfolio that demonstrates both technical ability and creative problem-solving—valuable for future academic and professional pathways.

The Capstone Project is developed and delivered in collaboration with ComputerXplorers, a leading computer education company. Students use the Unity platform to create their final project, applying coding and AI concepts to a real-world challenge. On completion, students receive a Certificate of Completion and a written assessment of their project—valuable evidence of both technical skills and English language development in a professional context.

For more information on this programme, please follow this link to our dedicated course page: www.bucksmore.com/summer-courses/english-summer-camps/ai-computer-science/

Learning Outcomes

- Develop English language fluency through meaningful, context-rich learning experiences
- Gain experience writing, reading, and debugging code in Python
- Apply systematic approaches to problem-solving, algorithms, and data structures
- Explore AI concepts such as machine learning, game theory, and intelligent systems
- Build and present your own coding projects to industry standards
- Strengthen teamwork, collaboration, and communication through group challenges

Accommodation & Facilities

You'll be staying in d'Overbroeck's, a remarkable independent school in Oxford. Teaching will take place in the modern Sixth Form building which provides contemporary classrooms, auditorium and numerous social spaces, making it the ideal location for the Young Professionals programme.

For more information on this urban campus in Oxford, please follow this link our dedicated venue page: www.bucksmore.com/english-learning-locations/oxford/d-overbroecks-school/