



IMPACT
TONBRIDGE SCHOOL

FROM A
SUMMER OF
DISCOVERY



TO
A WORLD OF
POSSIBILITY

**IMPACT SUMMER PROGRAMME
2026**



Ages : 13 - 17

Date : 6 July- 19 July
20 July - 2 Aug

Price: £5,495



Where global connections create future IMPACT.

Welcome to IMPACT at Tonbridge School. We offer a vibrant suite of in-person, blended and online learning experiences for ambitious boys and girls aged 13–17.

Our unique curriculum, curated and led by Tonbridge School subject specialists, combines academic excellence with real-world challenges, Growth Workshops and Hackathons.

our students to make connections, connections between subjects, between people, and between cultures, with the aim of producing fine minds and good hearts.

This reflects our commitment to intellectual curiosity, ambition and a culture that encourages participants to think critically and creatively. But education at Tonbridge extends far beyond the classroom. We encourage

These values are woven into every aspect of our programmes, inspiring students to engage with the world around them and develop a deep sense of responsibility and compassion.

VISIT OUR WEBSITE



EXCELLENCE IN EDUCATION

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Academically astounding yet emotionally intelligent, big on community spirit, filled to the brim with a wonderfully refreshing mix of pupils. Tonbridge sets itself apart from the rest.

TE TALKEDUCATION

1st BOARDING SCHOOL NATIONALLY
BOY'S SCHOOL FOR A LEVELS NATIONALLY
BOY'S SCHOOL IN THE SOUTH-EAST

6th
Overall ranking

2nd
South-East ranking

5th
National A Level ranking

13th
National GCSE ranking

The Sunday Times Parents Power School Guide 2024



WHY CHOOSE US?

IMPACT Summer offers boys and girls aged 13–17 an enriching experience designed to help them learn, grow, and embrace new challenges within a supportive and stimulating environment.



Award-winning British education



Student-centred learning



Global Connections



Applied Learning Pathways



Life beyond the classroom



University & Business Exposure

Personalise your IMPACT

Students shape their own IMPACT to reflect their interests selecting an Applied Learning Pathway, a Growth Workshop, and an IMPACT Skill.

Each step is designed to deepen learning and expand skill sets. These core elements are enriched through university and business HQ visits, company-sponsored Hackathons and guest speaker sessions, ensuring every student enjoys a dynamic and well-rounded experience.



University & Business HQ experiences

University and business HQ experiences will immerse IMPACT students in real-world innovation and thought leadership.

Through interactive workshops, tours and talks, they will have the opportunity to connect learning with practice, exploring global challenges, and gaining inspiration to think critically, build confidence, and pursue ambitious goals in their future.



SUMMER PROGRAMME

From a summer of discovery to a world of possibility, personalise your summer programme by combining academic Applied Learning Pathways with Growth Workshops and IMPACT Skills.

Our approach

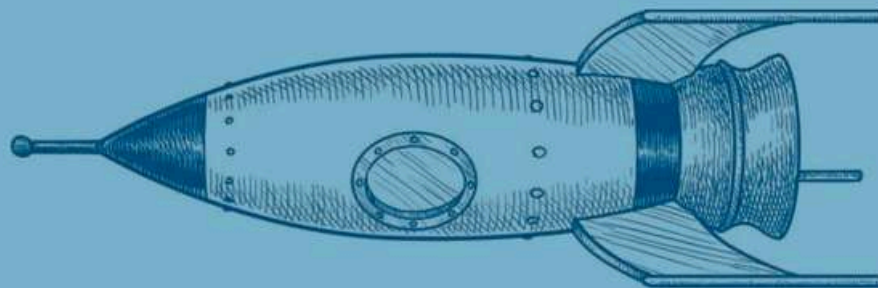
Agile thinking, collaboration and a readiness to adapt are at the heart of every Sprint, encouraging independence, reflection and purposeful learning throughout the programme.

The programme nurtures curiosity, independence and character, helping students to develop the knowledge, confidence and skills to thrive in an ever-changing world.

Built around three core pillars, each student designs a personalised programme that reflects their academic interests, future ambitions and individual passions.

By choosing one Applied Learning Pathway, one Growth Workshop and one or two IMPACT Skills, every participant creates a summer experience that is purposeful, engaging and uniquely their own.

At every stage, IMPACT Summer nurtures creativity, collaboration and resilience, encouraging students to think deeply, work confidently and contribute with meaning. Follow the simple steps to begin shaping your IMPACT journey.



BUILD YOUR OWN PROGRAMME

OUR THREE CORE PILLARS



49.5 total contact hours per Sprint

Choose the date & length of time:

SPRINT 1, SPRINT 2 or both SPRINTS combined. Choose one Sprint for the taster or two for the Full Programme

SPRINT 1

Central Theme: Sustainability, Climate Crisis & Societal IMPACT

Monday 6 July 2026 – Sunday 19 July 2026

SPRINT 2

Central Theme: Entrepreneurship, Start Ups, and Innovation

Monday 20 July 2026 – Sunday 2 August 2026

At registration you will only need to choose your Applied Learning Pathway to secure your place.

APPLIED LEARNING PATHWAYS

STUDENTS CHOOSE ONE COURSE BELOW

English for Global Leaders

A dynamic course for students aged 13–17 that combines advanced English fluency with global awareness and leadership development.

MINIMUM English level: B1 or IELTS 4.0

Innovative Entrepreneurialism

A practical and forward-looking course for students aged 13–17, designed to develop entrepreneurial thinking, creativity and problem-solving through real-world challenges and collaborative projects.

MINIMUM English level: B1 or IELTS 4.0

Global Leadership In Action

An engaging and purposeful course for students aged 13–17, focused on developing global leadership, strategic innovation and cross-cultural collaboration.

MINIMUM English level: B1 or IELTS 4.0

Leadership In Digital Sports (Esports)

An innovative course for students aged 13–17, exploring digital leadership, strategic decision-making and creative marketing within the fast-evolving world of esports.

MINIMUM English level: B1 or IELTS 4.0

Engineering, Design and Technology

A practical and creative course for students aged 13–17, encouraging design thinking, technical understanding and sustainable innovation through hands-on projects and teamwork.

MINIMUM English level: B2 or IELTS 5.5

Science and Biomed

A discovery-driven course for students aged 13–17 that builds scientific understanding, curiosity and biomedical insight through practical experimentation and exploration of global issues.

MINIMUM English level: B2 or IELTS 5.5

Computer Science, Robotics and AI

A future-focused course for students aged 13–17, combining coding, robotics and artificial intelligence to develop ethical awareness, digital fluency and innovation.

MINIMUM English level: B2 or IELTS 5.5

The Foundation of IMPACT

The Applied Learning Pathways form the first of IMPACT's three core pillars, providing a personalised journey for each student.

Designed for ambitious learners, the programme offers a dynamic, student-centred education that combines academic rigour with real-world relevance.

Through agile sprints and team-based challenges, students develop critical thinking, leadership, and adaptability.



Discover more

GROWTH WORKSHOPS

At IMPACT, Growth Workshops provide more than enrichment; they cultivate personal and intellectual development. Students engage in structured reflection, collaborative learning, and purposeful activities, equipping them with the skills, confidence, and insight to shape their future with intention and discernment.

STUDENTS CHOOSE ONE WORKSHOP TRACK BELOW

Career & Professional Growth

Focused on exploring career pathways and preparing for future success.

Example sessions:

- Pathfinder & SMART Goals: Discover career options and set goals using the SMART framework
- Personal Branding & CV writing: Craft standout résumés and build your online presence
- The Interview Advantage: Role-play, feedback, and mastering the art of interviews

Future Learning & Academic Growth

Focused on building foundational skills for academic success and a future-ready mindset.

Example sessions:

- Adapt & Thrive: Growth mindset, resilience, and continuous learning
- UK School & University Admissions: Navigating applications, writing personal statements, and choosing the right fit
- Fuel for Focus: Nutrition, wellbeing, and habits for academic success

Social & Personal Growth

Focused on wellbeing, emotional intelligence, and building meaningful relationships.

Example sessions:

- Mind Matters: Mental health awareness and emotional resilience
- Social Savvy: Navigating friendships, empathy, and conflict resolution
- Balance & Boundaries: Managing stress, screen time, and self-care

Leadership & Communication Growth

Focused on developing confident communication and authentic leadership.

Example sessions:

- Speak to Lead: Public speaking, storytelling, and stage presence
- Lead with Impact: Leadership styles, team dynamics, and decision-making
- Influence & Inspire: Persuasive communication and motivating others

Growth Workshops

Growth Workshops are the second of three core pillars that personalise each student's journey at IMPACT.

Designed for curious and forward-thinking students, Growth Workshops provide a distinguished foundation for self-discovery, leadership, and future readiness.

Every session is interactive and through hands-on exercises, reflective discussion, and collaborative challenges, students cultivate confidence, resilience, and adaptability.



Discover more

IMPACT SKILLS

Our approach

IMPACT Skills takes a holistic approach to learning with each sprint including seven sessions, delivered through sports and activities either on campus or off campus.

Students can choose either:

- One IMPACT Skill across all seven sessions for deeper mastery
- Two IMPACT Skills, with three sessions in Week 1 and four in Week 2 for variety and exploration

Sporting & Physical Pursuits

- 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 & Artistic Expression

- 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 Innovation & Technology

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

Adventure & Outdoor Skills

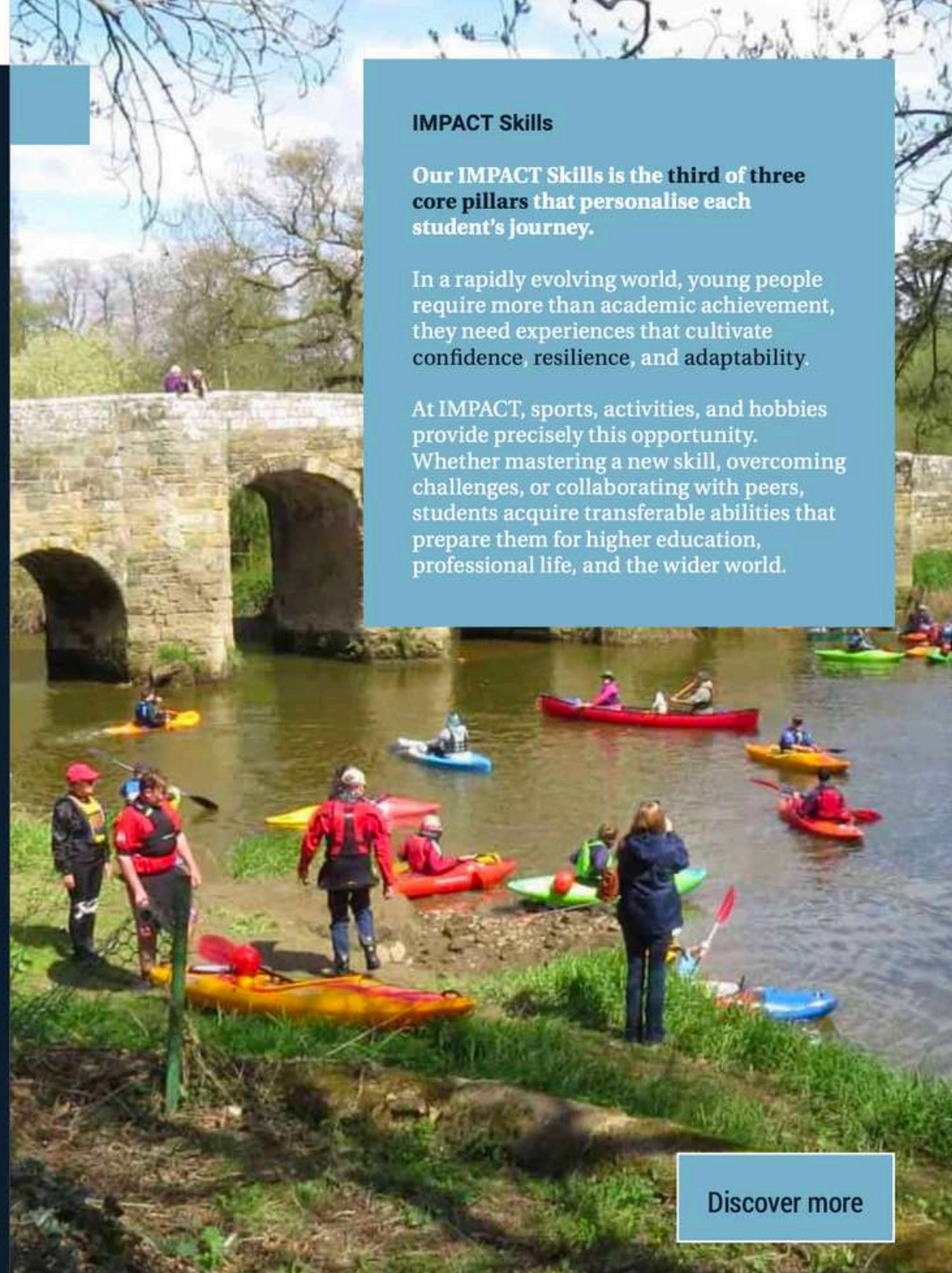
- Flying School * £850, Sprint 1 (7 sessions)
- British Canoe Discovery Qualification * £180, Sprint 1 & Sprint 2 (7 sessions)
- Walking/ Discover Tonbridge, Sprint 1 & Sprint 2 (3 sessions)

IMPACT Skills

Our IMPACT Skills is the third of three core pillars that personalise each student's journey.

In a rapidly evolving world, young people require more than academic achievement, they need experiences that cultivate confidence, resilience, and adaptability.

At IMPACT, sports, activities, and hobbies provide precisely this opportunity. Whether mastering a new skill, overcoming challenges, or collaborating with peers, students acquire transferable abilities that prepare them for higher education, professional life, and the wider world.



Discover more

UNIVERSITY & BUSINESS HQ EXPERIENCES

Step beyond the classroom and into the real world. Our University and Business HQ Experiences give students the chance to explore leading institutions and thriving companies, connecting academic study with innovation, leadership, and future opportunities.



Preparing students for the future

These immersive experiences inspire curiosity, build confidence, and broaden students' perspectives beyond the classroom.

Visits to leading universities and business environments help young people connect academic study with real-world application, while exploring themes such as sustainability and innovation encourages critical thinking and a forward-looking mindset. Together, these opportunities nurture ambition and self-belief, empowering students to set high aspirations for their future education and careers.

University Experiences

The University Experience offers students a rare opportunity to explore life at world-renowned institutions such as Oxford and Cambridge.

Through college tours, academic seminars, and discussions with university staff, participants gain insight into the traditions, values, and ideas that define higher education. The visit inspires ambition, intellectual curiosity, and a deeper understanding of how universities shape innovation and progress in the modern world.

Business HQ Experiences

The Business HQ experience offers students a first-hand insight into how successful organisations operate and innovate.

Through tours, talks, and interactive workshops, they explore how environmental responsibility and creativity shape modern business strategy. Engaging directly with professionals, students gain an understanding of leadership, operations, and workplace culture, linking classroom learning to real-world practice. The experience inspires curiosity, critical thinking, and an appreciation of how enterprise can be a force for positive change.

IMPACT HACKATHONS

IMPACT's signature Hackathons are immersive, fast-paced events in which students engage with real-world challenges under the mentorship of industry experts.

Embedded within our distinctive structure of sprints and challenges, they form a central part of the multidisciplinary curriculum across STEM, Business, and English.

Each two-week sprint features five six-hour challenges, all aligned to a central Hackathon theme. Students begin within their chosen Applied Learning Pathways before coming together to address the final challenge from a range of perspectives including, social, environmental, and economic.



OUR SIGNATURE HACKATHONS

The final company-sponsored Hackathon invites students to apply their learning to real-world contexts. Industry professionals deliver keynote talks, set the central brief, and mentor teams throughout, offering expert feedback and valuable insight into current trends and technologies. Students also take part in exclusive networking events with leading professionals, gaining both inspiration and meaningful connections for the future.



SPRINT 1: 18 July 2026

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

This Hackathon challenges students to explore the complex relationship between climate change, society, and the pursuit of a sustainable future. A senior representative from a global brand will deliver a keynote address on sustainability and societal impact.

Following the keynote, students will be presented with a real-world sustainability challenge to solve collaboratively. Throughout the day, an industry expert from our global brand partner will be on hand to mentor teams, share specialist insights, and guide the development of their solutions.

SPRINT 2: 1 August 2026

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

This Hackathon exposes students to the world of entrepreneurship, start-up culture and forward-thinking innovation. Marissa and Ted, the co-founders of Perfect Ted, The UK's No. 1 Matcha Brand, gained significant traction after its appearance on Dragon's Den, where it received investments from Steven Bartlett and Peter Jones.

Perfect Ted will deliver a keynote address exploring the future of entrepreneurship, the opportunities emerging from new technologies, and the ways in which young innovators can turn ideas into action.



Life at IMPACT extends far beyond the classroom. Our leisure and social programme offers students the opportunity to unwind, build friendships, and explore new interests.

EVENING ACTIVITIES & TRIPS

With access to Tonbridge School's outstanding facilities, IMPACT students take part in a rich and varied programme of sport, activities and social events that extend learning well beyond the classroom.

From climbing on the purpose-built rock wall and performing in the state-of-the-art theatre to swimming in the Olympic-standard Sports Centre, each experience encourages enjoyment, confidence and ambition.

EXAMPLES

On campus activities:

- Music festival
- Colour run
- Open air cinema
- Quiz night
- BBQ & outdoor games
- 5-a-side football challenge
- Karaoke night
- Glow party

Off campus activities:

- Cinema (£20 approximate additional charge)
- Bowling (£20 approximate additional charge)
- Clip and climb (£25 approximate additional charge)
- Jump in trampoline park (£25 approximate additional charge)
- Laser quest (£20 approximate additional charge)

Our excursions offer students a unique opportunity to immerse themselves in the culture, history, and vibrancy of the UK.

EXCURSIONS

Mornings are devoted to staff-led tours of iconic landmarks, museums, and cultural sites, providing rich insights and context, while afternoons allow students independent time to explore, reflect, and engage with their surroundings.

Students will have three excursions per sprint:

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



THE LAST SATURDAY AT IMPACT

After each Hackathon, to mark the conclusion of each two-week sprint, students and guests gather for an evening of celebration.

The evening's highlight is the IMPACT Awards Ceremony. Finalising the evening with a black tie ball event, held in Tonbridge School's historic hall, a fitting setting to recognise achievement, growth, and perseverance.

AN EXAMPLE TIMETABLE

WEEK ONE

MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY	SUNDAY
Arrivals 11:00-3:00	Breakfast 8:00-8:45	Business HQ Experience & Excursion 8:30-6:30	Breakfast 8:00-8:45	Breakfast 8:00-8:45	Full Day London Excursion 8:30-6:30	Optional Activities / Excursion 9:00-1:00
	Pathway Challenge 1 9:00-11:00		Pathway Challenge 2 9:00-11:00	Pathway Challenge 2 9:00-11:00		
	Break 11:00-11:30		Break 11:00-11:30	Break 11:00-11:30		
	Pathway Challenge 1 11:30-12:30		Pathway- Challenge 2 11:30-12:30	Pathway Challenge 2 11:30-12:30		
	Lunch 12:30-1:30		Lunch 12:30-1:30	Lunch 12:30-1:30		
Welcome Presentation 4:15-5:00	Pathway Challenge 1 1:30-3:30	Growth Workshop 1:30-3:00	Break 3:00-3:30	Break 3:00-3:30	Lunch 1:00-2:00	Team Building Activities & Event 2:00-6:00
	Break 3:30-4:00					
Pathway Challenge 1 & Meet Tutor 5:00-6:00	IMPACT Skills 3:30-5:30	IMPACT Skills 3:30-5:30	IMPACT Skills 3:30-5:30	IMPACT Skills 3:30-5:30		
Dinner 6:30-7:30						
Team Buildin 7:30-10:00	Evening social and leisure time 7:30-10:00	Evening social and leisure time 8:00-10:00	Evening social and leisure time 7:30-10:00	Evening social and leisure time 7:30-10:00	Evening social and leisure time 7:30-10:00	Evening social and leisure time 7:30-10:00
Room Checks 10:15						

WEEK TWO

MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY	SUNDAY
Breakfast 8:00-8:45	Breakfast 8:00-8:45	University Oxford or Cambridge & Excursion 8:30-6:30	Breakfast 8:00-8:45	Breakfast 8:00-8:45	Team Time 8:00-10:00	Optional Activities / Excur- sion 9:00-1:00
Pathway Challenge 3 9:00-11:00	Pathway Challenge 3 9:00-11:00		Pathway Challenge 4 9:00-11:00	Pathway Challenge 4 9:00-11:00		
Break 11:00-11:30	Break 11:00-11:30		Break 11:00-11:30	Break 11:00-11:30	Hackathon	Lunch 1:00-2:00
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		
Lunch 12:30-1:30	Lunch 12:30-1:30		Lunch 12:30-1:30	Lunch 12:30-1:30	ClimateX or InnovateX	Team Building Activities & Event 2:00-6:00
Growth Workshop 1:30-3:00	Growth Workshop 1:30-3:00	Growth Workshop 1:30-3:00	Growth Workshop 1:30-3:00	Challenge 5		
Break 3:00-3:30	Break 3:30-4:00	Break 3:00-3:30	Break 3:00-3:30	10:00-5:00		
IMPACT Skills 3:30-5:30	IMPACT Skills 3:30-5:30	IMPACT Skills 3:30-5:30	IMPACT Skills 3:30-5:30	IMPACT Skills 3:30-5:30		
Dinner 6:30-7:30					Networking event	Exclusive tour of Tonbridge School
Team Buildin 7:30-10:00	Evening social and leisure time 7:30-10:00	Evening social and leisure time 7:30-10:00	Evening social and leisure time 7:30-10:00	Evening social and leisure time 7:30-10:00	Hackathon dinner and Black-tie event 7:00-10:00	Premium offsite dinner for full programme
Room Checks 10:15						



Tonbridge School offers a wide range of state-of-the-art facilities to support our pupils' academic, sporting, and creative pursuits. From our award-winning science centre to our historic library, our facilities provide the ideal environment for students to learn, grow and thrive.



OUR FACILITIES

At the heart of the science provision is the Barton Science Centre, a cutting-edge facility featuring modern laboratories, interactive displays, and collaborative learning spaces. It provides an inspiring environment for students to explore and innovate across scientific disciplines.



For the performing arts, the EM Forster Theatre provides a professional venue for drama, music, and student productions, while the Chapel serves a central space for reflection, community gatherings, and musical performances.



The School's commitment to physical activity and health is reflected in the Tonbridge School Centre (TSC), which includes a fully equipped fitness suite, swimming pool, sports hall, and dedicated wellbeing spaces. These facilities support a wide variety of sports and activities, both within the curriculum and beyond.



Together, these facilities reflect Tonbridge School's holistic approach to education – supporting students academically, physically, and creatively in a world-class environment.

ACCOMMODATION

We offer high-quality boarding accommodation that reflects our commitment to comfort, community, and student wellbeing.



Staff are on hand to support students throughout their stay ensuring they feel at home and are well cared for. Students benefit from a secure, inclusive, and enriching residential experience that supports both personal and academic growth.

PASTORAL CARE & SAFEGUARDING

We provide a safe and supportive environment for our students to explore their potential and define who they aspire to be.



Led by our experienced Head of boarding & Pastoral, safeguarding and pastoral care at IMPACT are treated with the utmost importance, in line with the standards upheld by Tonbridge School.

We are committed to providing a safe, nurturing environment where the welfare of every student is paramount. Our approach ensures that participants feel secure, supported, and confident to speak with trusted adults about any concerns.

DATES & FEES



	SPRINT 1 ClimateX – People vs Planet	SPRINT 2 InnovateX – Future Founders
Core Theme:	Sustainability, Climate Crisis, and Societal Impact	Entrepreneurship, Start-Ups, and AI Innovation
Dates	Monday 6 July – Sunday 19 July 2026	Monday 20 July – Sunday 2 August 2026
Residential Fee	<p>1 SPRINT (Taster)</p> <p>English for Global Leaders £4950</p> <p>Innovative Entrepreneurialism £5495</p> <p>Global Leadership in Action £5495</p> <p>Leadership in Digital Sports (Esports) £5495</p> <p>Computer Science, Robotics & AI £5495</p> <p>Engineering, Design and Technology £5495</p> <p>Science and Biomed £5495</p>	<p>1 SPRINT (Taster)</p> <p>English for Global Leaders £4950</p> <p>Innovative Entrepreneurialism £5495</p> <p>Global Leadership in Action £5495</p> <p>Leadership in Digital Sports (Esports) £5495</p> <p>Computer Science, Robotics & AI £5495</p> <p>Engineering, Design and Technology £5495</p> <p>Science and Biomed £5495</p>
	<p>2 SPRINTS (Full Programme)</p> <p>If you choose to take part in the Full Programme (2 Sprints), we recommend changing your Applied Learning Pathway and Growth Workshops.</p> <p>The total cost is the combined fee of both Sprints.</p> <p>The Full Programme additionally includes:</p> <ul style="list-style-type: none"> - Trip to Thorpe Park - Premium dining experience with an influential member of Tonbridge School - Behind the scenes tour of Tonbridge School - Premium IMPACT notebook and personalised fountain pen 	
Day Student (Mon-Sun)	<p>1 SPRINT = £3495</p> <p>2 SPRINTS = £6990</p>	
Day Student (Mon-Fri)	<p>1 SPRINT = £2495</p> <p>2 SPRINTS = £4990</p>	

CONTACT US

Of course, the best way to get to know us is to arrange a meeting or visit.



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For more information about IMPACT at Tonbridge School, including getting more information and how to apply, visit:
WWW.IMPACTPROGRAMMES.COM

Discover your IMPACT Summer

Click here to register now



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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