

PART Education

We run **project-based** sessions with **STEAM subjects** and **English immersion** for language acquisition and **21st Century skills**. We believe in a combined subject, **project-based** method as an effective way to learn English.

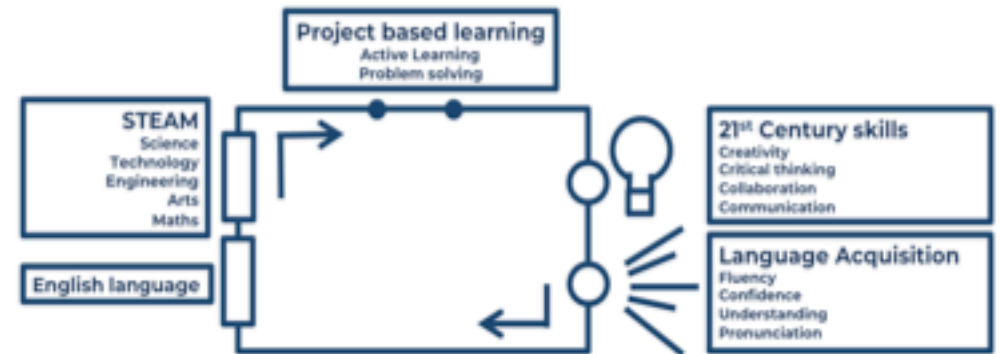
We aim to create an environment that allows young people to take an active lead in their learning, be content creators rather than purely content consumers.



STEAM

Science, Technology, Engineering, Arts and Maths.

We use the **STEAM** subjects to create interactive and engaging sessions. Within the sessions, *participants* have topics and use skills from **STEAM** subjects to explore the topics. The subjects in **STEAM** involve gathering and using evidence and knowledge to solve problems and create.



English

In the sessions participants have complete **English immersion** and we teach language targets for each session, such as vocabulary or grammar.

In English immersion the focus is on **language acquisition**. Classroom language learning is the conscious process of learning about the language's form and function. However, it does not necessarily lead to fluency, understanding or communication. Language acquisition is the subconscious process of learning a language, which can be compared to how people acquire a first language.

Language acquisition through integration with STEAM is based on the Content and Language Integrated Learning model. When *participants* are immersed in English and learn through a subject they acquire the language. It is the best way of learning for effective communicative as participants learn how to use the language. This level of understanding and fluency is vital for successful language exam results. Studies have found that immersion is the only type of language learning that has led to full native-like processing of grammar (Ullman, M. 2001).

