



Curriculum Overview

Our curriculum is flexible, personalised and interest-led, designed to meet the needs of neurodivergent children and young people who are unable to access traditional education. We do not operate a single fixed curriculum for EOTAS provision, as our approach is built around individual strengths, needs and motivations. Instead, we offer a structured menu of courses, social learning spaces and accredited pathways that can be combined to create a bespoke learning plan.

Fixed-Term Courses

We deliver specialist short courses throughout the year in areas including Dungeons & Dragons, coding, game design, Redstone engineering, digital arts, 3D modelling, animation and digital music production. These courses run for set periods and are accessible to EOTAS learners as well as home-educated young people.

Weekly Online Social Learning Sessions

Minecraft Socials (Mondays, Tuesdays and Thursdays, 6–7pm): Open-access sessions for any child with SEND, providing low-demand social interaction, creativity, communication practice and routine in a safeguarded environment.

Minecraft Education Workshops (Sundays, 7:30–9:00pm): Delivered with Minecraft expert Dan Noble, focusing on coding, game design, large-scale collaborative engineering and problem-solving.

Our Minecraft server is approved by Mojang and GamerSafer as a high-quality, safeguarded environment.

1:1 and Small Group Sessions

We provide personalised 1:1 or small-group sessions for children not in school. These sessions may include wellbeing support, mentoring, digital skills development, creative projects, communication and social development, or preparation for accredited units. Sessions can be delivered online or in-person at our Halesowen Hub.

Accredited Learning Pathways

We are an Arts Award Centre and an AQA Unit Award Centre, enabling young people to work towards recognised achievements at their own pace.

Arts Award Levels: Discover (5–11), Explore (7–11), Bronze (11–14, GCSE equivalent D–G / Level 1–3), Silver (14–16, GCSE equivalent C–A* / Level 4–9).

Projects are interest-led and often gaming related or gaming adjacent.

AQA Unit Awards: Short, achievable units covering digital skills, gaming, arts, life skills and SEND-friendly subjects. These awards provide meaningful milestones for learners with low confidence or disrupted education.

Activities Offered

Block coding, Python, Java, 3D modelling in Blender, Minecraft command block coding, digital music production, pixel art, Blockbench character design, clay pottery, large-scale Minecraft engineering, role model talks, mentoring in digital and creative activities such as Lego, Roblox, arts and Minecraft. We also support d/Deaf learners using BSL. Both online and in-person sessions are available.

Curriculum Approach

Our curriculum is interest-led, low demand, flexible, strengths-based, progressive, accessible and relational.

It supports neurodivergent young people, including those with anxiety, ASD, ADHD, PDA, SEMH needs or trauma backgrounds, to engage positively with learning and build confidence, skills and independence.