

COURSE GUIDE

2025/26

A-LEVELS
T-LEVELS
VOCATIONAL
FOUNDATION LEARNING
ADULT
HIGHER EDUCATION



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Welcome.

Welcome to our College! I'm Clare White, your Principal, and I'm excited to be part of your educational journey with you. I am proud that we do things a little differently here at USP College, we have a culture of innovation and transformation. Our curriculum is deeply integrated with real world applications and is driven by our established expertise in digital technologies. But most importantly and at the forefront of everything we do is student and staff wellbeing.

My ultimate ambition is to see our College become renowned for its strong relationships and partnerships with employers and industry leaders. All we ask from you, our students, is that you embrace every opportunity that comes your way.

Over my career I have learnt the importance of making the most of the chances to build skills, networks, and a comprehensive understanding of the industry in which you work in – all which you can do as part of our CPD Days, work experience opportunities, enrichment activities and collaborating on projects with local and national organisations.

For me, completing my work experience whilst studying helped me land my first job at a top financial firm in London – I soon progressed in the company from an Admin Assistant in the Financial Services department to PA to the Chairman.


Since then, I have enjoyed a career in the education sector and am proud to be Principal of USP College.

I am looking forward to seeing you thrive!



“I envision a college where every student, regardless of their background or circumstances, has access to the tools, support and encouragement they need to achieve their fullest potential. Our goal is to empower students to overcome barriers and excel academically and personally, preparing them for successful careers and meaningful contributions to society.”

Principal Clare White



Hello, future students! I'm Dan Pearson, CEO of USP College, where I ensure future stability for the College whilst guaranteeing we are at the forefront of educational and digital developments. We want all students to be prepared for their future careers, so here is a little snippet into my own career journey.

After school I pursued my passion for the arts, studying BTEC Performing Arts and A-Level Theatre Studies, before setting up a touring theatre company and eventually attending university in London. I joined the education sector 25 years ago and have enjoyed leading USP College since 2017.

My vision for the College is clear: to create the best place in the country to learn and work. I want you to grow as individuals, see the power of education, and develop your human skills. My favourite thing about our College, is the freedom you gain to express yourself and be who you want to be without fear of strong opinion. One thing you may not know about me is that I'm dyslexic, but it has been one of my greatest strengths because it taught me to think differently.

If I could give you just one tip for your time at USP, it would be to give everything your maximum effort and never give up on your dreams and ambitions.

Let's make your time at USP memorable and transformative!

CEO Dan Pearson



Why choose USP College?

“Learners benefit from a college culture that is inclusive and makes them feel safe.”



We have five key specialist sectors – Creative Industries, Digital Innovation & Emerging Technologies, Financial & Professional Services, Medical Technologies & Life Sciences, and Sport & Healthcare Professionals.



We are officially a Good College, Ofsted says so! Inspectors visited us in 2021 and 2024 and they said everything we do is either Outstanding or Good, resulting in the overall Good grading - twice!



You're bound to love your time studying with us, so why not stay on and gain your higher education qualifications with us too? We offer the opportunity to progress to Level 4 – and beyond.



In the last academic year, there were...312,925 planned hours of work placements...through 2,889 placements...with 1,534 different employers. We mean it when we say linking you to the world of work is our priority!



We'll support you to go on and make a difference in the world by helping you secure the grades needed to take you on the next step of your journey.

“Some of our unique technology is a first in the UK and new in education.”



Of course, at USP College we have our own app that enables students to stay in the loop! MyUSP gives you access to live timetable updates, your attendance rating and all college news at your fingertips.



Want to work on a busy hospital ward or to nurture babies in a nursery? Did you know we have our very own simulation settings where, using Virtual Reality technology, you can immerse yourself in your chosen career.



Immerse yourself in the digital era and study at our XTEND Digital Campus, on Canvey Island. Here, we lead the way when it comes to digital education. People travel from across the country to see our research and development in technology.

OVER

2.5k

2,554 people study at
Seevic Campus,
Runnymede Chase, Benfleet

OVER

1k

1,136 people study at
Palmer's Campus,
Chadwell Road, Grays



“Staff and students have a clear focus on careers, and this contributes well to the development of students’ personal and professional behaviours.”

Ofsted 2024

Career Pathways.

Our career-focused approach helps to equip you for the high-end career of your choice.

Not only will you gain qualifications with us, you will also leave USP College armed with work-ready skills, industry knowledge, work experience and the information needed to progress in your chosen career.

Using the information within this guide, choose from our five specialist sectors which career pathway you want to follow, the qualifications you're keen to achieve and then select the subjects you want and need to study.

Then, with our ongoing support, you will be well on your way to fulfilling your dreams!



Most of our Career Pathways offer an Academic Route, Vocational Route or T-Level Route.

If studying an academic route you choose three subjects. This must include a minimum of one mandatory course, the others can be chosen from the list provided.

If studying a Vocational or T-Level route you only choose one subject.

Specialist Sectors.





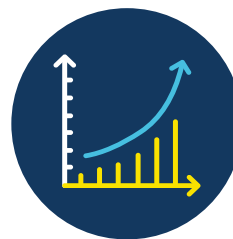
**Creative
Industries**



**Sport &
Healthcare
Professionals**



**Medical
Technologies &
Life Sciences**



**Financial &
Professional
Services**



**Digital Innovation
& Emerging
Technologies**

We know the subjects you'll need to study to get you to the career you want.

Even better, we know – from our wide range of industry partners – exactly what skills and knowledge you need to take the next step on your career ladder.

In all of our five specialist sectors we meet with boards of local employers, industry experts and higher education institutes to keep at the forefront of what is changing and evolving in the world of work.

On the coming pages, you will learn more about each sector, the jobs within them and the courses that will get you there.

Creative Industries Sector.

The term “creative industries” describes businesses with creativity at their heart. It is extremely diverse and covers a multitude of potential career routes.



The constantly evolving nature of the creative industries provides ample opportunities for innovation, making it an exciting sector to work in. Most creative professionals engage in a variety of projects with different people, companies and industries making every day unique.



Our board members



ARCHITECTURE

JOBS THIS COULD LEAD TO

ARCHITECTURAL ASSISTANT

ARCHITECTURAL TECHNICIAN

CONSTRUCTION

PRODUCT DESIGNER

TOWN PLANNER

ARCHITECTURAL CURATOR

CAD RENDERER

ENVIRONMENTAL CONSULTANT

PROJECT MANAGER

STORYBOARD ARTIST

ARCHITECTURAL HISTORIAN

CONSERVATIONIST

LANDSCAPE DESIGNER

SURVEYOR

ARCHITECT

A-Level route

Mandatory

3D Design & Architecture

Fine Art

Graphic Design

Textiles

Optional

Classical Civilisation

Computer Science

Drama & Theatre Studies
(Applied)

Engineering

English Language & Literature

English Literature

Film Studies

Geography

History

Maths

Media Studies

Photography

Sociology

Vocational route

Level 1 Art, Design & Media

Level 2 Art & Design

Level 3 Art & Design

Adult/Higher Education

Art & Design Foundation
Diploma

**CAREER
PATHWAYS**



SKILLS YOU WILL GAIN

Transferable

- Broad cultural awareness
- Written communication
- Verbal communication
- Time-planning
- Adaptability
- Problem-solving
- Critical thinking
- Idea development and creative thinking

Technical

- Spatial awareness and understanding of perspective
- Drawing skills (Observational and visualisation)
- Cadcam or alternative 3D software
- Model-making skills



GRAPHIC DESIGN, BRANDING & DIGITAL ART

JOBS THIS COULD LEAD TO

ANIMATOR

CGI ARTIST

CONCEPT ARTIST

CREATIVE ART WORKER

CREATIVE DIRECTOR

DIGITAL DESIGNER

FILM MAKER

FORENSIC
PHOTOGRAPHER

FREELANCE
ILLUSTRATOR

GRAPHIC DESIGNER

PHOTOGRAPHER

PICTURE BOOK DESIGNER

SELF-PUBLISHER

STUDIO ASSISTANT

WEBSITE DESIGNER

A-Level route

Mandatory

3D Design & Architecture

Fine Art

Film Studies

Graphic Design

Media Studies

Photography

Textiles

Optional

Classical Civilisation

Computer Science

Drama & Theatre Studies

English Language & Literature

English Literature

Geography

Maths

Physics

Sociology

Vocational route

Level 1 Art, Design & Media

Level 2 Art & Design

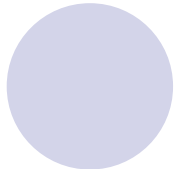
Level 3 Illustration &
Graphic Design

Adult/Higher Education

Art & Design Foundation
Diploma

Creative Enterprise
Professional Diploma

**CAREER
PATHWAYS**



SKILLS YOU WILL GAIN

Transferable

- Broad cultural awareness
- Written communication
- Verbal communication
- Time-planning
- Adaptability
- Problem-solving
- Critical thinking
- Idea development and creative thinking

Technical

- Adobe Suite (Photoshop/ Illustrator)
- Independent skill development (Particularly software)
- Drawing skills (Observational and visualisation)

MEDIA PRODUCER: MOVING IMAGE & BROADCASTING



JOBS THIS COULD LEAD TO

ARCHITECTURAL
VISUALISER

ART DIRECTOR

CAMERA OPERATOR

CARTOONIST

DIRECTOR OF
PHOTOGRAPHY

DIRECTOR/PRODUCER

EXPERIENTIAL DESIGNER

LIGHTING SUPERVISOR

LOCATION MANAGER

PRODUCTION DESIGNER

SCREENWRITER

SET DESIGNER

SOUND DESIGNER

STORYBOARD ARTIST

MEDIA PRODUCER

A-Level route

Mandatory

3D Design & Architecture

Film Studies

Graphic Design

Media Studies

Photography

Optional

Classical Civilisation

Computer Science

Fine Art

Drama & Theatre Studies

English Language & Literature

English Literature

Geography

Maths

Physics

Sociology

Textiles

Vocational route

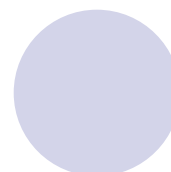
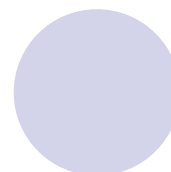
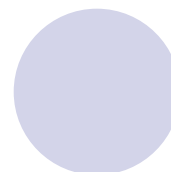
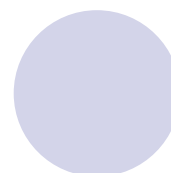
Level 2 Creative Digital Media Production

Level 3 Film & Lens Based Media Production

Adult/Higher Education

Creative Enterprise Professional Diploma

CAREER PATHWAYS



SKILLS YOU WILL GAIN

Transferable

- Idea development
- Creative thinking
- Broad cultural awareness
- Written communication
- Verbal communication
- Time-planning
- Adaptability
- Problem-solving
- Critical thinking

Technical

- Adobe Premiere Pro
- Adobe Photoshop
- Independent skill development (Particularly software)

PERFORMANCE & PRODUCTION

JOBS THIS COULD LEAD TO

**ACTOR
(FILM/STAGE/RADIO)**

BROADCASTER

DIRECTOR

DRAMA THERAPIST

LIGHTING

MAKE-UP

PODCASTER

PRESENTER

PROP DESIGN

SCREENWRITER

SET DESIGN

**STAGE MANAGER
(THEATRE)**

**THEATRE STAGE
MANAGER**

VOICE ACTOR

YOUTUBER

A-Level route

Mandatory

3D Design & Architecture

Drama & Theatre Studies

Film Studies

Graphic Design

Media Studies

Photography

Textiles

Optional

Classical Civilisation

Computer Science

Fine Art

English Language & Literature

English Literature

Geography

Maths

Sociology

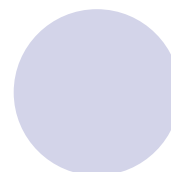
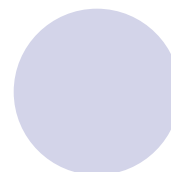
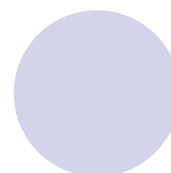
Vocational route

Level 3 Performing & Production Arts

Adult/Higher Education

Creative Enterprise
Professional Diploma

**CAREER
PATHWAYS**



SKILLS YOU WILL GAIN

Transferable

- Written communication
- Idea development
- Creative thinking
- Verbal communication
- Time-planning
- Adaptability
- Problem-solving
- Critical thinking
- Broad cultural awareness

Technical

- Acting
- Blocking
- Creative Planning
- Dancing
- Singing



GAMES & INTERACTIVE DESIGN

JOBS THIS COULD LEAD TO

2D/3D ARTIST

3D ENVIRONMENT
ARTIST

ANIMATOR

ARCHITECTURAL
VISUALISER

ART DIRECTOR

DEVOPS ENGINEER

GAMES DESIGNER

INTERFACE DESIGNER

LEAD ARTIST

PROGRAMMER

SOFTWARE DEVELOPER

TEXTURE ARTIST

UI PROGRAMMER

UX ARCHITECT

UX DESIGNER

A-Level route

Mandatory

3D Design & Architecture

Film Studies

Graphic Design

Media Studies

Photography

Optional

Classical Civilisation

Computer Science

Fine Art

Engineering

English Language & Literature

English Literature

Geography

Maths

Physics

Sociology

Textiles

Vocational route

Level 1 Information Technology

Level 2 Creative Digital Media Production

Level 3 Games Development (Creative Digital Media)

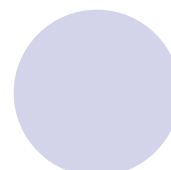
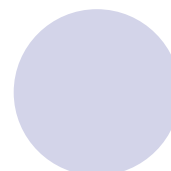
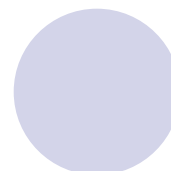
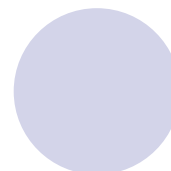
Level 3 Virtual & Extended Reality

Adult/Higher Education

Level 4/5 Games Development

Level 6 Games Art

CAREER PATHWAYS



SKILLS YOU WILL GAIN

Transferable

- Creative thinking
- Written communication
- Verbal communication
- Time-planning
- Adaptability
- Problem-solving
- Idea development
- Critical thinking

Technical

- Independent skill development (Particularly software)
- Unreal engine software
- Adobe Photoshop
- Autodesk Maya
- Drawing skills (Observational and visualisation)

FINE ART & CULTURE



JOBS THIS COULD LEAD TO

ART CONSULTANT

ART HANDLER

ARTIST ASSISTANT

ARTS ADMINISTRATOR

ARTS CONSERVATIONIST

COMMUNITY ARTIST

CURATOR

EXHIBITION ORGANISER

GALLERY EDUCATION OFFICER

GALLERY MANAGER

GALLERY TECHNICIAN

LECTURER

PRACTISING ARTIST

RESEARCHER

STUDIO MANAGER

TEACHER

WRITER/CRITIC

ART THERAPIST

A-Level route

Mandatory

3D Design & Architecture

Film Studies

Fine Art

Graphic Design

Photography

Textiles

Optional

Classical Civilisation

Computer Science

English Language & Literature

English Literature

Geography

Maths

Media Studies

Sociology

Vocational route

Level 1 Art, Design & Media

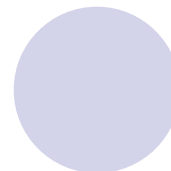
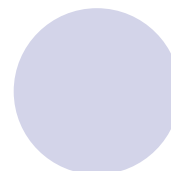
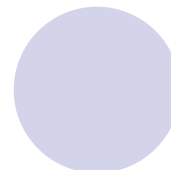
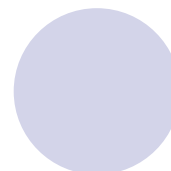
Level 2 Art & Design

Level 3 Art & Design

Adult/Higher Education

Level 3/4 Art & Design
Foundation Diploma

**CAREER
PATHWAYS**



SKILLS YOU WILL GAIN

Transferable

- Written communication
- Verbal communication
- Time-planning
- Idea development
- Creative thinking
- Adaptability
- Problem-solving
- Critical thinking

Technical

- Independent skill development (Particularly software)

3D FASHION & TEXTILE DESIGN

JOBS THIS COULD LEAD TO

3D MODEL MAKER

DESIGN TECHNOLOGIST

INTERIOR DESIGNER

RETAIL DESIGNER

TEXTILE DESIGNER

TEACHER

BUYER

FASHION & TEXTILES DESIGN

PATTERN DESIGNER

SPACE PLANNER

TREND FORECASTER

WRITER/CRITIC

COLOUR CONSULTANT

FASHION PHOTOGRAPHER

PRODUCT DESIGNER

STYLIST

STUDIO MANAGER

VISUAL MERCHANDISER

A-Level route

Mandatory

3D Design & Architecture

Fine Art

Graphic Design

Photography

Textiles

Optional

Chemistry

Classical Civilisation

Computer Science

English Language & Literature

English Literature

Film Studies

Geography

Maths

Media Studies

Physics

Sociology

Vocational route

Level 1 Art, Design & Media

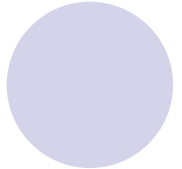
Level 2 Art & Design

Level 3 Art & Design

Adult/Higher Education

Level 3/4 Art & Design
Foundation Diploma

**CAREER
PATHWAYS**



SKILLS YOU WILL GAIN

Transferable

- Broad cultural awareness
- Written communication
- Verbal communication

- Idea development
- Creative thinking
- Time-planning
- Adaptability
- Problem-solving
- Critical thinking

Technical

- Independent skill development (Particularly software)
- Drawing skills (Observational and visualisation)

Sport & Healthcare Professionals Sector.

This sector encompasses many sub sectors – but what ties them all together is that this sector focuses on helping others.





We have had some major developments within this sector. Students will benefit from on-campus access to our very own Hospital Simulation Suite, Early Years Setting and brand-new Sport Science facilities. All learning spaces are innovative and represent the working environment, giving students access to the latest technology that would be found in industry – such as a working hospital or a sports science & rehabilitation testing lab.



Our board members



SPORT & EXERCISE SCIENCE

JOBS THIS COULD LEAD TO

HIGH-PERFORMANCE COACH

PERFORMANCE ANALYST

SPORTS AGENT

SPORTS MANAGEMENT

SPORTS NUTRITIONIST

STRENGTH & CONDITIONING COACH

NUTRITIONIST

PHYSIOTHERAPIST

SPORTS COACH

SPORTS MARKETING

SPORTS PHYSIOLOGIST

PERSONAL TRAINER

PE TEACHER (PRIMARY, SECONDARY & FE)

SPORT DEVELOPMENT OFFICER

SPORTS JOURNALISM

SPORTS MASSEUR

SPORTS THERAPIST

FITNESS INSTRUCTOR



A-Level route

Mandatory

Biology

Psychology

Sport

Optional

Biology

Maths

Psychology

Sociology

Vocational route

Level 1 Sport

Level 2 Sport

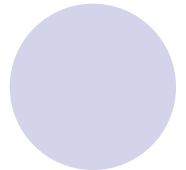
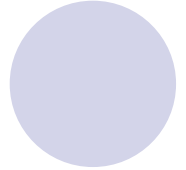
Level 3 Sport & Exercise Science

Level 3 Sports Coaching & Development

Adult/Higher Education

Level 4/5 Sport & Exercise Science

CAREER PATHWAYS



SKILLS YOU WILL GAIN

Transferable

- Team working
- Leadership skills
- Good communication
- Enthusiasm and passion
- Professional appearance and behaviours
- Customer service

Technical

- Sports Massage Techniques
- Nutrition Analysis
- Physical Activity Session Planning
- Fitness Assessment Analysis
- Injury Management

SPORTS COACHING & TEACHING



JOBS THIS COULD LEAD TO

FITNESS COACH

HEALTH, LIFESTYLE & WELLBEING

HIGH PERFORMANCE COACH

PERSONAL TRAINER

PE TEACHER

SPORTS COACH

SPORTS DEVELOPMENT OFFICER

FITNESS CENTRE MANAGER

SPORTS ADMINISTRATOR

HEALTH AND WELLNESS MENTOR/COACH

YOUTH MENTOR/ COUNSELLOR

NUTRITIONIST

OUTDOOR ACTIVITIES/ EDUCATION MANAGER

SPORT AND EXERCISE PSYCHOLOGIST

TEAM LEADER

✓ A-Level route

Mandatory

Sport

Optional

Biology

English Language & Literature

English Literature

Maths

Psychology

✓ Vocational route

Level 1 Sport

Level 2 Sport

Level 3 Sports Coaching & Development



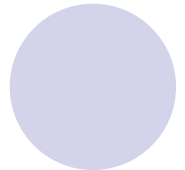
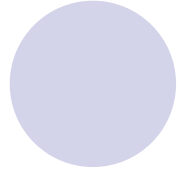
Sport alumni, Jim Palmer, represented Great Britain at the 2024 Paralympics in Wheelchair Basketball.

SKILLS YOU WILL GAIN

Transferable

- Communication
- Customer service
- Self-motivation
- Teaching
- Problem solving
- Leadership
- Enthusiasm and passion
- Planning
- Professional appearance and behaviours

CAREER PATHWAYS



UNIFORMED PROTECTIVE SERVICES

JOBS THIS COULD LEAD TO

ARMY OFFICER

BOMB DISPOSAL
TECHNICIAN

CRIME SCENE OFFICER

FIREFIGHTER

FINGERPRINT OFFICER

FORENSIC SCIENTIST

PARAMEDIC

POLICE OFFICER

PRISON INSTRUCTOR

RAF AIRMAN/AIRWOMAN

RAF OFFICER

ROYAL MARINES
COMMANDO

ROYAL NAVY OFFICER

SOLDIER

YOUTH JUSTICE WORKER

Vocational route

Uniformed Protective Services

CAREER PATHWAYS



Students in this sector had a busy 2024 with a trip to New York City to understand the different levels of security, as well as a once in a lifetime trip to Tanzania to support on community projects.

SKILLS YOU WILL GAIN

Transferable

- Leadership
- Problem solving
- People management
- Teamwork
- Professional appearance and behaviours





EARLY YEARS PROFESSIONAL

JOBS THIS COULD LEAD TO

EARLY CHILDHOOD STUDIES

EARLY YEARS LEAD PRACTITIONER

EARLY YEARS SENIOR PRACTITIONER

EARLY YEARS TEACHER

NURSERY MANAGER

PLAYWORK

QUALIFIED TEACHER (QTS)

YOUTHWORK

EDUCATION CONSULTANT

FAMILY SUPPORT WORKER

PLAY THERAPIST

TEACHING ASSISTANT

Vocational route

Level 1 Health & Social Care

Level 2 Early Years Practitioner

T-Level route

Education & Childcare

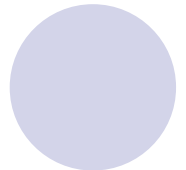
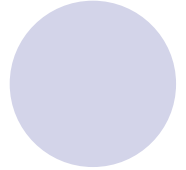
Adult/Higher Education

Level 3 Access to HE - Education & Teaching

Level 4/5 Early Years

Level 6 Education Studies & Early Years

CAREER PATHWAYS



SKILLS YOU WILL GAIN

Transferable

- Planning
- Using initiative
- Communication
- Leadership
- Innovation
- Enthusiasm
- Creativity & imagination
- Positive energy and passion

Technical

- Autism Spectrum Disorders
- SEND
- Lesson planning
- National curriculum
- Classroom management
- Mental health



HEALTH PROFESSIONAL

JOBS THIS COULD LEAD TO

CARE WORKER

COMMUNITY SUPPORT
& OUTREACH WORKER

DIETETICS

HEALTHCARE SCIENTIST

MIDWIFERY

NURSING

OCCUPATIONAL THERAPIST

SPEECH & LANGUAGE
THERAPIST

OPTOMETRY

PARAEMIC SCIENCE

RADIOLOGY

SOCIAL WORKER

SPEECH & LANGUAGE
THERAPIST

HEALTHCARE ASSISTANT

PHLEBOTOMIST

A-Level route

Mandatory

Biology

Optional

Chemistry

Maths

Psychology

Sociology

Vocational route

Level 1 Health & Social Care

Level 2 Health & Social Care

Level 3 Health & Social Care

Level 3 Applied Science

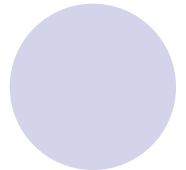
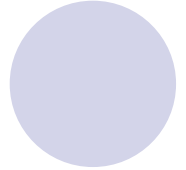
T-Level route

Health

Adult/Higher Education

Level 3 Access to HE – Health Professions (Nursing & Midwifery etc.)

CAREER PATHWAYS



SKILLS YOU WILL GAIN

Transferable

- Listening
- Communication
- Team Work
- Empathy
- Problem Solving
- Customer Service

Technical

- Data Analysis
- Health Monitoring
- Triaging
- Note Taking
- Personal Hygiene

Medical Technologies & Life Sciences Sector.



The Medical Technologies & Life Sciences Sector guides students towards careers in engineering, animal services, science, medicine and Information Technology.



Benefit from studying in our brand new learning spaces where we have equipment that you will find in your relevant field, whether that is the latest science tech, engineering machinery or access to our veterinary lab.



Our board members



MEDICAL

JOBS THIS COULD LEAD TO

**ANAESTHESIA
TECHNICIAN**

**AUDIOLOGY
TECHNICIAN**

**BIOMEDICAL
EQUIPMENT TECHNICIAN**

CANCER REGISTRAR

**CARDIOVASCULAR
TECHNICIAN**

DENTAL HYGIENIST

DOCTOR

EKG TECHNOLOGIST

**MEDICAL LAB
TECHNICIAN**

**OCCUPATIONAL THERAPY
ASSISTANT**

PARAMEDIC

PHARMACIST

**PHYSICAL THERAPY
ASSISTANT**

RADIATION THERAPIST

SURGICAL TECHNICIAN

**VETERINARY
TECHNICIAN**

ACADEMIC RESEARCHER

CLINICAL SCIENTIST

A-Level route

Mandatory

Biology

Chemistry

Optional

English Language & Literature

English Literature

Geography

History

Maths

Physics

Politics

Psychology

Sociology

Vocational route

Level 3 Applied Science

T-Level route

Science

Adult/Higher Education

Level 3 Access to HE – Health Science Professions

CAREER PATHWAYS

SKILLS YOU WILL GAIN

Transferable

- Communications
- Data analysis
- Research
- IT skills
- Problem solving

Technical

- Calculations
- Colorimetry Technique
- Dissection Technique
- Laboratory Safety
- Scientific Methods
- Statistics
- Titrations Technique

PHYSICAL SCIENCES



JOBS THIS COULD LEAD TO

ASTRONOMER

GEOPHYSICIST

METALLURGIST

METEOROLOGIST

PHARMACIST

PHYSICIST

RESEARCH SCIENTIST

SOUND ENGINEER

WATER TECHNICIAN

A-Level route

Mandatory

Chemistry

Computer Science

Maths

Physics

Optional

Geography

Further Maths

Psychology

Sociology

Computing

Engineering

Sport

Vocational route

Level 3 Applied Science

T-Level route

Science

Adult/Higher Education

Level 3 Access to HE – Health Professions (Nursing & Midwifery etc.)

Level 3 Access to HE – Health Science Professions

CAREER PATHWAYS

SKILLS YOU WILL GAIN

Transferable

- Data analysis
- IT skills
- Communication
- Research
- Problem solving
- Health and safety

Technical

- Green/sustainable understanding
- Laboratory based-skills
- Networking
- Programming
- Scientific Methodologies

LIFE SCIENCES



JOBS THIS COULD LEAD TO

BIOCHEMIST

BIOMEDICAL SCIENTIST

BIOTECHNOLOGIST

**CLINICAL RESEARCH
ASSOCIATE**

**COMPUTATIONAL
BIOLOGIST**

**ENVIRONMENTAL
SCIENTIST**

MICROBIOLOGIST

RESEARCHER

BIOINFORMATICIAN

A-Level route

Mandatory

Biology

Chemistry

Maths

Physics

Optional

Computer Science

Engineering

Geography

Maths

Psychology

Sociology

Sport

Vocational route

Level 1 Animal Care

Level 2 Animal Care

Level 3 Animal Management

Level 2 Applied Science

Level 3 Applied Science

T-Level route

Animal Management

Science

Adult/Higher Education

Level 3 Access to HE – Health Professions (Nursing & Midwifery etc.)

Level 3 Access to HE – Health Science Professions

CAREER PATHWAYS

SKILLS YOU WILL GAIN

Transferable

- Data analysis
- IT skills
- Communication
- Research
- Problem solving
- Health and safety

Technical

- Green/sustainable understanding
- Animal Care & Maintenance
- Dissection
- Animal Handling & Restraint



ENGINEERING

JOBS THIS COULD LEAD TO

CHEMICAL ENGINEERING

CIVIL ENGINEERING

ELECTRICAL & ELECTRONIC
ENGINEERING

MECHANICAL
ENGINEERING

PRODUCTION ENGINEER

SURVEYOR

TECHNICIAN

CARTOGRAPHER

AEROSPACE
ENGINEERING

INDUSTRIAL ENGINEER

AGRICULTURAL
ENGINEER

MARINE ENGINEER

 **A-Level route**

Mandatory

3D Design & Architecture

Engineering

Graphic Design

Maths

Further Maths

Physics

 **Vocational route**

Level 1 Engineering

Level 2 Engineering

Level 3 Engineering

 **T-Level route**

Engineering, Manufacturing & Control

 **Adult/Higher Education**

Level 4 Engineering

CAREER PATHWAYS

SKILLS YOU WILL GAIN

Transferable

- Health and safety

Technical

- Electronic control
- Robotics
- Welding
- Machining
- AutoCAD
- Green/sustainable understanding

A group of approximately 20 diverse students are posing for a group photo on a wooden walkway. In the background, the iconic dome and spire of St. Paul's Cathedral are visible against a clear blue sky. The students are dressed in professional or semi-professional attire, including blazers, dresses, and jackets. Some are holding folders or documents. The overall scene suggests a professional networking event or a group of students from a business school.

Financial & Professional Services Sector.

The Financial & Professional Services Sector focuses on finance, business, marketing, legal services and social sciences. We have strong connections with businesses and professional organisations enabling our students to gain insight, network, and enhance their career opportunities in this competitive sector.

With the UK as one of the financial capital cities of the world, demand is high for these types of jobs, and an estimated 2.3 million people are currently employed in the financial and professional sector*. There will always be a high demand for people in finance and professional services, and progression routes are easily accessible due to the high frequency of roles in this sector.



Business students attend a Women in Business networking event with BNY Mellon for International Women's Day.



Our board members



ACCOUNTING



JOBS THIS COULD LEAD TO

ACCOUNTING CLERK

ACCOUNTING
TECHNICIAN

BOOKKEEPER

CHARTERED
ACCOUNTANT

CHARTERED CERTIFIED
ACCOUNTANT

CHARTERED MANAGEMENT
ACCOUNTANT

CHARTERED PUBLIC
FINANCE ACCOUNTANT

FINANCIAL ADVISOR

FINANCIAL ASSISTANT

FINANCIAL MANAGER

FORENSIC ACCOUNTANT

TAX ADVISOR

 **A-Level route**

Mandatory

Accounting

Optional

Business

Business (Applied)

Economics

Maths

 **Vocational route**

Level 3 Business

 **T-Level route**

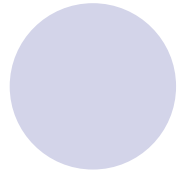
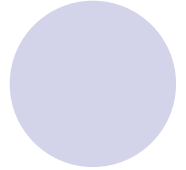
Accounting

 **Adult/Higher Education**

Level 2 AAT Accounting

Level 3 AAT Accounting

CAREER PATHWAYS



SKILLS YOU WILL GAIN

Transferable

- Spreadsheets

Technical

- Financial acumen
- Book-keeping
- SAGE
- Invoicing
- Auditing
- Financial management

BANKING



JOBS THIS COULD LEAD TO

ACTUARIAL ANALYST

EQUITY RESEARCH
ANALYST

RISK MANAGEMENT

BANKING CONSULTANT

INVESTMENT ANALYST

ANALYST (FRAUD
PREVENTION)

HEDGE FUND INVESTOR

TRADE SUPPORT ANALYST

ACCOUNTANT

BUSINESS DEVELOPMENT
MANAGER

CLIENT SERVICE
RELATIONSHIP MANAGER

RELATIONS ANALYST

BANKER

INVESTMENT BANKER

FINANCIAL ADVISER

 **A-Level route**

Mandatory

Accounting

Business

Business (Applied)

Economics

Maths

Politics

 **Vocational route**

Level 3 Business

 **T-Level route**

Accounting

 **Adult/Higher Education**

Level 2 AAT Accounting

Level 3 AAT Accounting

CAREER PATHWAYS

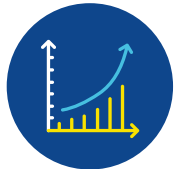
SKILLS YOU WILL GAIN

Transferable

- Financial management
- Spreadsheets
- Numeracy skills

Technical

- Book-keeping
- SAGE
- Financial acumen
- Financial management



MARKETING



JOBS THIS COULD LEAD TO

ADVERTISING

BRAND CONTENT

BUYING

COMMUNICATIONS

CUSTOMER RELATIONSHIP
MANAGEMENT

DIGITAL MARKETING

MARKETING ASSISTANT

MARKETING EXECUTIVE

MARKET RESEARCH

PRODUCT MANAGEMENT

PUBLIC RELATIONS
MANAGER

RELATIONSHIP
MANAGEMENT

SEO SPECIALIST

SOCIAL MEDIA

PPC SPECIALIST

▼ A-Level route

Mandatory

Business

Business (Applied)

Optional

Accounting

English Language & Literature

English Literature

Geography

Graphic Design

History

Law

Further Maths

Media Studies

Psychology

Sociology

Textiles

▼ Vocational route

Level 1 Business

Level 2 Business

Level 3 Business

Level 3 Film & Lens Based
Media Production

▼ Adult/Higher Education

Creative Enterprise

CAREER
PATHWAYS

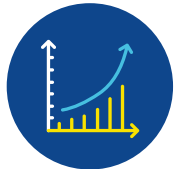
SKILLS YOU WILL GAIN

Transferable

- Customer service
- Teamworking
- Creativity
- Problem solving
- Good time management skills

Technical

- Invoicing
- Auditing
- Procurement
- Marketing



HUMAN RESOURCES (HR)

JOBS THIS COULD LEAD TO

CPD (CONTINUING PROFESSIONAL DEVELOPMENT)

RECRUITMENT CONSULTANT

HUMAN RESOURCES OFFICER

CAREER ADVISER

TALENT AGENT

HR ANALYSTS

STAFFING SPECIALISTS

OFFICE MANAGER

EQUALITY, DIVERSITY & INCLUSION OFFICER

TRADE UNION RESEARCH OFFICER

HRM (HUMAN RESOURCE MANAGEMENT)

TRAINING AND STAFF DEVELOPMENT

OCCUPATIONAL PSYCHOLOGIST

LIFE COACH

HR AUDITOR

A-Level route

Mandatory

Business

Optional

Accounting

Computing

English Language & Literature

English Literature

Geography

Politics

Graphic Design

History

Law

Further Maths

Media Studies

Photography

Psychology

Sociology

Textiles

Vocational route

Level 1 Business

Level 2 Business

Level 3 Business

CAREER
PATHWAYS

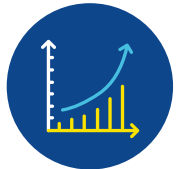
SKILLS YOU WILL GAIN

Transferable

- Good leadership skills
- Negotiation skills
- Communication and administrative skills

Technical

- HR planning
- Invoicing
- Auditing
- Procurement



BUSINESS

JOBS THIS COULD LEAD TO

ACTUARIAL ANALYST

BUSINESS ANALYST

CORPORATE INVESTMENT

ENTREPRENEUR

PROJECT MANAGER

ARBITRATOR

BUSINESS DEVELOPMENT
MANAGER

DATA ANALYST

INSURANCE
UNDERWRITER

RISK MANAGER

BUSINESS ADVISER

CHIEF EXECUTIVE
OFFICER

DATA SCIENTIST

MANAGEMENT
CONSULTANT

STOCKBROKER

A-Level route

Mandatory

Business

Business (Applied)

Optional

Accounting

Computer Science

Economics

English Language & Literature

English Literature

Geography

Graphic Design

History

Law

Maths

Further Maths

Media Studies

Photography

Politics

Psychology

Sociology

Textiles

Vocational route

Level 1 Business

Level 2 Business

Level 3 Business

Level 2 Fashion Business & Retail

Level 3 Fashion Business & Retail

CAREER
PATHWAYS

SKILLS YOU WILL GAIN

Transferable

- Sales and customer service skills
- Networking
- Project management skills
- Problem solving
- Good time management
- Negotiation and soft skills

Technical

- Marketing
- Invoicing
- Credit control
- Auditing
- Procurement





RETAIL MANAGEMENT

JOBS THIS COULD LEAD TO

ACCOUNT
MANAGEMENT

BUYING

CUSTOMER SERVICE

MERCHANDISING

OPERATIONS
MANAGEMENT

RETAIL TRAINING
MANAGEMENT

SALES

STORE MANAGEMENT

FRANCHISE OWNER

E COMMERCE ADVISER

PROJECT MANAGER

BUSINESS OWNER

Vocational route

Level 2 Business

Level 2 Fashion Business & Retail

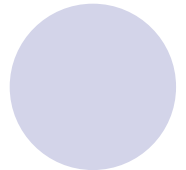
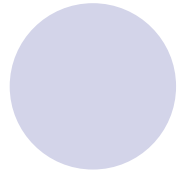
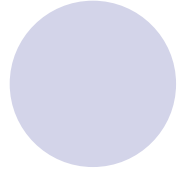
Level 3 Business

Level 3 Fashion Business & Retail

Adult/Higher Education

Level 4 Fashion Business & Retail

CAREER PATHWAYS



SKILLS YOU WILL GAIN

Transferable

- Teamwork
- Taking initiative
- Negotiation skills
- Good customer service skills
- Commercial awareness

Technical

- Invoicing
- Credit control
- Auditing
- Procurement

LAW & PROFESSIONAL SERVICES

JOBS THIS COULD LEAD TO

LEGAL ASSISTANT

LEGAL EXECUTIVE

LEGAL PERSONAL ASSISTANT

LEGAL SECRETARY

PARALEGAL

BARRISTER

COMPANY SECRETARY

CORONER

COURT ADMINISTRATIVE ASSISTANT

COURT LEGAL ADVISOR

COURT USHER

SOLICITOR

✓ A-Level route

Mandatory

Criminology

English Language & Literature

English Literature

Geography

History

Law

Politics

Sociology

Optional

Biology

Business

Business (Applied)

Chemistry

Classical Civilisation

Fine Art

Maths

Physics

Psychology

✓ T-Level route

Legal Services



“I got a lot of support from the teachers and enjoyed the sense of community here”

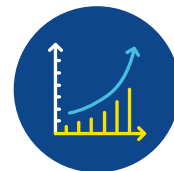
In 2024, A-Level Student, Romeo Salau, accepted a place at the University of Cambridge to study Law! Romeo studied Classical Civilisation, English Literature and Psychology. Romeo thanked the USP Community for helping him get there.

CAREER PATHWAYS

SKILLS YOU WILL GAIN

Transferable

- Attention to detail
- Administrative skills
- Good organisation skills
- Good interpersonal skills
- Patience and ability to remain calm in stressful situations



GOVERNMENT & PUBLIC AFFAIRS



JOBS THIS COULD LEAD TO

ADMINISTRATIVE

NHS ADMINISTRATIVE CAREERS

INTELLIGENCE & NATIONAL SECURITY

MEDIA & COMMUNICATIONS

CIVIL SERVICE JOBS

POLICE SERVICE

CONSULTING

PUBLIC HEALTH & SOCIAL SERVICES

LOCAL GOVERNMENT

POLITICAL CAREERS

LEGISLATIVE ASSISTANT

URBAN PLANNING & DEVELOPMENT

A-Level route

CAREER PATHWAYS

Mandatory

History

Politics

Sociology

Optional

Business

Classical Civilisation

Criminology

Drama & Theatre Studies

Economics

English Language & Literature

English Literature

Fine Art

Geography

Law

Media Studies

Photography

Textiles

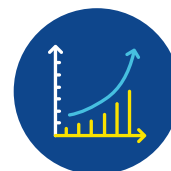


USP College students can also join the European Parliament Ambassadors Scheme (EPAS) where students have travelled to London & Brussels to engage in discussions.

SKILLS YOU WILL GAIN

Transferable

- Critical thinking skills
- Problem solving skills
- Ability to work collaboratively
- Diplomacy
- Negotiation skills
- Good communication skills



SOCIAL SCIENCES



JOBS THIS COULD LEAD TO

BRAND STRATEGIST

SOCIAL MEDIA MANAGER

RESEARCH ASSISTANT

SOCIAL RESEARCHER

COMMUNICATIONS
OFFICER

DIGITAL MARKETER

LAB ANALYST

QUALITATIVE
RESEARCHER

SOCIAL POLICY ADVISOR

A-Level route

Mandatory

Geography

History

Politics

Psychology

Sociology

Optional

Biology

Business

Business

Classical Civilisation

Criminology

English Language & Literature

English Literature

Law

Maths

Media Studies

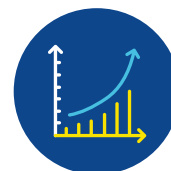
Photography

CAREER PATHWAYS

SKILLS YOU WILL GAIN

Transferable

- Strong written and communication skills
- Critical thinking skills
- Teamworking skills
- Research and analytical skills



Digital Innovation & Emerging Technologies Sector.

We are proud to be at the forefront of technology in education, and we are developing and offering courses that can put you at the front of this constantly evolving sector.





We have our XTEND Digital Campus that is home to the latest technologies, including Motion Capture, Immersive Rooms, Extended Reality Studios and Discovery Suites. Our teachers stay on top of the latest trends, and give you the opportunity to explore new digital solutions. This exciting and fast-paced sector is constantly developing and new career opportunities present themselves!



A photograph showing several students in a computer lab. They are sitting at desks with multiple computer monitors. One student in the foreground is looking at a monitor displaying a game or simulation. Other students are visible in the background, some looking at their screens and others talking. The lab has posters on the wall, including one that says 'CHECK' and another that says 'APPLY'.

DIGITAL & COMPUTING

JOBS THIS COULD LEAD TO

APPLICATION ANALYST

APPLICATIONS DEVELOPER

CYBER SECURITY ANALYST

DATA ANALYST

**DATABASE
ADMINISTRATOR**

**FORENSIC COMPUTER
ANALYST**

GAME DESIGNER

GAMES DEVELOPER

IT TECHNICIAN

NETWORK ENGINEER

SURVEYORS

WEBSITE DESIGNER

A-Level route

Mandatory

Computer Science

Maths

Optional

3D Design & Architecture

Graphic Design

Further Maths

Physics

Vocational route

Level 1 Information Technology

Level 2 Information Technology

Level 3 Information Technology

T-Level route

Digital Production, Design & Development

CAREER PATHWAYS

SKILLS YOU WILL GAIN

Transferable

- Cyber security
- Data analysis
- Communication
- Research
- Problem solving
- Green/sustainable understanding

Technical

- Staying up to date with cutting edge knowledge
- Technical support
- Helpdesk support
- Microsoft Office 365
- Microsoft Azure
- SQL (structured query language)
- Agile methodology
- Operating systems
- Window servers



What course is **right** for you?

We offer a wide range of career-focused courses to fit your goals and future ambitions. It can be tough to choose, or know what course type is right for you, but don't worry - we're here to help.

Academic Courses (A-Levels)

Our A-Level/Academic courses provide flexibility in the combinations of subjects you study. You will study three subjects over two years, and you can use our career pathways to select a combination that suits you! These courses are typically exam-based and Core Maths, or our Extended Project Qualification, can be a great additional fourth subject.

Vocational Courses

Available from Levels 1 to 3 (with Level 3 equivalent to three A-Levels), you can study one subject in immense detail to really hone in on this sector. The duration of these courses depends on the level of study which can be found on pages 81-84.

Foundation Learning

If you have a learning difficulty, disability, an EHCP (Education, Health & Care Plan), or few formal qualifications our Foundation Learning courses offer a supportive learning environment to assist your progress to further education or employment.

Post-18 Education

Whether you are a sixth-form leaver or are returning to education we offer a range of qualifications. Some of our courses, such as our GCSEs can be studied for free, whereas our degree courses also help you save thousands on tuition fee costs whilst giving you the knowledge to progress in your career. We pride ourselves on providing tailored support to all students at this level.

T-LEVELS

T-Levels

T-Levels are equivalent to 3 A-Levels and are 2 year courses which you can take after your GCSEs. T-Levels combine classroom teaching with practical experience gained from being directly in a workplace. With the focus on vocational skills, the courses have been developed with employers to ensure the qualification you gain meets the needs of industry.

What is the Industry Placement?

While studying a T-Level qualification you'll spend 80% of your time in the classroom and 20% on a 45-day industry placement with an employer meaning you will have already gained invaluable experience in your chosen field when you leave the College.



Why should I study a T-Level?

T-Levels provide a range of progression options for students. These include skilled employment, an apprenticeship or higher education.

COURSE	LEVEL	CAMPUS	ENTRY REQUIREMENTS
3D Design & Architecture	③	P S	<ul style="list-style-type: none"> • Five GCSEs at grade 4 or above including English Language and Maths. • Grade 4 or above in an Art & Design or Creative Media GCSE subject is preferred. • If you haven't taken a GCSE in Art & Design or a Creative Media subject, you can still show a portfolio of work that shows your passion, ability and commitment to this course.
Accounting	③	P S	<ul style="list-style-type: none"> • Five GCSEs at grade 4 or above. • Grade 5 or above in GCSE English Language and Maths.
Biology	③	P S	<ul style="list-style-type: none"> • Five GCSEs at grade 5 or above including GCSE Maths and English Language. • Grade 6-6 or above in GCSE Combined Science. If you are studying Triple Science, you will need a minimum of grade 6 in Biology and grade 6 in either Chemistry or Physics.
Business	③	P S	<ul style="list-style-type: none"> • Five GCSEs at grade 4 or above. • Grade 5 or above in GCSE Maths. • Grade 6 or above in GCSE English Language. • Grade 5 or above in a GCSE written subject eg. History, Geography, Humanities, English Literature, Business, Media Studies, Religious Studies (full course), Drama or Film.
Business (Applied)*	③	P S	<ul style="list-style-type: none"> • Five GCSEs at grade 4 or above including English and Maths. • An interest in Business is essential.
Chemistry	③	P S	<ul style="list-style-type: none"> • Five GCSEs at grade 5 or above including English Language. • Grade 6 or above in GCSE Maths. • Grade 6-6 or above in GCSE Combined Science. • If you are studying Triple Science, you will need a minimum of grade 6 in Chemistry and grade 6 in either Biology or Physics.
Classical Civilisation	③	P S	<ul style="list-style-type: none"> • Five GCSEs at grade 4 or above including English Language and Maths. • Grade 4 or above in GCSE English Literature (if taken) or another subject demonstrating essay writing skills.
Computer Science	③	P S	<ul style="list-style-type: none"> • Five GCSEs at grade 4 or above including English Language. • Grade 5 or above in GCSE Maths.
Core Maths	③	P S	<ul style="list-style-type: none"> • Five GCSEs at grade 4 or above including English Language. • Grade 5 or above in GCSE Maths.
Criminology*	③	P S	<ul style="list-style-type: none"> • Five GCSEs at grade 4 or above including Maths. • At least two grade 4s in GCSE written subjects. One of these must be English Language. Other written subjects include History, Geography, Humanities, English Literature, Business, Media Studies, Religious Studies (full course), Drama or Film.

COURSE	LEVEL	CAMPUS	ENTRY REQUIREMENTS
Drama & Theatre Studies*	③	S	<ul style="list-style-type: none"> • Five GCSEs at grade 4 or above including Maths • Grade 5 or above in GCSE English Language • Grade 5 or above in GCSE Drama • If you have not taken Drama at GCSE but have extensive experience in Drama, this will also be accepted
Economics	③	P S	<ul style="list-style-type: none"> • Five GCSEs at grade 4 or above. • Grade 6 or above in GCSE Maths. • Grade 6 or above in GCSE English Language.
Engineering*	③	S	<ul style="list-style-type: none"> • Five GCSEs at Grade 4 or above. • Grade 5 or above in GCSE English Language. • Grade 6 or above in GCSE Maths.
English Language & Literature	③	P S	<ul style="list-style-type: none"> • Five GCSEs at grade 4 or above including Maths. • Grade 5 or above in GCSE English Language. • Grade 5 or above in a GCSE written subject eg. History, Geography, Humanities, English Literature, Business, Media Studies, Religious Studies (full course), Drama or Film.
English Literature	③	P S	<ul style="list-style-type: none"> • Five GCSEs at grade 4 or above including Maths. • Grade 5 or above in GCSE English Language. • Grade 5 or above in a GCSE written subject eg. History, Geography, Humanities, English Literature, Business, Media Studies, Religious Studies (full course), Drama or Film.
Extended Project Qualification	③	P S	<ul style="list-style-type: none"> • Grade 4 or above in GCSE English Language and Maths.



To study as part of our academic programme select three subjects from pages 76-80.

If you are unsure of what combinations to choose take a look at our career pathways on pages 12-73.

COURSE	LEVEL	CAMPUS	ENTRY REQUIREMENTS
Film Studies	③	S	<ul style="list-style-type: none"> • Five GCSEs at grade 4 or above including English Language and Maths.
Fine Art	③	P S	<ul style="list-style-type: none"> • Five GCSEs at grade 4 or above including Maths. • Grade 5 or above in GCSE English Language. • Grade 5 or above in an Art & Design or Creative Media GCSE subject is preferred. • If you haven't taken a GCSE in Art & Design or a Creative Media subject, you can still show a portfolio of work that shows your passion, ability and commitment to this course.
Further Maths	③	P S	<ul style="list-style-type: none"> • Five GCSEs at grade 4 or above. • Grade 5 or above in GCSE English Language. • Grade 8 or above in GCSE Maths. • This subject must be taken in combination with A-Level Maths.
Geography	③	P S	<ul style="list-style-type: none"> • Five GCSEs at grade 4 or above. • Grade 5 or above in GCSE English Language and Maths. • Grade 6 or above in GCSE Geography.
Graphic Design	③	P S	<ul style="list-style-type: none"> • Five GCSEs at grade 4 or above including English Language and Maths. • Grade 4 or above in an Art & Design or Creative Media GCSE subject preferred. • If you haven't taken a GCSE in Art & Design or a Creative Media subject, you can still show a portfolio of work that shows your passion, ability and commitment to this course.
History	③	P S	<ul style="list-style-type: none"> • Five GCSEs at grade 4 or above including Maths. • Grade 5 or above in GCSE English Language. • Grade 5 or above in GCSE History (if taken) or another GCSE written subject eg. Geography, Humanities, English Literature, Business, Media Studies, Religious Studies (full course), Drama and Film.
Information Technology*	③	P S	<ul style="list-style-type: none"> • Five GCSEs at grade 4 or above including English Language and Maths.
Law	③	P S	<ul style="list-style-type: none"> • Five GCSEs at grade 4 or above including Maths. • Grade 5 or above in GCSE English Language. • Grade 5 or above in a Humanities subject.

COURSE	LEVEL	CAMPUS	ENTRY REQUIREMENTS
Maths	③	P S	<ul style="list-style-type: none"> Five GCSEs at grade 5 or above including English Language. Grade 7 or above in GCSE Maths.
Media Studies	③	P S	<ul style="list-style-type: none"> Five GCSEs at grade 4 or above including Maths. Grade 5 or above in GCSE English Language. Grade 5 or above in a GCSE written subject eg. History, Geography, Humanities, English Literature, Business, Media Studies, Religious Studies (full course), Drama or Film.
Photography	③	S	<ul style="list-style-type: none"> Five GCSEs at grade 4 or above including Maths. Grade 5 or above in English Language. Grade 5 or above in an Art & Design or Creative Media subject is preferred.
Physics	③	P S	<ul style="list-style-type: none"> Five GCSEs at grade 4. Grade 5 or above in GCSE English Language. Grade 6 or above in GCSE Maths. Grade 6-6 or above in GCSE Combined Science. If you are studying Triple Science you will need a minimum of grade 6 in Physics and grade 6 in either Biology or Chemistry To study A-Level Maths alongside your Physics course.



Why not study Core Maths or our Extended Project Qualification (EPQ) as additional fourth subjects?

You will be given the option to study EPQ in your second year (year 13) but you can study core Maths in your first year (year 12)!

COURSE	LEVEL	CAMPUS	ENTRY REQUIREMENTS
Politics	③	P S	<ul style="list-style-type: none"> • Five GCSEs at Grade 4 or above including Maths. • Grade 5 or above in GCSE English Language. • Grade 5 or above in a GCSE written subject eg. History, Geography, Humanities, English Literature, Business, Media Studies, Religious Studies (full course), Drama or Film.
Psychology	③	P S	<ul style="list-style-type: none"> • Five GCSEs at grade 4 or above. • Grade 5 or above in GCSE English Language and Maths. • Grade 5-5 in GCSE Science Combined or Triple. • Grade 5 or above in a GCSE written subject eg. History, Geography, Humanities, English Literature, Business, Media Studies, Religious Studies (full course), Drama or Film.
Medical Science*	③	P S	<ul style="list-style-type: none"> • Five GCSEs at Grade 4 or above including English Language and Maths. • Grade 4 or above in at least two Science GCSEs (or equivalent).
Sociology	③	P S	<ul style="list-style-type: none"> • Five GCSEs at grade 4 or above including Maths. • Grade 5 or above in GCSE English Language. • Grade 5 or above in a GCSE written subject eg. History, Geography, Humanities, English Literature, Business, Media Studies, Religious Studies (full course), Drama or Film.
Sport*	③	P S	<ul style="list-style-type: none"> • Five GCSEs at grade 4 or above including English Language and Maths
Textiles & Fashion Design	③	S	<ul style="list-style-type: none"> • Five GCSEs at grade 4 or above including Maths. • Grade 5 or above in English Language. • Grade 5 or above in an Art & Design or Creative Media GCSE subject is preferred.









COURSE	LEVEL	CAMPUS	ENTRY REQUIREMENTS
Animal Care	①	S	<ul style="list-style-type: none"> Grade 2 or above in GCSE English Language and Maths. You will need to show an enthusiasm for the course as well as a genuine love of animals.
Animal Care	②	P S	<ul style="list-style-type: none"> Four GCSEs at grade 3 or above including English Language and Maths. At least one GCSE needs to be at grade 4 or above.
Animal Management	③	P S	<ul style="list-style-type: none"> Five GCSEs at grade 4 or above including English Language and Maths. Grade 4 or above in any GCSE Science (or equivalent). <p>or</p> <ul style="list-style-type: none"> A relevant level 2 qualification and grade 4 or above in GCSE English Language and Maths.
Animation & VFX	③	S	<ul style="list-style-type: none"> Five GCSEs at grade 4 or above including English Language and Maths. <p>or</p> <ul style="list-style-type: none"> A relevant level 2 qualification and grade 4 or above in GCSE English Language and Maths.
Applied Science	②	P S	<ul style="list-style-type: none"> Four GCSEs at grade 3 or above, including English, Maths and Science. At least one GCSE needs to be at grade 4 or above.
Applied Science	③	P S	<ul style="list-style-type: none"> Five GCSEs at grade 4 or above including English Language and Maths. Grade 4 or above in at least two Science GCSEs (or equivalent). <p>or</p> <ul style="list-style-type: none"> A relevant level 2 qualification and grade 4 or above in GCSE English Language and Maths.
Art, Design & Media	①	P S	<ul style="list-style-type: none"> Grade 2 or above in GCSE English Language and Maths. You must present examples of your art, design or media work which demonstrate your enthusiasm for working creatively.
Art & Design	②	P S	<ul style="list-style-type: none"> Four GCSEs at grade 3 or above including English Language or Maths. At least one GCSE needs to be at grade 4 or above. You will be required to present a portfolio of artwork to a member of our team as part of the interview process.
Art & Design	③	P S	<ul style="list-style-type: none"> Five GCSEs at grade 4 or above including English Language or Maths. Grade 4 or above in an Art, Design or Media based GCSE is preferred. <p>or</p> <ul style="list-style-type: none"> A relevant level 2 qualification and grade 4 or above in GCSE English Language or Maths.
Business	①	S	<ul style="list-style-type: none"> Grade 2 or above in GCSE English Language and Maths.

COURSE	LEVEL	CAMPUS	ENTRY REQUIREMENTS
Business	②	P S	<ul style="list-style-type: none"> • Four GCSEs at grade 3 or above including English Language or Maths. • At least one GCSE needs to be at grade 4 or above. • Grade 2 or above in GCSE English Language or a Foundation Learning course in a related area along with Level 1 in English for Functional Skills.
Business	③	P S	<ul style="list-style-type: none"> • Five GCSEs at grade 4 or above including English Language. <p>or</p> <ul style="list-style-type: none"> • A relevant level 2 qualification and GCSE English Language at grade 4 or above.
Creative Digital Media Production	②	S	<ul style="list-style-type: none"> • Four GCSEs at grade 3 or above including English Language and Maths. • At least one GCSE needs to be at grade 4 or above. • Grade 3 or above in an Art & Design or Creative Media subject is preferred. • If you haven't taken a GCSE in Art & Design or a Creative Media subject, you can still show a portfolio of work that shows your passion, ability and commitment to this course.
Early Years Practitioner	②	S	<ul style="list-style-type: none"> • Three GCSEs at grade 3 or above including English Language or Maths. • At least one GCSE needs to be at grade 4 or above. • A Level 1 qualification in a related field. <p>or</p> <ul style="list-style-type: none"> • A relevant level 1 qualification and grade 3 or above in GCSE English Language or Maths.
Engineering	①	S	<ul style="list-style-type: none"> • Grade 2 or above in GCSE English Language and Maths • As well as your qualifications, we'll expect you to demonstrate a genuine interest in engineering through your interests or experiences
Engineering	②	S	<ul style="list-style-type: none"> • Four GCSEs at grade 3 or above including English Language or Maths. • At least one GCSE needs to be at grade 4 or above. <p>or</p> <ul style="list-style-type: none"> • A relevant level 1 qualification and grade 3 or above in GCSE English Language or Maths.
Engineering	③	S	<ul style="list-style-type: none"> • Five GCSEs at grade 4 or above including English Language. • Grade 5 or above in GCSE Maths.
Fashion, Business & Retail	②	P S	<ul style="list-style-type: none"> • Four GCSEs at grade 3 or above including English Language and Maths. At least one GCSE needs to be at grade 4 or above.

COURSE	LEVEL	CAMPUS	ENTRY REQUIREMENTS
Fashion, Business & Retail	③	P S	<ul style="list-style-type: none"> Five GCSEs at grade 4 or above including English Language or Maths. or <ul style="list-style-type: none"> A relevant level 2 qualification and grade 4 or above in GCSE English Language or Maths.
Film & Lens Based Media Production	③	S	<ul style="list-style-type: none"> Five GCSEs at grade 4 or above including English Language and Maths. Or an appropriate Level 2 qualification and grade 4 or above in GCSE English Language and Maths. Students will also be required to present a portfolio or sketchbook of artwork as part of the interview process to demonstrate commitment and potential.
Games Development (Creative Digital Media)	③	S	<ul style="list-style-type: none"> Five GCSEs at grade 4 or above including English Language or Maths. Grade 4 or above in GCSE Art, Media or ICT is preferable. or <ul style="list-style-type: none"> A relevant level 2 qualification and English Language and Maths.
Health & Social Care	①	P S	<ul style="list-style-type: none"> Grade 2 or above in GCSE English Language and Maths.
Health & Social Care	②	P S	<ul style="list-style-type: none"> Three GCSEs at grade 4 or above including English Language or Maths. A Level 1 qualification in a related field. or <ul style="list-style-type: none"> A relevant level 1 qualification and grade 3 or above in GCSE English Language or Maths.
Health & Social Care	③	P S	<ul style="list-style-type: none"> Four GCSEs at grade 4 or above including GCSE English Language or Maths. or <ul style="list-style-type: none"> A relevant level 2 qualification and grade 4 or above in GCSE English Language or Maths.
Illustration & Graphic Design	③	S	<ul style="list-style-type: none"> Five GCSEs at grade 4 or above including English Language or Maths. or <ul style="list-style-type: none"> A relevant level 2 qualification and grade 4 or above in GCSE English Language or Maths.
Information Technology	①	S	<ul style="list-style-type: none"> Grade 2 or above in GCSE English Language and Maths. You will also need a genuine interest in IT. or <ul style="list-style-type: none"> A relevant level 1 qualification and grade 3 or above in GCSE English Language and Maths.

COURSE	LEVEL	CAMPUS	ENTRY REQUIREMENTS
Information Technology	②	P S	<ul style="list-style-type: none"> • Four GCSEs at grade 3 or above including English Language and Maths. • At least one GCSE needs to be at grade 4 or above.
Information Technology	③	P S	<ul style="list-style-type: none"> • Five GCSEs at grade 4 or above including English Language and Maths. or • A relevant level 2 qualification and grade 4 or above in GCSE English Language and Maths.
Performing & Production Arts	③	S	<ul style="list-style-type: none"> • Five GCSEs at grade 4 or above including English Language or Maths and Dance or • A relevant level 2 qualification and grade 4 or above in GCSE English Language or Maths.
Sport & Exercise Science	③	P S	<ul style="list-style-type: none"> • Five GCSEs at grade 4 or above including English Language, Maths and Science or • A relevant level 2 qualification and grade 4 or above in GCSE English Language or Maths.
Sport	①	P S	<ul style="list-style-type: none"> • Grade 2 or above in GCSE English Language and Maths.
Sport	②	P S	<ul style="list-style-type: none"> • Four GCSEs at grade 3 or above including English Language and any sport-related course. GCSEs in Maths and/or any Science would also be an advantage. • At least one GCSE must be grade 4 or above. or • A relevant level 1 qualification and grade 3 or above in English Language.
Sports Coaching & Development	③	P S	<ul style="list-style-type: none"> • Five GCSEs at grade 4 or above including English Language or Maths. or • A relevant level 2 qualification and grade 4 or above in GCSE English Language or Maths.
Uniformed Protective Services	③	S	<ul style="list-style-type: none"> • Five GCSEs at grade 4 or above including English Language and Maths. or • A relevant level 2 qualification and grade 4 or above in GCSE English Language and Maths.
Virtual Reality	③	P X	<ul style="list-style-type: none"> • Five GCSEs at grade 4 or above including English Language and Maths. or • A relevant level 2 qualification and grade 4 or above in GCSE English Language and Maths.

COURSE	LEVEL	CAMPUS	ENTRY REQUIREMENTS
Accounting	3	P S	<ul style="list-style-type: none"> Five GCSE's at grade 4 or above including Maths. Grade 5 or above in GSCE English Language.
Animal Management	3	S	<ul style="list-style-type: none"> Five GCSE's at grade 4 or above including Maths or English language or relevant level 2 qualification.
Digital Production, Design & Development	3	P S	<ul style="list-style-type: none"> Five GCSEs at grade 4 or above including English Language or Maths. or A relevant Level 2 Diploma
Education & Childcare	3	P S	<ul style="list-style-type: none"> Five GCSEs at grade 4 or above including English Language or Maths Grade 4-5 in GCSE Science or Level 2 Diploma in a relevant course eg. Childcare at level Merit or above
Engineering, Manufacturing, Processing & Control	3	S	<ul style="list-style-type: none"> Five GCSEs at grade 4 or above. Grade 5 or above in GCSE Maths & Science. Alternatively, you may have a relevant level 2 qualification.
Health	3	P S	<ul style="list-style-type: none"> Five GCSEs at grade 4 or above including English Language or Maths Grade 4-5 or above in Science or Level 2 Diploma in Health & Social Care at grade Merit or above.
Legal Services	3	P S	<ul style="list-style-type: none"> Five GCSE at grade 4 or above including English Language.
Science	3	S	<ul style="list-style-type: none"> Five GCSEs at grade 4 or above include English Language or Maths. Grade 4-5 in GCSE Science or a relevant Level 2 Diploma

COURSE	LEVEL	CAMPUS	ENTRY REQUIREMENTS
Pathways	ENTRY	 	<ul style="list-style-type: none"> There are no formal qualifications required for this programme. It is designed for young people with a recognised learning difficulty and/or disability who have been in receipt of an Educational Statement. 19+ learners will need an Education Health & Care Plan (EHCP).
Skills to Employment Progression (STEP)	ENTRY	 	<ul style="list-style-type: none"> There are no formal qualifications required. Ready to work. You must be 16-18 at the start of your course.
Supported Internships	ENTRY	  	<ul style="list-style-type: none"> Good attendance and commitment Good work ethic An Education Health and Care Plan (EHCP).
Level 1 Vocational Studies	①		<ul style="list-style-type: none"> No specific entry requirements

COURSE	LEVEL	CAMPUS	ENTRY REQUIREMENTS
AAT Accounting	②	P S	<ul style="list-style-type: none"> Level 1 Bookkeeping or Level 1 Sage If you do not hold the above qualifications you must be numerate with good reading and writing skills All Accounting students must register for AAT membership. Contact AAT on 0845 8630 800 for details.
AAT Accounting	③	S	<ul style="list-style-type: none"> You must have successfully completed the AAT Level 2 Diploma, or equivalent. All Accounting students must register for AAT membership. Contact AAT on 0845 8630 800 for details.
AAT Accounting	④	S	<ul style="list-style-type: none"> Successful completion of AAT Level 3 Diploma At least two years of work experience in a relevant Accountancy role All Accounting students are also required to register for AAT membership – contact AAT on 0845 8630 800 for details.
Access to HE - Business	③	D	<ul style="list-style-type: none"> You must be aged 19 or over at registration You must have English Language GCSE grade C/4 or above or Level 2 Functional Skills English. It is desirable that you also have GCSE/L2 Maths but if not, then a commitment to study it alongside your Access course is required as most universities require both English and Maths. We offer GCSE Maths as a face-to-face evening course or alternatively if you want to study online we recommend Academy Online as one of our partners. Unfortunately, if you have neither Maths or English, we are unable to enrol you onto the Access course at this time. However, you could study GCSE English and Maths (potentially for free) at the College first, before going on to the Access course.
Access to HE – Health Professions (Nursing & Midwifery etc)	③	S	<ul style="list-style-type: none"> You must be aged 19 or over at registration You must have English Language GCSE grade C/4 or above or Level 2 Functional Skills English. It is desirable to also have GCSE/L2 Maths but if not, then a commitment to study it alongside Access (on a separate evening) is required as most universities require both English and Maths. Unfortunately, if you have neither Maths or English, we are unable to enrol you onto the Access course at this time. However, you could study GCSE English and Maths (potentially for free) at the College first, before going on to the Access course.

COURSE	LEVEL	CAMPUS	ENTRY REQUIREMENTS
Access to HE – Health Science Professions	③	D	<ul style="list-style-type: none"> You must be aged 19 or over at registration You must have English Language GCSE grade C/4 or above or Level 2 Functional Skills English. It is desirable that you also have GCSE/L2 Maths but if not, then a commitment to study it alongside your Access course is required as most universities require both English and Maths. We offer GCSE Maths as a face-to-face evening course or alternatively if you want to study online we recommend Academy Online as one of our partners. Unfortunately, if you have neither Maths or English, we are unable to enrol you onto the Access course at this time. However, you could study GCSE English and Maths (potentially for free) at the College first, before going on to the Access course.
Access to HE – Social Science (Criminology & Social Work)	③	S	<ul style="list-style-type: none"> You must be aged 19 or over at registration You must have English Language GCSE grade C/4 or above or Level 2 Functional Skills English. It is desirable to also have GCSE/L2 Maths but if not, then a commitment to study it alongside Access (on a separate evening) is required as most universities require both English and Maths. Unfortunately, if you have neither Maths or English, we are unable to enrol you onto the Access course at this time. However, you could study GCSE English and Maths (potentially for free) at the college first, before going on to the Access course.
Access to HE – Psychology & Sociology (Access to Higher Education)	③	S	<ul style="list-style-type: none"> You must be aged 19 or over at registration You must have English Language GCSE grade C/4 or above or Level 2 Functional Skills English. It is desirable to also have GCSE/L2 Maths but if not, then a commitment to study it alongside Access (on a separate evening) is required as most universities require both English and Maths. Unfortunately, if you have neither Maths or English, we are unable to enrol you onto the Access course at this time. However, you could study GCSE English and Maths (potentially for free) at the College first, before going on to the Access course.
Access to HE – Teaching & Education	③	S	<ul style="list-style-type: none"> You must be aged 19 or over at registration You must have English Language GCSE grade C/4 or above or Level 2 Functional Skills English. It is desirable to also have GCSE/L2 Maths but if not, then a commitment to study it alongside Access (on a separate evening) is required as most universities require both English and Maths. Unfortunately, if you have neither Maths or English, we are unable to enrol you onto the Access course at this time. However, you could study GCSE English and Maths (potentially for free) at the College first, before going on to the Access course. As some of the units require practical application of the theories and skills taught, it is desirable that you obtain a placement in an education/training setting alongside your Access to HE course.

COURSE	LEVEL	CAMPUS	ENTRY REQUIREMENTS
Art & Design Foundation Diploma	④	S	<ul style="list-style-type: none"> Level 3 qualification in an Art, Design or Creative Media subject You will be required to present a portfolio of artwork as part of the interview process.
GCSE Biology	②	P S	<ul style="list-style-type: none"> Level 2 Functional Skills or GCSE grade C/4 or above in English and Maths. If you do not have either of these, you may study the course while also studying GCSE Maths and English
Creative Enterprise	④	S	<ul style="list-style-type: none"> You will need a Level 3 qualification in a relevant subject. It is recommended that students have GCSE grade 4/C or above, or an equivalent Level 2 qualification, in both English and Maths.
Early Years Foundation Degree	④ ⑤	X	<ul style="list-style-type: none"> Access to suitable work-related experience in an Early Years setting for around 200 hours per year. 96 UCAS points in a relevant Level 3 BTEC qualification or A-Levels GCSE Grade C/4 or above in English and Maths A successful interview with a subject tutor
BA (Hons) Education Studies & Early Years	⑥	X	<ul style="list-style-type: none"> Access to 200 hours of work placement in an Early Years Provision in a paid or voluntary capacity. A Level 5 Foundation Degree (or equivalent) in Early Years GCSE Grade C or above in English and Maths.
Engineering	④	S	<ul style="list-style-type: none"> Grade 5 or above in GCSE Maths. Grade 4 or above in GCSE English Language. Grade MMM or above from Extended Diploma in Engineering or a GCE Advanced Level profile that demonstrates strong performance in a relevant subject or adequate performance in more than one GCE subject. Or other related Level 3 qualifications such as an Access to Higher Education Diploma from an approved further education institution. Or an international equivalent to the above qualifications.
English (ESOL)	①	P S	<ul style="list-style-type: none"> You will be required to complete an initial assessment to ensure that this course is an appropriate starting point.
English (ESOL)	②	P S	<ul style="list-style-type: none"> You will be required to complete an initial assessment to ensure that this course is an appropriate starting point.



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COURSE	LEVEL	CAMPUS	ENTRY REQUIREMENTS
GCSE English Language	②	P S	<ul style="list-style-type: none"> You will be required to complete an initial assessment to ensure that this course is an appropriate starting point.
Fashion Business & Retail	④	P S	<ul style="list-style-type: none"> 1 A-level/ Five GCSEs grade 4 and above including English and Maths
Games Development	④ ⑤	S X	<ul style="list-style-type: none"> 96 UCAS Points from A-Levels (preferably with a creative course) or a BTEC Level 3 programme in Games Development or Creative Media. Grade 4 or above in GCSE English Language and Maths.
Games Art	⑥	X	<ul style="list-style-type: none"> A Level 5 Foundation Degree (or equivalent) in Games Development or a related subject. Grade 4 or above in GCSE English Language and Maths.
GCSE Maths	②	P S	<ul style="list-style-type: none"> You will be required to complete an initial assessment to ensure that this course is an appropriate starting point.
Sport & Exercise Science	④ ⑤	S	<ul style="list-style-type: none"> 96 UCAS points. Grade 4 or above in GCSE English Language and Maths.

Employer engagement.



“Whether it’s completing work placements, joining clubs, attending workshops, or collaborating on projects with peers from different backgrounds, each experience enriches your learning and prepares you better for the challenges of the future workforce.”

Principal Clare White

100

Between January and March 2024, more than **100 partners** – including higher education institutes, training providers and employers – engaged with our students.

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“Students benefit from the involvement of employers and other stakeholders in the design of courses. This involvement ensures that course content is relevant and up to date. Employers also provide live briefs and masterclasses for students that help to bring topics to life.”

Ofsted, 2024

Through our career-focused approach, we put employer engagement at the heart of all students studies.

No matter which of the five specialist sector areas you are studying in, you will engage in a range of activities that will help you develop the skills and attributes employers are looking for. You can find out more about some of the opportunities available at the College over the coming pages.



From Award winning motivational speakers, including innerscope, to Work Experience with famous comedian Katherine Ryan, to working on live briefs with professionals in industry. Students at USP College get the opportunity to engage with a variety of activities to support their growth.

College Companies & live briefs.

“I enjoyed how each project was planned, making the course both fun and a massive help for my confidence and professional development.”

Will, A-Level Photography student



140

We believe the best way to prepare for the world of work is to be immersed in industry as early as possible.

Each of our specialist sectors have created what we call College Companies. These offer a partnership with real employers who set live briefs for our students.

This means that our students get to work on real world problems in real time alongside people who are already working in the industry. Students get a chance to step up, build a network with potential future employers whilst employers get to benefit from the fresh ideas and minds of the next generation.

During the academic year 2023-2024, almost **140 live briefs** were planned for students to gain real-life experience from.

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“This live brief has given me a good perspective of working to real-life deadlines and client-based projects; helping to develop my portfolio and confidence in future projects to support my progression into a career in architecture.”

Sophia, A-level 3D Design student.
Selected by Royal Opera House to complete a set design

CPD* Days.



“CPD Days have allowed me to grow in confidence in the field I wish to work as I was able to find out relevant information and develop my skills.”

Kelsey, A-Level Student



*Continued Professional Development

Three days each year, the traditional timetable is replaced with a full scheduled day of time dedicated to engaging with employers.

CPD Days are held in October, February and April - each sector area builds a programme purely focusing on the world of work.

Employers visit our students in college or invite them into their offices, factories, warehouses, studios – or wherever else they conduct their business.

It is an opportunity for young people to sample the profession they are striving to build a career within, to meet people who are a few steps ahead of them on the career ladder, and to pick up tips, skills and contacts along the way.



Alumni from Investment 20/20 returned to talk to Financial & Professional Services Students.

In 2023-24 students attended talks from award-winning motivational speakers, attended networking events in top London firms and even had a training session with a GB Athlete.



“The trainers that were talking to us were very enthusiastic, friendly and approachable. Apart from that, they also taught me a lot and the demonstration made everything seem simple.”

Student studying in the Sport & Healthcare Professionals sector

Work experience.



“Leaders and managers provide a highly effective careers programme that includes work experience, careers fairs and guest lectures.”

Ofsted 2024



Partnering with a diverse range of employers – from local businesses to national companies, including top firms in London – we ensure our students receive the best possible placements.

The power of career-focused learning, including our work experience programme sets you apart.

Experience real working life, put yourself out there, develop new skills and who knows, you might even secure yourself a full-time position like many of our students!

Our dedicated team is committed to helping you find the perfect work placement, ensuring you gain the experience and skills employers are looking for. Find a career you'll love and strengthen your CV with USP College's meaningful work placement opportunities.



Student Christina completed her Work Experience as an assistant stylist where she was given the opportunity to help style famous comedian Katherine Ryan.

In 2022-2023 academic year, there were...

312,925

planned hours of work placements, through...

2,889

placements, with...

1,534

different employers.



“I feel very fortunate to have had this experience, acting as an assistant stylist for a week. The opportunity really showed me what it would be like to be a stylist. I was given so many tips which will be invaluable in helping me to progress to a career in this industry.”

Christina, studying Level 3 Fashion, Business and Retail

Industry Placements.



“As a large local employer, being able to deliver a collaborative programme in partnership with USP College is really supporting us to develop our future talent pipelines and bring young people into NHS and Social Care careers in our local communities.”

Kate Merritt, Health & Care Academy
manager, Mid & South Essex
Integrated Care System



T-LEVELS

As a T-level student you will spend a minimum of 315 hours or 45 days on an industry placement with a reputable employer like the NHS, which we will help you find.

It's a vital part of your T-Level qualification and will contribute to your final employer grade.

The Industry placement is to help you develop essential skills and gain insight into working life such as workplace expectations and practical knowledge.

It's an amazing way to compliment your learning. At USP, we've also invested in new specialist classrooms for T-Levels which include a Hospital Simulation suite, the Science MegaLab and a brand new Engineering workshop.



In 2023-24 T-Level Health students completed their Industry Placements with local NHS Hospitals to experience working life in the Healthcare industry.



Gain a grade from your employer!



Complete a minimum of **45 days** work placement



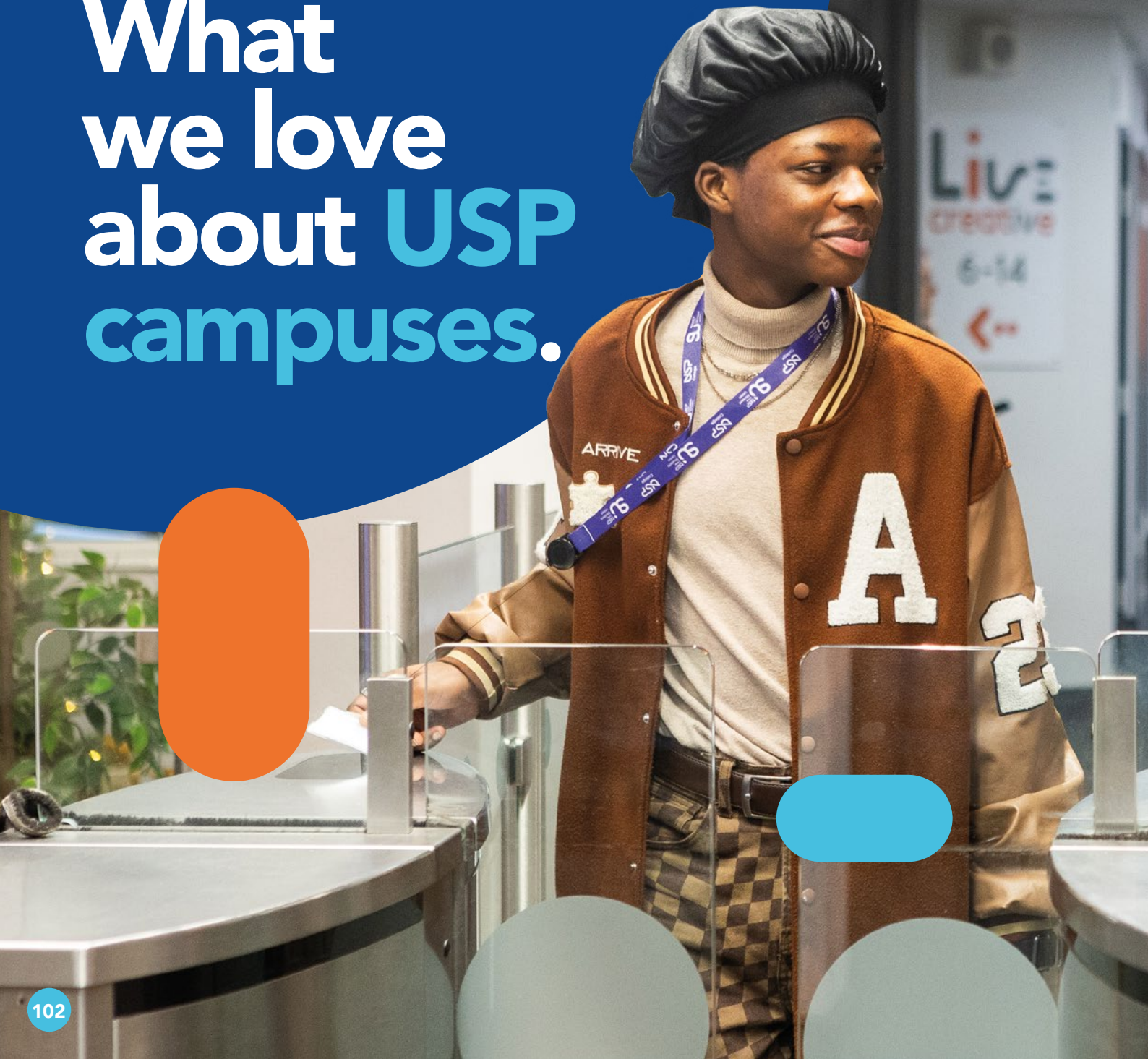
Benefit from classroom training in our simulation centres



“So far my placement has been amazing, working in a clinical environment alongside healthcare professionals has given me so much insight as to what working in this sector would be like and I’ve learnt so much”

T-Level Health student

What
we love
about **USP**
campuses.





“We strive to create an environment where every student is supported, not just academically but holistically, ensuring their wellbeing is prioritised as they prepare to meet the demands of the future workforce.”

Principal Clare White



Technology is embedded throughout all students time at the College. By giving you access to learn how to study remotely, communicate in our immersive rooms or enjoy learning with the use of VR. The College benefits from immersive classrooms on all campuses, which are supported by Digital Learning Technologists.

“Technology on campus is good, especially the immersive rooms. This helps teachers to teach cross-campus and the set-up makes it appear just like a normal lesson. We also have access to VR headsets which makes lessons interactive and hands on.”

Clayden, A-Level student



“Having Starbucks on campus makes a cool addition to college life. We can get a variety of hot drinks and Frappuccino, as well as really nice bakery treats, such as pastries, cookies and cakes.”

Taylor, studying Level 2 Sports

The College benefits from both a Starbucks Coffee shop and a main canteen at both our Seevic and Palmer’s Campuses, where food and drink can be purchased daily. At our XTEND Digital Campus we have our canteen and Costa Coffee.



We have Learning Resource Centres at all campuses which allows you to access all the resources needed for your study as well as borrow books for pleasure and meet friends.

The centre at our Seevic Campus has recently benefitted from significant investment. Launched this academic year, it provides a bright new modern space with plasma screens which you can link your laptop to, a suite of new desktop computers, break out booths to encourage group work and collaboration, and individual laptop stations for when you just need to get your head down alone and get your work done.



“Between lessons, I spend time in the LRC. They are so innovative. They have e-books and journals which will prepare me for university.”

Hanaa, studying Maths, 3D Design and Classical Civilisation





“My LSA is with me all the while I’m in college. They help me to move around, they help me with my work in and outside of lessons and they make sure I’m happy.”

Sam, studying Art and Design,
Maths and English

Learning Support Assistants enable all students to learn in mainstream college, regardless of their learning needs. Whether a student needs support due to anxiety, autism, dyslexia, dyspraxia or with a physical condition such as cerebral palsy, bespoke programmes can be created to ensure they can learn alongside their peers.

Innovation & Technology.

We take an innovative and flexible approach to learning. We believe that when students leave USP College they should be prepared for the world of work, this includes being familiar with any technology they may encounter.

Transforming Education

We're truly excited about blending technology into your College life. At our XTEND Digital Campus, you'll experience outstanding educational technology, diving into real-world situations as you learn. Our teachers love our innovative style, with access to all our groundbreaking tech, teachers deliver interactive lessons online and offline. You'll not only learn to use this technology but also see it enhance your learning.

Immersive Classrooms

Our immersive classrooms are where cutting-edge technology meets education. Our teachers take advantage of iPads, 84-inch interactive screens and seamless connectivity, giving you access to the best teachers and engaging lessons wherever you are studying.

Content Capture Suite

In our Content Capture Suite, we've brought historical artefacts to life with 360° images, allowing experts to study them safely. Plus, students can now dive into intricate details that were once out of reach!



Coming soon –
New Engineering
Workshops





College

Edtech Learning Designer Series

Immersive Learning - Unlocking the power of
Virtual Reality



Virtual Reality (VR)

VR in education enhances learning and supports diverse study approaches. Recently, Psychology students participated in a VR phobia exposure lesson, allowing them to understand fear responses. They then engaged in a theoretical lesson to study their findings.

Motion Capture Studio

Our Motion Capture Studio is where animation and avatars come alive, replicating human motion. A must for Creative Media and Games Development students, to develop industry ready skills.

Discover the newest technologies that our XTEND Digital Campus is home to. From an Infinity Cove to Motion Capture Studio, we are proud to be the first academic institution with access to these state-of-the-art technologies!



Augmented Reality

Utilising augmented reality within the classroom we bring learning to life. For example in Maths when calculating the volume of a cube, we can transform the 2D image to a 3D object so students could analyse the cube to support their workings out.

Industry Skills Days

Our teachers come from diverse backgrounds, some from industry and others with unique teaching expertise. All teachers participate in 'Industry Skills Days,' connecting them with top employers, learning about the latest trends and sought-after skills, ready to inspire and guide you even better!

New Investments

In September 2023 and 2024 we opened our new classrooms to support all students, especially those studying T-Levels. We have a brand new MegaLab, decked out with the latest in Science technology. And don't miss our new virtual learning spots—a nursery and hospital ward mimicking real workplaces. These spaces will truly let you dive into hands-on practical education.

Student Support.



“Students are polite, helpful and welcoming and as a result, the college is an inclusive, supportive and friendly place.”

Ofsted 2024



We understand that life sometimes comes with unique challenges which are difficult to deal with. So, if you are in need of a little helping hand, whether inside or outside of college, we're here to support you.

Safety and Wellbeing

We have specialist Wellbeing Advisors and Counsellors who can help if things get too much. Student safety and wellbeing is our top priority and our safeguarding teams are based in Student Services at both campuses. If you are concerned for yourself or a friend you can speak to any member of staff in the first instance because all staff are trained to a high level.

Progress Coaches

You'll have your own Progress Coach to guide you through your studies, similar to your Tutor at school. You'll meet regularly to discuss progress, agree targets, and make sure you're getting the support you need. You will then be able refer back to these conversations and targets in your MyUSP app, to help you stay on track.

Careers Support

From choosing the right courses to exploring future opportunities, we help you make informed decisions for your future. At key points throughout the year we invite our partners in to College, we organise trips and visits and we run workshops to help you make vital decisions.

Additional Support

We will work with you using a 'person centred' approach. Learning Plus has an 'open-door' policy and offers specialist assessments to identify the nature of support you may need. Work with us to put in place your personalised support plan; whether it be access to support in class, study skills or exam arrangements. Alongside the support from the team you will learn strategies to build on your strengths so you can reach your full potential.

Accessibility

We believe in supporting everyone in reaching their full potential in education. At the College we have on-site communicators and caretakers as well as specialist areas such as a wet room.

Financial Help

Worried about the cost of studying? We offer bursaries to help cover expenses like travel, course materials, and essential trips, ensuring finances never hold you back.



Storm Sport Academy.



USP College Storm Sport Academy has been competing at the highest level of college sport for more than a decade.



“Whether you dream of competing with the best or you use sport as the break you need from your studies, you can find it all here.”

Danny Cleare, Storm Academy Co-ordinator



“Storm has changed my life. The opportunities it has given me within the first six months is crazy.”

Isaac. Studying Sport & Exercise Science, plus A-Level Maths and Computing



There's no need to choose between sport and academics - you can have it all at the highest level at our Storm Sport Academy.

We understand that education is the key to your success in sport and in life. So, we offer you the highest quality sports programme – in netball, football, basketball and rugby – alongside support for your studies.

How does becoming a league champion sound?

For many of our alumni they have had that feeling whilst competing at the College, and you could too!

The Storm Academy host trial training days throughout the year for those in year 11, keep an eye on the website for the upcoming dates.



You can train with Storm Sport Academy alongside any course you choose to study at USP College – it does not have to be one or the other.




Get more out of College life.



“We’ve been rated Ofsted
Outstanding for Personal
Development.”





Going to College isn't just about studying, it's also your chance to expand your mind and find out who you are.

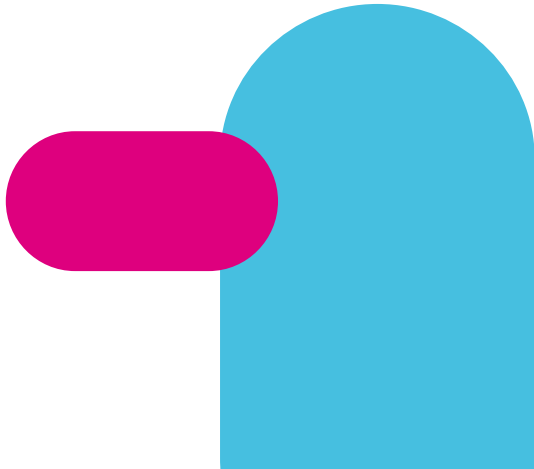
You can use your time here to explore new interests and hobbies, keep fit and healthy, discover the wider world and make your voice heard.

Get involved with the Student Union

If you want to make your voice heard at USP College, the place to start is the Student Union. You'll meet other committed students who want to make sure we hear the student voice when we're making important decisions.

Be a Student Governor

All Student Union members have the opportunity to apply to be a Student Governor in their second year – attending Corporation meetings with our College Governors and the Senior Management Team. Your student voice is integral to important decision making at the highest level!



Enrichment

We offer enrichment activities throughout the day, similar to extra-curricular or after school clubs. So, whether you want to improve your debating skills, keep fit in our onsite gym or play sports, we have something for you.

We also have a number of societies who meet regularly to discuss their passions and interests, including debate team, book club, dungeons and dragons and LGBTQIA+.



Our students on a trip to Auschwitz- Birkenau in Poland.



Enjoying a brunch in celebration of International Women's Day!



Could you be the next winner of the Jack Petchey Foundation Outstanding Achiever award?



We were lucky enough to have a visit from musician and TikToker, Formz.



Become a Student Governor, represent your fellow students and have your say.



Make the most of our Open Gym when you're on campus!

Our Music Club had a special visit and private concert from up-and-coming band, The Mercians.



“Get the opportunity to interact with others who share similar interests, forming new friendships and communities.”

Nicole Pyne, Student Engagement Officer

How to join USP College.

We've made applying to USP College as straightforward as possible. Simply complete our online application form at uspcollege.ac.uk

1 Application

As soon as we've received your application, we'll email you to let you know it's arrived safely. Our Admissions team will then process it. It is important to use your personal email and not your school email address so we can stay in touch with you.

2 Application meeting

Next, we'll invite you for an informal chat, either in person or virtually, about your application. This is a chance to discuss your options and course choices and tell us about any support you might need. We'll tell you there and then whether we're able to offer you a place and what courses you can take.

3 Offer

After your application meeting, we'll send you your official offer!

4 Welcome Day

We'll invite you into College at the end of June/ beginning of July, where you will have the opportunity to find out more about the course(s) you've chosen. You'll be able to look around, explore our College facilities, and ask questions.

5 Enrolment

If your course starts in September, we'll send you details of when you need to enrol during the summer. Enrolment starts from the day GCSE results are released, normally the third week in August. Please be aware of this when planning your holidays.



Tuition fees

Courses are free if you are a UK citizen and have lived in the UK for the past three years and are under 19 on 31 August 2025 at the start of your course. If you are an EU citizen, please contact our Admissions team at admissions@uspcollege.ac.uk

Resources and course costs

With some of our courses we'll charge you for some of the resources you use. You may also go on some exciting trips as part of your course which you will have to pay for. However, if you have low household income you may be eligible for assistance with these costs.

Maths and English GCSEs

As a College we are committed to giving our students every chance to succeed. If your Maths and English grades aren't quite what you were expecting, you will continue to study these subjects alongside your main course enabling you to gain fundamental skills that can open doors to countless opportunities.

Open Evenings.

Seevic Campus

17 October
20 November
30 January

Runnymede Chase
Benfleet SS7 1TW
01268 756 111

Palmer's Campus

3 October
6 November
23 January

Chadwell Road
Grays RM17 5TD
01375 370 121

XTEND Digital Campus

26 September
5 March

Meppel Avenue
Canvey Island SS8 9RZ
01268 882 688



Scan the QR Code to book



uspcollege.ac.uk
info@uspcollege.ac.uk

