

# Story STEAM Academy – Terms & Conditions

By joining Story STEAM Academy (“we,” “us,” “our”), you (“the member” or “you”) agree to the following terms and conditions:

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## 1. Membership & Cancellations

New members receive a **one-month trial period**. If you do not wish to continue after your trial, you must notify us **before your one-month anniversary date**.

After the trial, all memberships are **committed for the full term**. You cannot pause or cancel mid-term. Membership continues from term to term only if you confirm you wish to continue at the **end of each term**.

Notice must be given in writing by text or via email to be valid.

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## 2. Structure of Live Courses

Each topic runs for a **term**, normally consisting of **5 weeks of live sessions**. All terms also include a **catch-up period** over the half-term or holiday break:

- **Spring 1:** 5 January – 28 February → 5 weeks live + 2 weeks catch-up
- **Spring 2:** 2 March – 26 April → 5 weeks live + 3 weeks catch-up
- **Summer 1:** 27 April – 14 June → 5 weeks live + 2 weeks catch-up
- **Summer 2:** 15 June – 30 August → 4 weeks live + **summer bonuses** (to be confirmed) and tasters for September included.

Some weeks this year may be **pre-recordings only** (see calendar) due to a ‘big birthday and other commitments.

Staying a member over holiday breaks secures your live class spot for the following term. Also see **3. Fees & Payment**.

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### 3. Fees & Payment

Fees are payable **in advance**, either monthly or termly.

#### Monthly payments:

- Each term is covered by **two monthly payments**, which include live sessions and / or access to all pre-recordings and resources.
- Payment months for 2026:
  - **Spring 1:** January & February payments (5 Jan – 28 Feb)
  - **Spring 2:** March & April payments (2 Mar – 26 Apr)
  - **Summer 1:** May & June payments (27 Apr – 14 Jun)
  - **Summer 2:** July & August payments (15 Jun – 30 Aug)
- Payment dates may be adjusted to ensure live sessions are paid in advance.

#### Term Commitment:

- Once you commit to a term, you must complete **both monthly payments**. Membership **cannot be paused or cancelled mid-term**.

#### Failed Payments:

- If a payment fails, membership will be cancelled automatically and access to sessions, recordings, and resources will end.
- To re-join, you must sign up again at the current rate.
- Please ensure funds are available when payments are due.

#### Notes:

- Monthly payments are a way of spreading the cost of the term; both payments must be made to cover the term.
- If both payments have not been made for the term, you remain responsible for payment.

## 4. Minimum Numbers

Story STEAM Academy runs clubs in small groups to keep sessions engaging and interactive. Each club therefore requires a minimum number of learners to continue.

If a club cannot run in the upcoming term, you will not be charged (or will be refunded if you have already paid).

If numbers fall below the minimum during a term, the club will continue until the next half-term or end-of-term break (whichever comes first). Fees are non-refundable in this situation. The club will only restart after the break if the minimum group size is met.

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## 5. Use of Content & Recordings

All pre-recorded tutorials, project starters, and resources are for **personal educational use only**. They must not be copied, shared, or distributed.

Live classes are not recorded for replay, but pre-recorded tutorials follow the same schedule and further learning materials may be provided separately.

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## 6. Behaviour & Participation

Members are expected to treat teachers and fellow learners with **respect** during live sessions.

Disruptive or inappropriate behaviour may result in **suspension or removal from the Academy without refund**.

Cameras should be on at the start of each session. We encourage keeping cameras on for the whole session, as interaction and collaboration are an important part of the learning experience.

If a child is not comfortable keeping their camera on for the whole session, they may turn it off after the initial hello, while still participating fully.

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## 7. Technology & Responsibility

Members are responsible for ensuring they have a **suitable internet connection and device** to access classes.

We are not liable for technical issues on the member's side that prevent participation.

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## 8. Refunds

Fees are **non-refundable** once a term has started, except in cases where we cancel a course before it begins.

Missed classes cannot be refunded or carried forward, but materials will be available for **catch-up where possible**.

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## 9. Changes to Classes

We reserve the right to **reschedule, adapt, or replace classes** (e.g., due to illness, technical issues, or curriculum updates). Where possible, alternative arrangements will be offered.