



COMPUTING

Game Development

- Create an original artwork and sound for a game
- Design and create a computer program for a computer game, which uses sequence, selection, repetition and variables
- Detect and correct errors in their computer game
- Use iterative development techniques (making and testing a series of small changes) to improve their game)

Cracking codes

- Be familiar with semaphore and Morse code
- Understand the need for private information to be encrypted
- Encrypt and decrypt messages in simple ciphers
- Appreciate the need to use complex passwords to keep them secure
- Have some understanding of how encryption works on the web

