



Digital Maker - Stage 2



Name: _____

Complete all tasks:	Parent / Carer / Teacher Signature:
<p>1. Connect two devices and exchange data between them using WiFi, Bluetooth or a cable. For example you could:</p> <ul style="list-style-type: none"> * Connect a camera to your computer and download photos. * Use Bluetooth to transfer images from a phone to a tablet or laptop * Connect a printer and print images or documents from your computer. 	
<p>2. Show that you can use two different platforms or operating systems. (These could be any type of device such as computer, tablet, phone, Playstation, Xbox, Smart TV)</p>	
<p>3. Design a game:</p> <ul style="list-style-type: none"> * Make a cartoon, animation or video of a game using a video camera or other equipment such as imaging software. * Create some pseudo code to bring your game to life (using software such as Scratch or App Inventor). * Design a sequence of a game, such as a level or an in-game puzzle. 	
<p>4. Design a single page website. You can use a design tool, web software (such as Dreamweaver, Expression, Kompozer) or write in HTML code.</p>	
<p>5. Create a set of instructions for a programmable Robot, Turtle or Toy to follow (these could be produced using a game making software such as Scratch or App Inventor)</p>	