



**Everyone at Rushcliffe School will be given the chance to shine brightly**

**Preparing for Year 12 : Cambridge Technicals**

We want you to begin your Year 12 Studies feeling prepared and confident. Therefore, you will be tasked with completing a range of Summer Work for the subjects you plan to continue studying. If you are unsure which subjects you might want to study, you should complete work for the subjects you are considering. This will help give you a “taster” of the subject, in place of the taster lessons you would normally be receiving face-to-face. **You should expect to spend a minimum of 15 hours on each subject.** All work should be submitted to your teacher in September, however not all will require feedback.

The tasks have been categorised here, however, they may be attempted in any order or simply completed in the order of the accompanying presentation.

Answers and evidence of work is to be completed in the Accompanying presentation.

**Revision of key knowledge and skills**

*This will ensure you do not forget some of the skills and knowledge developed during your KS3 and KS4 studies.*

Units of Measurements	
Converting from Binary to Denary	

**Key Skills Development**

*This will focus on ensuring you are continuing to develop the skills needed, particularly during this longer break from school*

Converting Binary to Hexadecimal	
Converting Denary to Hexadecimal	
Converting Hexadecimal to Denary	

**GDEVELOP**

GDevelop is a free, open-source, and cross-platform game creation tool that anyone can use to create games *without* programming skills. This wiki contains everything you need to know to create games with GDevelop — even if you've never created a game before.

<https://wiki.gdevelop.io/gdevelop5/tutorials>

You can create your own high-quality game by installing the free GDevelop software on your home PC.

There are lots of examples and tutorials for you to broaden your knowledge and skills in Game Creation.



**RUSHCLIFFE**  
SPENCER ACADEMY

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