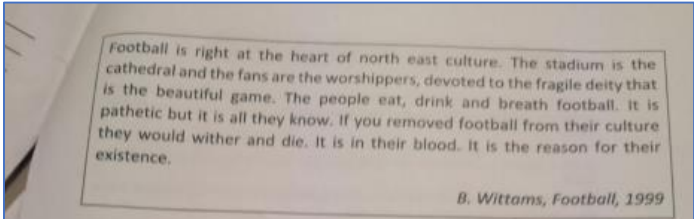
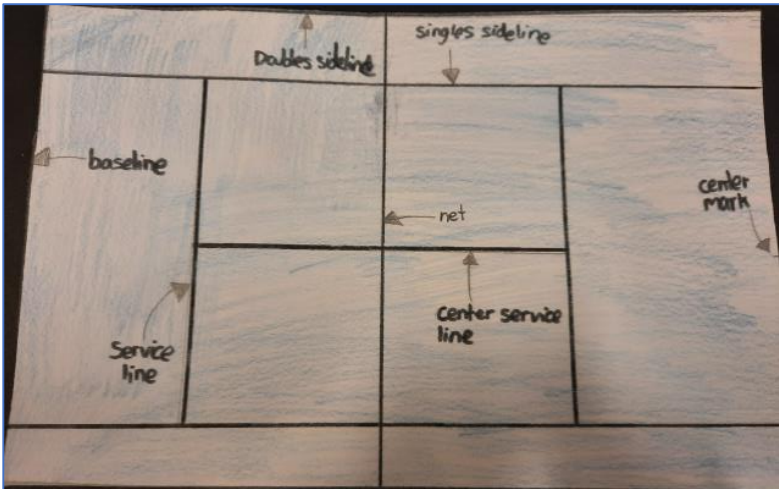
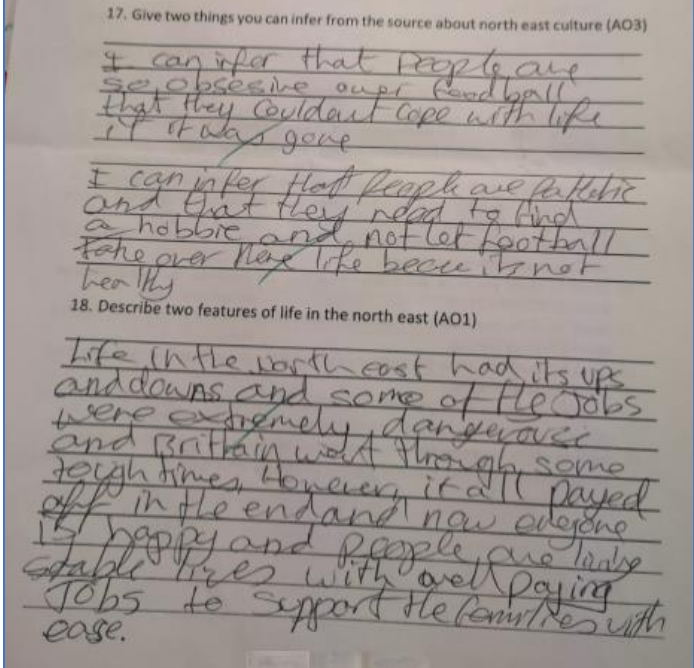


Year 9
Katie has made a working mobile phone game which uses a range of event driven programming concepts, the aim of the game is to click the blue dot as many times as you can and avoid the red dot. The game is fully functional and included extra features such as a play again button.



Year 9
History
Excellent independent homework on the miners' strike.



Year 7
PE
Homework looking at correctly labelling the lines on a tennis court to aid understanding of the rules and tactics of the game.