



TASTER DAY TIMETABLE **COMPUTING (LEVEL 3)**

Activities

- **Tour of the department**
- **Games development: What don't you know about gaming**
- **IT animation: Looking at animation technology and developing an animation**
- **Hardware and networking: What makes an IT system**
- **Looking at how IT/Computing development impacts on industry**
- **Explanation of the career pathways and arrangements for September**

Break 1
10.45am

Lunch
12.30pm

Break 2
2.30pm