

# RECORD OF ACHIEVEMENT



Name: Thomas Heaton

POINTS: 613

AWARD LEVEL: **BRONZE**

PASSED: 12/09/2018

## CITIZEN BADGES

*Digital awareness, safety and ethics*

<b>Brain Hack</b>	Learning, Understanding, Listening, Staying Positive	<b>SEP 2018</b>
<b>Cyber Security</b>	Cybersecurity, Safety, Coding, Problem Solving, Creativity	<b>SEP 2018</b>
<b>Cyber Spies</b>	Safeguarding, Ethics, Cybersecurity, Safety, Problem Solving, Creativity	<b>SEP 2018</b>
<b>Data Play</b>	Data, Information, Cyber Security, Ethics, Problem Solving, Creativity, Leadership	<b>SEP 2018</b>
<b>Digital Ethics</b>	Citizenship, Ethics, Safeguarding, EHealth, Staying Positive	<b>SEP 2018</b>
<b>E Commerce</b>	Financial Management, Budgeting, Business, Aiming High	<b>SEP 2018</b>
<b>E-Safety &amp; Online Etiquette</b>	Safety, Reputation, Etiquette, Responsibility, Ethics, Problem Solving	<b>SEP 2018</b>
<b>Fake News</b>	Citizenship, ESafety, Ethics, Etiquette, Cyber, Data, Information, Problem Solving, Staying Positive	<b>FEB 2019</b>
<b>Farm Tech</b>	Technology, Careers, SDGs, Global Goals, Farming, Sustainability, Aiming High	<b>SEP 2019</b>
<b>GDPR</b>	Citizenship, Compliance, Data Responsibility, Due Diligence, Governance, Problem Solving, Presenting	<b>SEP 2018</b>
<b>Global Goals</b>	Citizenship, Innovation, Coding, Sustainability, Problem Solving, Aiming High, Technology	<b>SEP 2020</b>
<b>Internet &amp; Web</b>	Internet, Web, Business, Coding, Aiming High, Problem Solving	<b>OCT 2018</b>
<b>Personal Statement</b>	Research, Ethics, Responsibility, Branding, Etiquette, Aiming High, Staying Positive	<b>OCT 2018</b>
<b>Safe Online</b>	Safety, Reputation, Etiquette, Responsibility, Ethics, Problem Solving, Staying Positive	<b>SEP 2018</b>
<b>Social Media Ethics</b>	Ethics, ESafety, Fake News, Social Media, Safeguarding, Staying Positive, Problem Solving	<b>SEP 2018</b>
<b>Social Media Set-Up</b>	Social Media, ELearning, Communication, Marketing, Responsibility, Creativity	<b>SEP 2018</b>
<b>Teamwork</b>	Collaborating, Self-knowledge, Citizenship, Teamwork, Aiming High	<b>SEP 2018</b>
<b>What is the Cloud?</b>	Cloud Computing, Collaborating, Data, Problem Solving	<b>SEP 2018</b>

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## WORKER BADGES

*Tools and techniques which are useful in the workplace*

<b>CoderDojo Randomness</b>	Coding, Gameplay, Creativity, Problem Solving, Aiming High	<b>OCT 2018</b>
<b>Collaboration</b>	Collaboration, Digital Careers, Sharing, ECommerce, Teamwork, Creativity	<b>SEP 2018</b>
<b>Crisis Management</b>	Crisis Management, Problem Solving, Risk Assessment, Fact Checking, Innovation, Adaptability, Agility, Staying Positive, Critical Thinking, Creativity, Resilience	<b>SEP 2020</b>
<b>Data Visualisation</b>	Data, Visualisation, Interpretation, Analysis, Presenting, Creativity, Listening	<b>SEP 2018</b>
<b>Digital Pathways</b>	Raising Aspirations, Careers, Digital Skills, Apprenticeships, Aiming High, Career Pathways	<b>NOV 2020</b>
<b>Digital Portfolios</b>	ELearning, Digital Careers, Planning, Presenting	<b>OCT 2018</b>
<b>Digital Research</b>	Surfing, Data, Organisation, Problem Solving, Creativity	<b>OCT 2018</b>
<b>Image Specialist</b>	Design, Image, Creativity	<b>SEP 2018</b>
<b>Internet of Things</b>	Internet Of Things, Data, Organisation, Creativity	<b>SEP 2018</b>
<b>Problem solving with AI</b>	AI, Digital Skills, Raising Aspiration, Problem Solving, Machine Learning, AI Solutions, Systems Mapping, Social Impact, SDGs	<b>SEP 2020</b>
<b>Projects</b>	Projects, Planning, Organising, Teamwork, Leadership	<b>OCT 2018</b>
<b>Psychology in Web Design</b>	Design, Web Design, UX, Marketing, Creativity	<b>SEP 2018</b>
<b>SysAdmin</b>	Servers, Website Development, Testing, Problem Solving	<b>OCT 2018</b>
<b>User Experience</b>	Design, User Experience, Creativity, Problem Solving	<b>SEP 2018</b>
<b>User Interfaces</b>	Design, User Interfaces, Creativity, Problem Solving	<b>SEP 2018</b>
<b>What is AI?</b>	AI, Digital Skills, Raising Aspiration, Problem Solving, Machine Learning, Ethics, Smart City, Smart Home, Future of Work, AI Careers, Employability Skills	<b>SEP 2020</b>
<b>Working and Learning from Home</b>	Working from Home, Adaptability, Time Management, Productivity, Learning Styles, Communication, Collaboration, Digital Tools	<b>SEP 2020</b>

## MAKER BADGES

*Digital creativity and how to build and make in the digital world*

<b>Animation</b>	Animation, User Experience, Visualisation, Creativity, Problem Solving	<b>OCT 2018</b>
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## MAKER BADGES

*Digital creativity and how to build and make in the digital world*

<b>Automation</b>	Coding, Algorithms, Internet Of Things, Problem Solving	<b>NOV 2018</b>
<b>Coding Solutions</b>	Programming, Troubleshooting, Problem Solving	<b>SEP 2018</b>
<b>Colours</b>	Graphic Design, Colours, Images, Digital Skills, Creativity	<b>SEP 2018</b>
<b>GIF Making</b>	Digital Creativity, Creativity	<b>SEP 2018</b>
<b>Graphic Design</b>	Design, Image, Creativity, Problem Solving	<b>SEP 2018</b>
<b>Junior Web Designer</b>	Design, Website Development, Frameworks, Creativity, Problem Solving	<b>SEP 2018</b>
<b>Love Meter</b>	Animation, Coding, Hardware, Electronics	<b>SEP 2018</b>
<b>Making Websites</b>	Web Development, Web Design, Posting, Blogging, CMS, Problem Solving, Creativity	<b>OCT 2018</b>
<b>Snowflake</b>	Animation, Coding, Hardware, Electronics	<b>SEP 2018</b>
<b>Sorting Hat</b>	Animation, Coding, Hardware, Electronics, Gaming	<b>SEP 2018</b>
<b>Video Editing</b>	Design, Video, Creativity	<b>SEP 2018</b>
<b>Virtual Reality</b>	Virtual Reality, Listening, Aiming High	<b>SEP 2018</b>
<b>jQuery Coding</b>	Coding, Design, Animation, Problem Solving	<b>SEP 2018</b>

## ENTREPRENEUR BADGES

*Learn how to originate ideas and bring them to life*

<b>Advertising</b>	Promoting, Marketing, Advertising, Selling, Business, Creativity, Problem Solving	<b>SEP 2018</b>
<b>Big Data</b>	Data, Analysis, Research, Security, Business, Problem Solving	<b>NOV 2018</b>
<b>Blockchain</b>	Technology, Commerce, Business, Data, Cryptography, Validation, Problem Solving	<b>SEP 2018</b>
<b>CRM</b>	CRM, Relationships, Marketing, Teamwork, Leadership	<b>SEP 2018</b>
<b>Growth Hacking</b>	Business, Entrepreneurship, Marketing, Leadership, Listening	<b>SEP 2018</b>

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## ENTREPRENEUR BADGES

*Learn how to originate ideas and bring them to life*

<b>Growth Mindset</b>	Learning, Understanding, Staying Positive, Stress Management, Coping Skills, Psychology, Brain Plasticity, Brain Hacking, Employability Skills, Life Skills	<b>SEP 2020</b>
<b>Influencer</b>	Marketing, Viral, Entrepreneurship, Presenting, Aiming High, Teamwork	<b>SEP 2018</b>
<b>Innovation</b>	Innovation, Creativity	<b>SEP 2018</b>
<b>Jargon Buster</b>	Business, Entrepreneurship, Risk, Startups, Aiming High	<b>SEP 2018</b>
<b>Money Management</b>	Innovation, Fintech, Budgeting, Business Administration, Problem Solving, Creativity	<b>SEP 2018</b>
<b>Problem Solving</b>	Critical Thinking, Reasoning, Resilience, Problem Solving, Creativity	<b>SEP 2018</b>
<b>Researcher</b>	Searching, Business, Marketing, Problem Solving, Creativity	<b>SEP 2018</b>
<b>Social Media in Business</b>	Social Media, Communication, Marketing, Advertising, Strategy, Creativity, Teamwork, Leadership	<b>SEP 2018</b>
<b>Social Selling</b>	Business, Relationships, CRM, Posting, Listening, Creativity, Problem Solving	<b>SEP 2018</b>
<b>The Art of Selling</b>	Enterprise, Selling, Communication, Negotiation, Influencing, Creativity, Problem Solving, Leadership	<b>OCT 2018</b>

## GAMER BADGES

*Learn gamification techniques and how to make games*

<b>BAFTA Game Concept</b>	Design, Gameplay, Marketing, Innovation, Making, Listening, Creativity	<b>DEC 2018</b>
<b>Game Designer</b>	Gameplay, Marketing, Apps, Creativity	<b>SEP 2018</b>
<b>Intro to Gaming</b>	Gaming, Creativity, Listening	<b>SEP 2018</b>
<b>Make a Game</b>	Coding, Programming, Python, Logic, Development	<b>SEP 2018</b>
<b>Python Quiz</b>	Coding, Gameplay, Problem Solving	<b>SEP 2018</b>

## EVENT, EXPERIENCE AND PARTICIPATION BADGES

*Accreditations for developing skills and knowledge with partner organisations*

<b>Badge Champion</b>	Achievement, Aiming High, Staying Positive, Problem Solving	<b>NOV 2018</b>
<b>Silver Star</b>	Achievement, Aiming High, Staying Positive, Problem Solving	<b>DEC 2018</b>

# RECORD OF ACHIEVEMENT



Name: Thomas Heaton

POINTS: 500

AWARD LEVEL: SILVER

PASSED: 13/09/2018

## CITIZEN BADGES

*Digital awareness, safety and ethics*

<b>Citizen Activation</b>	Cyber, Security, Safety, Ethics, Responsibility, Problem Solving, Aiming High	<b>SEP 2018</b>
<b>Citizen Foundation</b>	Etiquette, Ethics, Editing, Communication, Citizenship, Problem Solving, Aiming High	<b>SEP 2018</b>
<b>Citizen Resolution</b>	ESafety, EHealth, Ethics, Cybersecurity, Branding, Problem Solving, Aiming High	<b>SEP 2018</b>

## WORKER BADGES

*Tools and techniques which are useful in the workplace*

<b>Worker Activation</b>	Planning, Strategy, Evaluation, Research, Data, Presentation, Problem Solving, Lateral Thinking, Aiming High, Staying Positive, Teamwork	<b>SEP 2018</b>
<b>Worker Foundation</b>	Communication, Employability, Prioritisation, Attitude, Aiming High, Staying Positive, Teamwork	<b>SEP 2018</b>
<b>Worker Resolution</b>	Creativity, Resilience, Problem Solving, Lateral Thinking, Communication, Prioritisation, Aiming High, Staying Positive, Teamwork	<b>SEP 2018</b>

## MAKER BADGES

*Digital creativity and how to build and make in the digital world*

<b>Maker Activation</b>	Coding, Engineering, Logic, AI, Robotics, Problem Solving, Aiming High, Creativity	<b>DEC 2018</b>
<b>Maker Foundation</b>	Technology, Graphics, Colours, Image, Design, Problem Solving, Aiming High, Creativity	<b>SEP 2018</b>
<b>Maker Resolution</b>	Coding, Technology, Data Science, Robotics, Web Development, Problem Solving, Aiming High, Creativity	<b>DEC 2018</b>

## ENTREPRENEUR BADGES

*Learn how to originate ideas and bring them to life*

<b>Entrepreneur Activation</b>	Teamwork, Collaboration, Resilience, Delegation, Problem Solving, Leadership, Creativity	<b>SEP 2018</b>
<b>Entrepreneur Foundation</b>	Innovation, Origination, Money Management, Resilience, Problem Solving, Leadership, Creativity	<b>SEP 2018</b>
<b>Entrepreneur Resolution</b>	Pitching, Innovation, Research, Entrepreneurship, Problem Solving, Leadership, Creativity	<b>SEP 2018</b>

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## GAMER BADGES

*Learn gamification techniques and how to make games*

<b>Gamer Activation</b>	Design, Production, Coding, Gameplay, Problem Solving, Leadership, Creativity	<b>SEP 2018</b>
<b>Gamer Foundation</b>	Research, Gameplay, Data, Problem Solving, Leadership, Creativity	<b>SEP 2018</b>
<b>Gamer Resolution</b>	Coding, Production, Design, ESafety, Problem Solving, Leadership, Creativity	<b>SEP 2018</b>