Name: Thomas Roblin

POINTS: 448



AWARD LEVEL: BRONZE PASSED: 29/04/2020

CITIZEN BADGES

Digital awareness, safety and ethics

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

WORKER BADGES

Tools and techniques which are useful in the workplace

Collaboration	Collaboration, Digital Careers, Sharing, ECommerce,	MAR 2020
	Teamwork, Creativity	

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WORKER BADGES

Tools and techniques which are useful in the workplace

Crisis Management	Crisis Management, Problem Solving, Risk Assessment, Fact Checking, Innovation, Adaptability, Agility, Staying Positive, Critical Thinking, Creativity, Resilience	ОСТ 2020
Data Visualisation	Data, Visualisation, Interpretation, Analysis, Presenting, Creativity, Listening	APR 2020
Digital Portfolios	ELearning, Digital Careers, Planning, Presenting	JUN 2020
Internet of Things	Internet Of Things, Data, Organisation, Creativity	APR 2020
Problem solving with Al	Al, Digital Skills, Raising Aspiration, Problem Solving, Machine Learning, Al Solutions, Systems Mapping, Social Impact, SDGs	OCT 2020
Projects	Projects, Planning, Organising, Teamwork, Leadership	APR 2020
Psychology in Web Design	Design, Web Design, UX, Marketing, Creativity	OCT 2020
SysAdmin	Servers, Website Development, Testing, Problem Solving	OCT 2020
User Experience	Design, User Experience, Creativity, Problem Solving	APR 2020
User Interfaces	Design, User Interfaces, Creativity, Problem Solving	MAR 2020
Working and Learning from Home	Working from Home, Adaptability, Time Management, Productivity, Learning Styles, Communication, Collaboration, Digital Tools	OCT 2020

MAKER BADGES

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

Animation	Animation, User Experience, Visualisation, Creativity, Problem Solving	MAR 2020
Automation	Coding, Algorithms, Internet Of Things, Problem Solving	JUL 2020
Colours	Graphic Design, Colours, Images, Digital Skills, Creativity	APR 2020
GIF Making	Digital Creativity, Creativity	APR 2020
Graphic Design	Design, Image, Creativity, Problem Solving	OCT 2020
Junior Web Designer	Design, Website Development, Frameworks, Creativity, Problem Solving	APR 2020
Making Websites	Web Development, Web Design, Posting, Blogging, CMS, Problem Solving, Creativity	APR 2020

RECORD OF ACHIEVEMENT			
Name: Thomas Roblin	POINTS: 448	DEA IRING DIGITAL RPRISE AWARD	
AWARD LEVEL: BRON	ZE PASSED: 29/04/2020	totte	
MAKER BADGES Digital creativity and how to Video Editing Virtual Reality	o build and make in the digital world Design, Video, Creativity Virtual Reality, Listening, Aiming High	APR 2020 APR 2020	
ENTREPRENEUR BADGE Learn how to originate idea	-		
Advertising	Promoting, Marketing, Advertising, Selling, Business, Creativity, Problem Solving	MAR 2020	
Big Data	Data, Analysis, Research, Security, Business, Problem Solving	JUN 2020	
Blockchain	Technology, Commerce, Business, Data, Cryptography, Validation, Problem Solving	OCT 2020	
CRM	CRM, Relationships, Marketing, Teamwork, Leadership	APR 2020	
Innovation	Innovation, Creativity	APR 2020	
Jargon Buster	Business, Entrepreneurship, Risk, Startups, Aiming High	APR 2020	
Money Management	Innovation, Fintech, Budgeting, Business Administration, Problem Solving, Creativity	APR 2020	
Researcher	Searching, Business, Marketing, Problem Solving, Creativity	APR 2020	
Social Selling	Business, Relationships, CRM, Posting, Listening, Creativity, Problem Solving	JUN 2020	
The Art of Selling	Enterprise, Selling, Communication, Negotiation, Influencing, Creativity, Problem Solving, Leadership	OCT 2020	
GAMER BADGES Learn gamification techniq	ues and how to make games		
BAFTA Game Concept	Design, Gameplay, Marketing, Innovation, Making, Listening, Creativity	APR 2020	
Python Quiz	Coding, Gameplay, Problem Solving	APR 2020	
EVENT, EXPERIENCE AND PARTICIPATION BADGES Accreditations for developing skills and knowledge with partner organisations			
Badge Champion	Achievement, Aiming High, Staying Positive, Problem Solving	OCT 2020	
Silver Star	Achievement, Aiming High, Staying Positive, Problem Solving	OCT 2020	
	Verification Code:		

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AWARD LEVEL: SILVER PASSED: 02/06/2020

Digital awareness, safety and ethics

Citizen Activation	Cyber, Security, Safety, Ethics, Responsibility, Problem Solving, Aiming High	MAY 2020
Citizen Foundation	Etiquette, Ethics, Editing, Communication, Citizenship, Problem Solving, Aiming High	MAY 2020
Citizen Resolution	ESafety, EHealth, Ethics, Cybersecurity, Branding, Problem Solving, Aiming High	MAY 2020

WORKER BADGES

Tools and techniques which are useful in the workplace

Worker Activation	Planning, Strategy, Evaluation, Research, Data, Presentation, Problem Solving, Lateral Thinking, Aiming High, Staying Positive, Teamwork	MAY 2020
Worker Foundation	Communication, Employability, Prioritisation, Attitude, Aiming High, Staying Positive, Teamwork	MAY 2020
Worker Resolution	Creativity, Resilience, Problem Solving, Lateral Thinking, Communication, Prioritisation, Aiming High, Staying Positive, Teamwork	MAY 2020

MAKER BADGES

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

Maker Activation	Coding, Engineering, Logic, AI, Robotics, Problem Solving, Aiming High, Creativity	MAY 2020
Maker Foundation	Technology, Graphics, Colours, Image, Design, Problem Solving, Aiming High, Creativity	MAY 2020
Maker Resolution	Coding, Technology, Data Science, Robotics, Web Development, Problem Solving, Aiming High, Creativity	MAY 2020

ENTREPRENEUR BADGES

Learn how to originate ideas and bring them to life

Entrepreneur Activation	Teamwork, Collaboration, Resilience, Delegation, Problem Solving, Leadership, Creativity	JUN 2020
Entrepreneur Foundation	Innovation, Origination, Money Management, Resilience, Problem Solving, Leadership, Creativity	JUN 2020
Entrepreneur Resolution	Pitching, Innovation, Research, Entrepreneurship, Problem Solving, Leadership, Creativity	JUN 2020

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AWARD LEVEL: SILVER PASSED: 02/06/2020

GAMER BADGES

Learn gamification techniques and how to make games

Gamer Activation	Design, Production, Coding, Gameplay, Problem Solving, Leadership, Creativity	OCT 2020
Gamer Foundation	Research, Gameplay, Data, Problem Solving, Leadership, Creativity	OCT 2020
Gamer Resolution	Coding, Production, Design, ESafety, Problem Solving, Leadership, Creativity	OCT 2020