Yr11 into 12: Students will start to make a game of hangman during the taster session. This task should be completed over the summer. This challenge is supported by the resources on Mr Goff’s website (Head of Computer Science) in the Python Toolbox section ([https://mrgoff.com/py\_home](https://eur01.safelinks.protection.outlook.com/?url=https%3A%2F%2Fmrgoff.com%2Fpy_home&data=05%7C02%7CAHern%40opgs.org%7Cf001a43fea704ee300e208ddb7b602d0%7C064b53d940d84867b4932e949a06ed13%7C0%7C0%7C638868714549961095%7CUnknown%7CTWFpbGZsb3d8eyJFbXB0eU1hcGkiOnRydWUsIlYiOiIwLjAuMDAwMCIsIlAiOiJXaW4zMiIsIkFOIjoiTWFpbCIsIldUIjoyfQ%3D%3D%7C0%7C%7C%7C&sdata=HFmF22JwPX6iZwzH7bh22NBHMZ6%2FmbEhIQIwNjhv2ek%3D&reserved=0)). This has theory checked by multiple choice questions, syntax challenges and practical challenges.

For students who were not at the Taster Day session,

proceed to the hangman challenge ([https://mrgoff.com/py\_hangman](https://eur01.safelinks.protection.outlook.com/?url=https%3A%2F%2Fmrgoff.com%2Fpy_hangman&data=05%7C02%7CAHern%40opgs.org%7C1d1832e558ca48f16e0308ddb866dd48%7C064b53d940d84867b4932e949a06ed13%7C0%7C0%7C638869474120105540%7CUnknown%7CTWFpbGZsb3d8eyJFbXB0eU1hcGkiOnRydWUsIlYiOiIwLjAuMDAwMCIsIlAiOiJXaW4zMiIsIkFOIjoiTWFpbCIsIldUIjoyfQ%3D%3D%7C0%7C%7C%7C&sdata=l%2FSyjm4%2FhA1dhkfOv8O%2FLuKEbXbSTX5HM0rm92HrJvg%3D&reserved=0)) and if there are skills you don’t know from GCSE use the drop-down toolbar in the Python Toolbox course to find and complete the sections where you need help. Practical challenges reinforce your understanding of the skills immediately prior to the challenges.