

Today was another thrilling and fantastic day at Reach Cambridge!

The students in the [Engineering](#) class were given the wonderful opportunity to visit the **Museum of Computer Science History** in Cambridge. Once there, the students were given the chance to test out retro computer games in order to see how much gaming technology has progressed since the 1970s and 1980s. Meanwhile, the [Biotechnology](#) class were working on a variety of experiments involving culturing bacteria on **petri** dishes. In [Politics](#), students prepared and delivered presentations on terrorism, with some insightful results.

In the afternoon, students were treated to an **Interview Workshop**. This workshop taught the students how to develop techniques to successfully get them through both university and job interviews. The students really engaged with the material and felt much more confident in answering difficult questions after the workshop. The famous Reach Cambridge **sports** sessions were also in full swing during the afternoon. Everyone was excited to learn about the classic British sport of [Rounders](#)! Many of the students had never played this game before and they were excited to play it and learn about British culture at the same time!

The **evening** activities on offer were an interactive online quiz and the 'Cambridge Groove', our answer to a school disco. The students really enjoyed the chance to throw some shapes on the dancefloor and enjoy a (soft) drink with friends!

Rounders match in full swing

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