

# IglooCode 2025 – Impact report

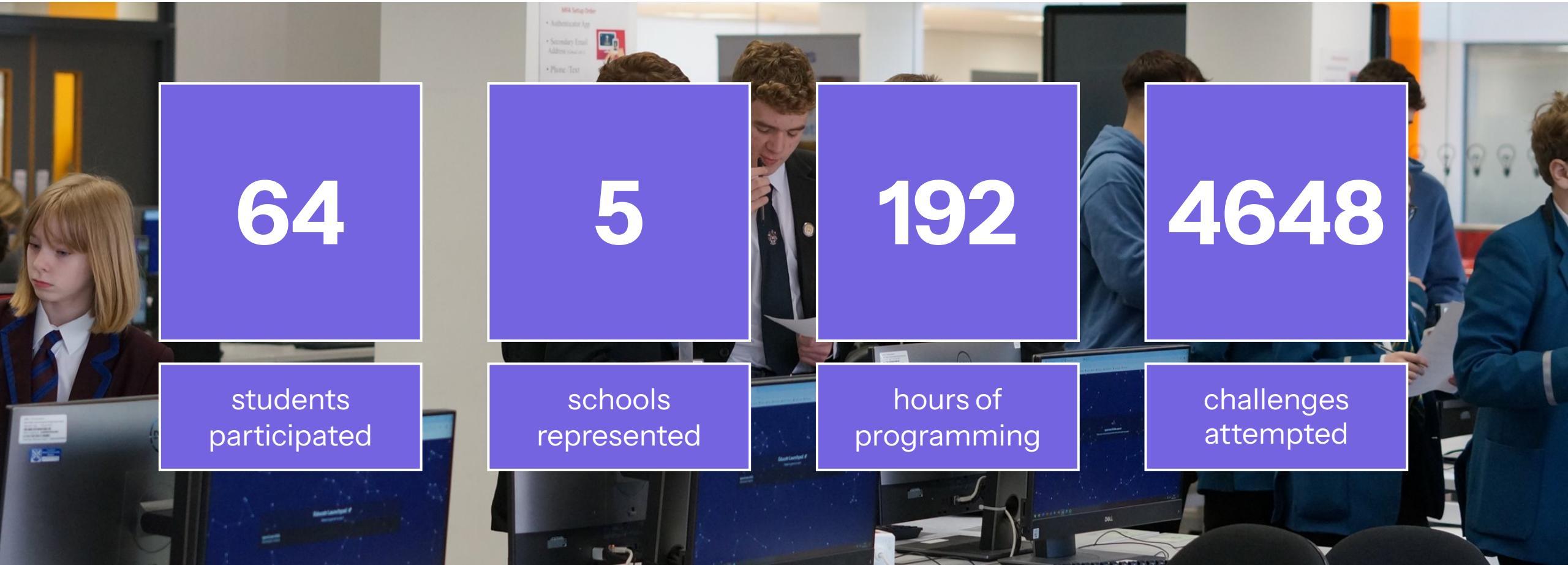
Report prepared by Verglas, October 2025

# What is IglooCode?

- A programming and cryptography competition for KS3 pupils from Northern Ireland, aimed at those looking to study IT or Digital Technology at GCSE, or have an interest in computers or programming.
- Students compete in teams of 4 to complete challenges across multiple categories, suitable for all skill levels.
- Industry talks from experienced software engineers.
- Prizes to reward achievement and inspire students to grow their passion.



# Impact at a glance

A photograph showing several students in school uniforms working on computers in a classroom setting. They are looking at screens displaying various software interfaces. The background shows educational posters on the wall.

64

students  
participated

5

schools  
represented

192

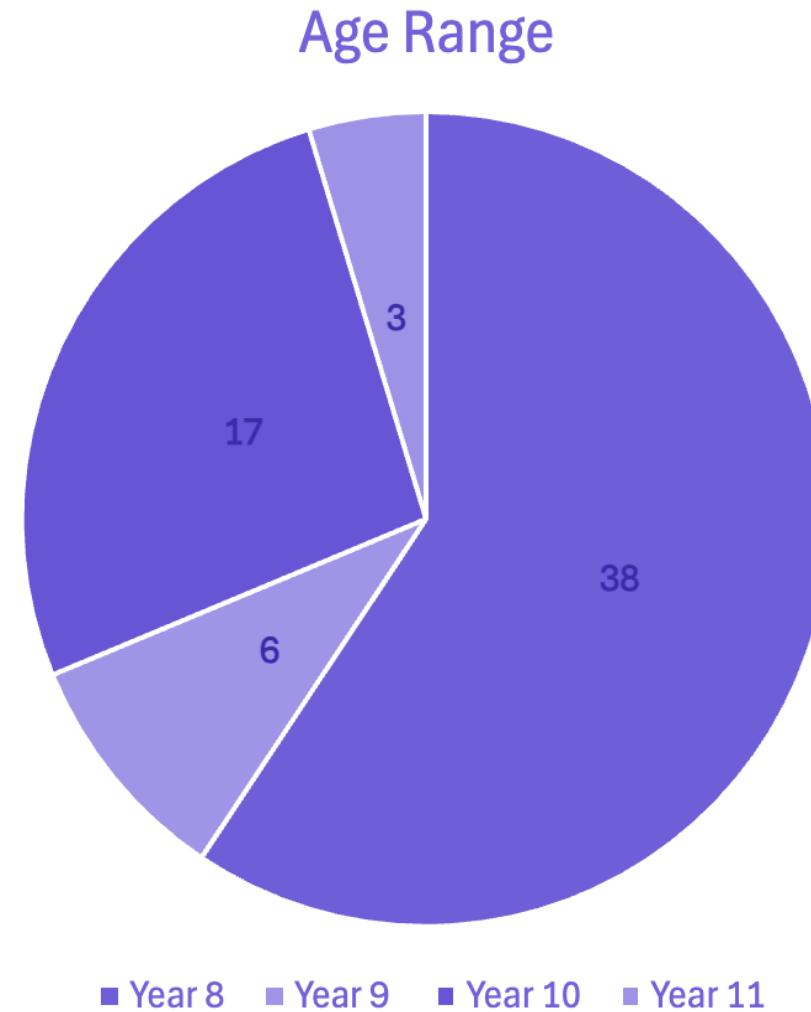
hours of  
programming

4648

challenges  
attempted

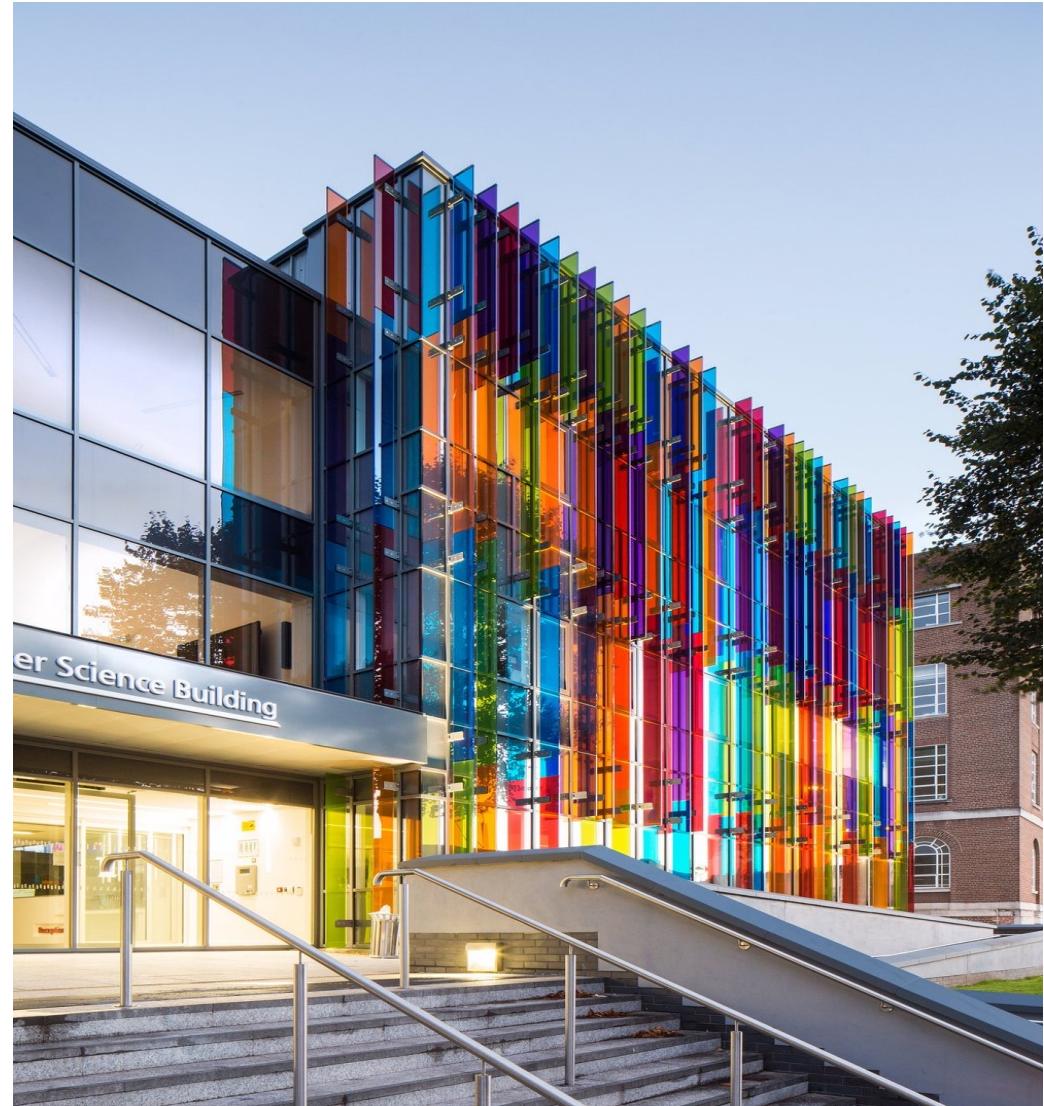
# Who took part?

- Students from 5 schools in County Antrim, Down and Fermanagh took part, spanning Years 8-10, with a balanced mix of male and female participants.



# External support

- IglooCode in 2025 was made possible thanks to ourselves and QUB – we fully funded the competition this year and QUB kindly offered their Computer Science Building for us to host the event in.



# Industry insights



- Two fellow apprentices completed expert talks on day in the life and cybersecurity.
- Students gained practical insight and inspiration from professionals in the NI tech industry.
- The talks received very positive verbal feedback from students, and were encouraging to explore different careers in IT.

# Feedback at a glance

- 100% of teachers agreed the event was beneficial, with overall satisfaction at 4.26/5.
- Average ease score was 4.74/7. Most found it on the easier side, but words like “challenging” and “hard” also came up, which is what we aim for.



# Celebrating achievement



- Prizes were given out to our best performing teams, alongside certificates
- Prizes also went out for our cybersecurity talk for solving a puzzle.

**“It was amazing. The tasks were challenging but doable, the staff were really welcoming, and I learned new things like binary and hexadecimal. The Scratch bits and the hacking talk were class, and the fast-paced competition tied it all together.”**



14 October 2025

verglas