

Lesson 4 “Task and Flow”

OVERVIEW

1. Students read their journal entries from last week and look at tasks planned for today.
2. Students/pairs use manual and cookbook to work on their template.
3. Continue to update task list, flowchart and milestone plan in preparation for review.
4. Wrap-up. Students update journals and discuss today’s class.

CLASSROOM PREPARATION & MATERIALS

- Test laptops, video projector, presentation files and internet connection.
- copy of manual for each student
- Flash drive for each student (if not working at Girlstart site)
- See Trainer Preparation section

TRAINER TECHNICAL PREPARATION

- Trainer should bring the materials from her/his game development process to share with students as an example.

KEY CONCEPTS

- Using manual/cookbook to code game
- Save changes to code throughout the class
- Have all project management materials ready for inspection by program leader.

SUGGESTED AGENDA (1.5 hours)

10 min.	5:30—5:40	Students read journal entry from last week
50 min.	5:40—6:30	Continue working on game.
20 min.	6:30—6:50	Update task list, milestones and flowchart.
10 min.	6:50—7:00	Wrap-up and journal time

ACTIVITIES

Activity #1: Read Journal and focus on today’s tasks

Time: 10 minutes

Each student/pair reads journal entry from last week and looks at plan for today’s class.

Activity #2: Continue working on game

Time: 50 minutes

Students must commit all changes to Tortoise SVN throughout class as they get pieces of code to work.

Activity #3: Update project management tools
Time: 20 minutes

Students do a thorough update of all task list, flowcharts and milestones in preparation for review by program leader before the next class. Students will receive individual feedback from program leaders based on their progress.

Activity #4: Wrap-Up and Journaling
Time: 10 minutes

- Students update their journals with the work completed today and plan for the next class.

SUPPLEMENT MATERIALS

Student manual

REFERENCES

SAMPLE