

Critical Skills and Practice

Tutorial 3 - Planning

1 Introduction (10 minutes)

The tutor will check in with you on how you're all doing. They will also speak a little on their experience running projects, and any advice that they have.

2 Returning to Requirements (10 minutes)

Given all the requirements you've generated, come up with a plan for what you'll realistically be able to accomplish towards your design goals. Identify the requirements that you'd like to expand into actual tasks, and how you will take each requirement into consideration. Start to outline a plan.

3 Planning with a Partner (10 minutes)

Talk to a person nearby about the ideas you have, and where you're choosing to focus your time. Provide feedback to one another on the early version of the outlined plan.

4 Make a Schedule (10 minutes)

Make a schedule for yourself. Identify the major milestones for the project, when you want them to happen, and what you will do if things don't go quite to plan.

5 Share Out (5 minutes)

There will be time to share your plans with the whole class. This is an opportunity to get feedback from the group on any questions you have about your plan, or to share any insights you think would be helpful for the group.

6 Closing (5 minutes)

Time to ask questions at the end.

Note that you should now have enough information to begin working on your project outside of tutorial time.