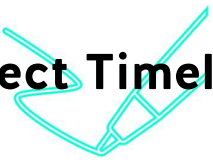


Project Timeline



Use this worksheet to keep track of your progress through our game design lessons by colouring in each section to show your understanding. Add any extra comments if you need to.

Name:

Need Help	Need Some Guidance	Understand
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Lesson	Progress and comment
Investigating a simple game	
Input or Output?	
Events and Actions	
Variables and data types	
User needs	
Project lifecycle	
Computational Thinking	
Flowcharts	
Compound conditional statements	
Functions	
Variable Naming Conventions	
Using Libraries	
Improvements and Feedback	