**Phase 1 - Research**

**Week 1-2:** Conduct secondary research on dyslexia. Read online journals, documents on dyslexia individually then put into a report. Contact local dyslexia association group to set up meeting.

**Week 3-4:** Conduct primary research on dyslexia. Talk to children and young people who participate in the weekly sessions at Ennis Coder Dojo. Gather information about what they think about using Scratch and any difficulties with programming. Meet with dyslexia association group and get to know any learning difficulties they have. Report findings on a document.

**Phase 2 - Design**

**Week 5-6:** Using findings from week 1-4 to design a structure and create contents to teach young people and children with dyslexia about Scratch and programming. This will includes details of what to expect if they want to do more advanced programming (learning other programming language like Java and C#).

**Phase 3 - Implementation**

**Week 7-10:** Implement structure and contents designed in week 5-6 in the Saturday sessions. May need to amend structure and contents if needed. Report results.

**Week 11-12:** Prepare and present our overall findings to local dyslexia group and mentors of the club. We might organise an open day and invite other mentors from different Coder Dojo clubs and other dyslexia support groups/organisation and share our findings.