**Section: Professional Practices (Advocate: Mike Watkins)**

**P1 Demonstrate, using different communication styles and formats, that you can effectively design and deliver a training event for a given target audience.**

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| <https://github.com/LBruni98/ZSL-The-Climate-Menace/blob/master/README.md#296-monday-17th-concept-pitch> |
| The link above has the evidence of a demonstration of design and delivery. It details the presentation given to the client and the communication styles given within, describing their effectiveness in the design and delivery of the event. |

**P2 Demonstrate that you have used effective time management skills in planning an event.**

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| <https://github.com/LBruni98/ZSL-The-Climate-Menace/blob/master/README.md#261-gantt-chart>  <https://github.com/LBruni98/ZSL-The-Climate-Menace/blob/master/README.md#262-burndown-chart> |
| The links above serve as evidence for time management when planning. The first link contains evidence to time organisation in the form of a Gantt chart for an overview of tasks and roles for development and how long they should take, as well as how the time was spread out along tasks with additional time allocated in case of risks coming up in the project. The second link shows the burndown chart, detailing the amount of time that was spent on the project as well as the ideal amount of time  Explain why its effective |

**P3 Demonstrate the use of different problem-solving techniques in the design and delivery of an event.**

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| <https://github.com/LBruni98/ZSL-The-Climate-Menace/blob/master/README.md#52-problem-solving-techniques-used-in-the-design-and-delivery> |
| The link above is evidence to problem solving techniques in event delivery. This is considerable evidence because it lists the problems that arose during the development of the project and details what the techniques are and how they were applied to help solve the problems. The three problem solving techniques listed are breaking down the requirements, trial and error and communication and teamwork. |

**P4 Demonstrate that critical reasoning has been applied to a given solution.**

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| <https://github.com/LBruni98/ZSL-The-Climate-Menace/blob/master/README.md#55-role-and-contribution> |
| The link above is the evidence of critical reasoning being given. This is considerable evidence because it showcases an evaluation of my role in the project, with why I had chosen the role, my creation of concept art and questions on my actions within the development. An evaluation of the project, located towards the bottom of the README document showcases on my role and why I chose to do it, the art and my methods involved by using critical reasoning. |

**P5 Discuss the importance of team dynamics in the success and/or failure of group work.**

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| <https://github.com/LBruni98/ZSL-The-Climate-Menace#54-team-dynamics> |
| The link above is sufficient evidence to the criteria. The reason why is that the README document details the team dynamics as a whole, discussing how it works within a workplace, its benefits and its use in the ZSL project, reflecting on the roles and actions during the development of the project. |

**P6 Work within a team to achieve a defined goal.**

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| <https://github.com/LBruni98/ZSL-The-Climate-Menace#schedule>  <https://github.com/LBruni98/ZSL-The-Climate-Menace#monday-17th-sprint-1>  <https://github.com/LBruni98/ZSL-The-Climate-Menace#monday-17th-sprint-2>  https://github.com/LBruni98/ZSL-The-Climate-Menace#30th-october-7th-november |
| The evidence above shows various elements of teamwork for the project. The README document showcases the initial team and our roles within the team, with backlogs and Gantt charts. Other contributions to the work are also included (My concept art and the in-game text, to name a few). This is sufficient evidence because it showcases contributions towards the completion of the app and highlights elements of teamwork to quickly and sufficiently work toward completion to the client’s needs. |

**P7 Discuss the importance of CPD and its contribution to own learning.**

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| <https://github.com/LBruni98/The-Importance-of-CPD/blob/master/README.md#whats-so-special-about-it>  <https://www.linkedin.com/pulse/cpd-its-importance-contribution-towards-own-learning-luke-bruni/> |
| The links above lead to a repo of a draft article and the actual article used that explains the importance of CPD. This is sufficient evidence because CPD is covered thoroughly, from what it is and why it is important within a workplace to the contribution towards self-learning. Other details include the process of CPD, its benefits towards the student/employee and organisation as well as how the course I’m taking uses it. |

**P8 Produce a development plan that outlines responsibilities, performance objectives and required skills, knowledge and learning for own future goals.**

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| <https://github.com/LBruni98/Future-Development-Plan/blob/master/README.md> |
| The link above leads to a separate repo. This contains a development plan for growth of Experience, CPD and overall progress for career. Aims, responsibilities and milestones are listed overall, with the current aim and job experience for future plans. |

**M1 Design a professional schedule to support the planning of an event, to include contingencies and justifications of time allocated.**

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| <https://github.com/LBruni98/ZSL-The-Climate-Menace/blob/master/README.md#261-gantt-chart> |
| This link leads the user to the project repo’s README document. It shows a plan in place for each event that will be within the application, including other pieces such as a Gantt Chart to lay out the amount of time for each task within our roles. The plan outlines the supposed possibilities with each task and justifies why the time is suitable for that task. |

**M2 Research the use of different problem-solving techniques used in the design and delivery of an event.**

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| <https://github.com/LBruni98/ZSL-The-Climate-Menace/blob/master/README.md#52-problem-solving-techniques-used-in-the-design-and-delivery> |
| The link above directs to the ZSL project README document. The evidence is documented under the section regarding the techniques used. Documented are the three techniques used within the design and delivery of the event to the client, researched online. |

**M3 Justify the use and application of a range of solution methodologies.**

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| <https://github.com/LBruni98/ZSL-The-Climate-Menace/blob/master/README.md#56-justification-of-methodologies> |
| The link above is the project lifecycles repo, where the project methodologies are listed and explained. Each of the methodologies have a reason listed as to who and why they’re used by, alongside the benefits and drawbacks of each one. |

**M4 Analyse team dynamics, in terms of the roles group members play in a team and the effectiveness in terms of achieving shared goals.**

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| <https://github.com/LBruni98/ZSL-The-Climate-Menace/blob/master/README.md#54-team-dynamics> |
| Above is the evidence, leading to the README document of the repo. The whole of it is listed as part of project evaluation and details the dynamics of the team, what their roles are. The ZSL project is the basis on the overall effectiveness of team work, showcasing what outcomes were made possible thanks to the team. |

**M5 Compare and contrast different motivational theories and the impact they can have on performance within the workplace.**

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| <https://github.com/LBruni98/ZSL-The-Climate-Menace#motivational-theories> |
| The link above leads to the ZSL project repo. The evidence is written under the ‘Motivational Theories’ section, where two theories are described with how they work and how it affects the worker’s motivation. The impact of these theories is also noted in an evaluation of how they effected the ZSL project that we worked on; what impact they brought to the development of the app and how it helped motivate us. |

**D1 Evaluate the effectiveness and application of interpersonal skills during the design and delivery of a training event.**

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| <https://github.com/LBruni98/ZSL-The-Climate-Menace#project-evaluation> |
| The link above leads to the ZSL project README. The evidence is within the project evaluation, detailing the communication used within the design and delivery of the project, including our meeting with the ZSL client, detailing the method used when presenting the application. |

**D2 Critique the process of applying critical reasoning to a given task/activity or event.**

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| <https://github.com/LBruni98/ZSL-The-Climate-Menace#57-process-to-give-critical-reasoning> |
| The document above is evidence for the process. Mainly listed after the scrum backlogs to distinguish what had to be done to apply critical reasoning; the choices I took and if they did or did not work out for the team and what went well with the team and what did not. |

**D3 Provide a critical evaluation of your own role and contribution to a group scenario.**

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| <https://github.com/LBruni98/ZSL-The-Climate-Menace#role-and-contribution> |
| Above is evidence detailing an evaluation of my role towards the project. The link leads to a README document and the evaluation is listed underneath the heading ‘Role and Contribution’. This is suitable evidence because it showcases my efforts and role within the project. I mainly assigned myself designer, creating the visuals of the project and created mock-ups of the projects for a feel of what the app should look like. The README goes into more detail about my role and contribution. |

**D4 Evaluate a range of evidence criteria that is used as a measure for effective CPD.**

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| <https://github.com/LBruni98/The-Importance-of-CPD#measures-for-effective-cpd> |
| Above is the link towards the CPD repo. It lists the importance of CPD and what it is exactly, as covered in earlier criteria. It is also sufficient evidence because it also lists evidence that is used for a measure of effective CPD, what exactly is needed to measure and improve effective CPD. |