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

**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> |
| The link above has the evidence of a demonstration of design and delivery. The initial document serves as design of the program in hand that the client can read and within the document also has details of the presentation that was carried out with the client about the project. |

**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>  <https://github.com/LBruni98/ZSL-The-Climate-Menace/blob/master/Gantt-Chart-The-Climate-menece.xlsx> |
| The links above serve as evidence for time management when planning. The link contains evidence to time organisation in project backlogs and a Gantt chart for an overview of tasks and roles for development and how long they should take. The Gantt Chart can be access via the link above and clicking ‘View Raw’. The Gantt chart is in excel format and shows the roles and tasks for each bit of development. |

**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> |
| The link above is evidence to problem solving techniques in event delivery. This is considerable evidence because it shows any problems that the client and the restrictions in time had brought on during development and within the readme, describes how we tackled these issues to deliver the app to what the client exactly wanted. |

**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> |
| The link above is the evidence of critical reasoning being given. This is considerable evidence because it showcases an evaluation of ideas and questions on my actions within the development. An evaluation of the project, located towards the bottom of the README document showcases on the development and problems that were solved using critical reasoning of ideas surrounding certain elements of design which would help bring the product closer toward the client’s requirements. |

**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/blob/master/README.md> |
| 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. |

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

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| <https://github.com/LBruni98/ZSL-The-Climate-Menace> |
| 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. |

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

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| <https://github.com/LBruni98/The-Importance-of-CPD> |
| The link above is to a repo 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. |

**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/ZSL-The-Climate-Menace/blob/master/README.md> |
| The link above is the README document of the ZSL application. This is sufficient learning because within the document, it showcases various plans used to aid a clear goal for each of the tasks within development and development as a whole. A project backlog details targets of a goal and the roles of each team member responsible. A Gantt chart also serves as a time management plan to outline the development between the team members. |

**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> |
| 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. |

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

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

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| <https://github.com/LBruni98/Project-Lifecycles> |
| 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. |

**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> |
| 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. |

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

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

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**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> |
| 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. |

**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> |
| 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. |

**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> |
| 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. |