DELIVERY SCHEDULE

Training Product Name and Code:	ICTPRG301 – Apply introductory programming techniques
	ICTPRG417 – Apply Mathematical techniques for software development
Subject Cluster Name:	Intro to Programming
Teacher:	James Mills
Head teacher:	Suzanne Sumsky

Assessment events	Due Dates
Assignment 1 - Cookie Clicker Prototype	Friday, 25th of September 2020
Assignment 2 - One Button Game Prototype	Friday, 30th of October 2020
Assignment 3 - Doodle Jump Prototype	Friday, 4th of December 2020
		Assessment Event
Week 1	Data types operators and conditional logic	
Week 2	Iteration, while statement and block scope	
Week 3	For loops, Arrays and foreach loops	
Week 4	Revision and String manipulation	Assignment 1 - Cookie Clicker Prototype
Week 5	Debugging and Properties	
Week 6	Classes, objects and Methods	
Week 7	Lists, Generic Collections and libraries	
Week 8	Inheritance	Assignment 2 - One Button Game Prototype
Week 9	Abstract Class and Interfaces	
Week 10	Polymorphism	
Week 11	Revision	
Week 12	Delegates and Events	
Week 13	Coroutines	Assignment 3 - Doodle Jump Prototype
Week 14	Ternary Operators	
Week 15	Data manipulation	
Week 16	Maths for Games	
Week 17	Revision and project work	
Week 18		