GOAL STATEMENT

Our ___Learning Platform___ will let users ___Learning programing in a fun and easy way___

               product (what)   perform specific actions (what)

which will affect ___Children from (6 – 18) year old___

                                describe who the action will affect (who)

by ___Provide courses, especially for children in levels (6-9 , 10-14 , 15-18) and it will be fun and understandable___ .

                              describe how the action will positively affect users (why)

We will measure effectiveness by ___Reaching one million real user___ .

                                    describe how you will measure the impact