Risk Category Key:

Probability (how likely is risk to occur)

1 = Unlikely	2 = Possible	3 = Probable

Severity (what is the impact of the risk if it occurs)

1 = Minor	2 = Moderate	3 = Major

Overall risk (probability x severity)

1-2 = Low	3-4 = Moderate	5-7 = High	8-9 = Very high

Initial Risk Assessment:

ID	Risk Description	Cause	Outcome	Probability (1-3)	Severity (1-2)	Overall risk (1-9)	Mitigating actions
1	Lack of time	Tight timescales / time management	Incomplete project	2	3	6	Focus on MVP. Plan daily / sprint tasks and set goals. Review progress. Ensure non-code deliverables are uploaded after sufficient progress even if may be amended later.
2	Lack of experience	New to Javascript, CSS and some of the tools. Not fully familiar with other areas (e.g. some areas of html, Junit etc)	Incomplete project due to impact on time taken to complete some aspects of project	2	3	6	Practice Javascript and CSS / use of tools outside course, complete class exercises, request model answers if not available. Additional practice in other less familiar areas. Ask for trainer help if stuck.
3	Utilities failure	Power and or internet unavailable	No class access & minimal project progress during outage	2	2	4	Ensure laptop and phone charge maintained and local copy of resources where possible. Recording of teaching sessions facilitates catch up if required.
4	External disruption to resource availability	COVID-19 / home environment	Possible reduced internet speeds (more remote workers) / illness	3	2	6	Continue linking to the router via cable to minimise issues, turn off camera if internet slow. Regular hand washing etc. to reduce risk of illness.
5	Lack of progress	Overtired / overworking / overcomplicating project	Stress / difficulty completing project	1	2	2	Schedule breaks and spend some of each outside weather permitting, stay hydrated.
6	Unstable / non-working system	Insufficient testing	Substandard project	2	3	6	Allocate adequate testing time, save tested working copy before working on should/could-have features.