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| Date | Start | Stop | Interruptions(hours) | Total (hours) | Comments |
| 04/11/2014 | 14.00 | 15.00 | 0 | 1 | Week 7: Estimating how many chips there are in a jar, and draw a picture in scratch using movements, turns and pen colours. |
| 11/11/2014 | 14.00 | 15.00 | 0 | 1 | Week 8: Drawing a decomposed image made into many smaller blocks. |
| 18/11/2014 | 14.00 | 15.30 | 0 | 1.5 | Week 9: Landing a space shuttle safely. |
| 25/11/2014 | 14.00 | 16.00 | 0 | 2 | Week 10: Breaking down a classic game, making a simple version of it, Shooting Range |
| 02/12/2014 | 14.00 | 15.30 | 0 | 1.5 | Week 11: Making a list of songs from an album, making it shuffle in a random order. |
| 09/12/2014 | 14.00 | 22.30 | 4 hours | 4.5 | Week 12: Working on and finishing an AI elevator which takes cat sprites up and down to the floors they need to go to. |