

WEEK / DATE / TIME	TRAINING COVERED	FOR NEXT SESSION	MEASUREMENT FOR SUCCESS
Every Week		Every week, at the end of each training session each competitor will be given the same brief (inline with WorldSkills UK standards) to complete for the next session. This will then be marked and stored for reference with individual feedback given.	
Week 1 28/02/2019 – 2.5 - 3 hours	Best practice code structure (HTML + CSS). Semantic HTML elements Best practice documentation by commenting	Research 3D CSS properties, and how they work	The competitor will be able to build structured HTML and CSS The competitor will also be able to use semantic HTML elements in order to produce well structured code The competitor will be able to comment and document their code well
Week 2 14/03/2019 – 2.5 - 3 hours	Building 3D shapes in CSS Building CSS animations Putting both together to produce interactive web pages	Research flexbox and grid systems using flexbox	The competitor will be able to build 3D elements in CSS The competitor will be able to animate elements using CSS
Week 3 21/03/2019 – 2.5 - 3 hours	Building basic layouts using flexbox Building a custom grid system using flexbox	Research storing elements as variables using JavaScript, and manipulating them (changing content/styling)	The competitor will be able to build a grid system using flexbox
Week 4 28/03/2019 – 2.5 - 3 hours	Introduction to vanilla JavaScript Small intro into high level software engineering (variable declarations etc) Building form validation with vanilla JavaScript	Research using JavaScript to interactive with elements.	The competitor should be able to produce a form with validation using vanilla JavaScript
Week 5 04/04/2019 – 2.5 - 3 hours	Making elements interactive on the screen Learn about functions and objects	Research setInterval() and setTimeout() in JavaScript	The competitor will be able to move elements on the screen using vanilla JavaScript
Week 6 11/04/2019 – 2.5 - 3 hours	Use setTimeout() to update the text of an element Use setInterval() to reduce the time on a timer until the time runs out and then reset it	Research the canvas element in HTML, and how to access it through JavaScript	The competitor will be able to use timeouts and intervals to produce elements which update frequently
Week 7 18/04/2019 – 2.5 - 3 hours	Use JavaScript to draw objects on a canvas element Use the setInterval() method to draw on the canvas at 60fps	Prepare for review in following week	The competitor will be able to draw objects to a canvas element and update them using intervals
Week 8 25/04/2019 – 2.5 - 3 hours	Individual one-to-one reviews on training and cover strong/weak areas and build plan for student to train from in spare time	Prepare for competition / further training	The competitor will have an understanding of where they are in terms of their skills and have a plan put together for their personal training
Total Training Time 20 - 24 hours			