

September 2009

Sun	Mon	Tue	Wed	Thu	Fri	Sat
30	31	1	2	3	4	5
6	7	8	9 Course structure, assessment objectives and time management. Handout Files,Folders and Text books.	10	11 To introduce and lay the foundation for the Christmas Fayre Project	12
13	14 Introduction to ProDESKTOP	15 Introduction to ProDESKTOP	16 Introduction to ProDESKTOP	17 Introduction to ProDESKTOP	18 Introduction to ProDESKTOP Market Research Sheet - completed by next Wednesday.	19 Introduction to ProDESKTOP
20 Introduction to ProDESKTOP	21 Introduction to ProDESKTOP	22 Introduction to ProDESKTOP	23 Introduction to ProDESKTOP Draw a SIMPLE object from home.	24	25 How will Project be tackled? Tabulated ideas to choose top 3.	26
27	28 Continue refining plan for designing project in groups. Bring in ProDESKTOP Homework.	29	30 Begin group work on initial ideas.	1	2 Continue Group ideas For Autumn Fayre.	3

October 2009

Sun	Mon	Tue	Wed	Thu	Fri	Sat
27	28 Continue refining plan for designing project in groups. Bring in ProDESKTOP Homework.	29	30 Begin group work on initial ideas.	1	2 Continue Group ideas For Autumn Fayre.	3
4	5 Finalise ideas - begin proper drawings - ProDESKTOP?	6	7 Finish drawings - start modelling.	8	9 Continue Drawings & Modelling.	10 Continue Drawings & Modelling.
11 Continue Drawings & Modelling.	12 Continue Drawings & Modelling.	13 Continue Drawings & Modelling.	14 Continue Drawings & Modelling.	15	16 Make Prototype.	17 Make Prototype.
18 Make Prototype.	19 Make Prototype.	20 Make Prototype.	21 Make Prototype.	22	23 Evaluate Prototype and modify.	24
25	26 HALF TERM	27 HALF TERM	28 HALF TERM	29 HALF TERM	30 HALF TERM	31

November 2009

Sun	Mon	Tue	Wed	Thu	Fri	Sat
1	2 Discuss Mass Production and Begin.	3	4 Production and packaging/advertising.	5 Production and packaging/advertising.	6 Production and packaging/advertising.	7 Production and packaging/advertising.
8 Production and packaging/advertising.	9 Production and packaging/advertising.	10 Production and packaging/advertising.	11 Production and packaging/advertising.	12 Production and packaging/advertising.	13 Production and packaging/advertising.	14 Production and packaging/advertising.
15 Production and packaging/advertising.	16 Production and packaging/advertising.	17 Production and packaging/advertising.	18 Production and packaging/advertising. Personal record of Fayre work	19 Production and packaging/advertising. Personal record of Fayre work	20 Production and packaging/advertising. Personal record of Fayre work Fayre helpers prepare stuff.	21 PTA FAYRE
22	23 WOOD Theory	24 WOOD Theory	25 WOOD Theory	26 WOOD Theory	27 WOOD Theory	28
29	30 Cut WOOD JOINTS.	1 Cut WOOD JOINTS.	2 Cut WOOD JOINTS.	3 Cut WOOD JOINTS.	4 Cut WOOD JOINTS.	5

December 2009

Sun	Mon	Tue	Wed	Thu	Fri	Sat
29	30 Cut WOOD JOINTS.	1 Cut WOOD JOINTS.	2 Cut WOOD JOINTS.	3 Cut WOOD JOINTS.	4 Cut WOOD JOINTS.	5
6	7 METAL Theory KS4 Booklet - LEARN!	8 METAL Theory KS4 Booklet - LEARN!	9 METAL Theory KS4 Booklet - LEARN!	10 METAL Theory KS4 Booklet - LEARN!	11 METAL Theory KS4 Booklet - LEARN!	12
13	14 PLASTICS Theory	15 PLASTICS Theory	16 PLASTICS Theory	17 PLASTICS Theory	18 PLASTICS Theory END OF TERM	19
20	21 CHRISTMAS HOLIDAY	22 CHRISTMAS HOLIDAY	23 CHRISTMAS HOLIDAY	24 CHRISTMAS HOLIDAY	25 CHRISTMAS HOLIDAY	26 CHRISTMAS HOLIDAY
27 CHRISTMAS HOLIDAY	28 CHRISTMAS HOLIDAY	29 CHRISTMAS HOLIDAY	30 CHRISTMAS HOLIDAY	31 CHRISTMAS HOLIDAY	1 CHRISTMAS HOLIDAY	2 CHRISTMAS HOLIDAY

January 2010

Sun	Mon	Tue	Wed	Thu	Fri	Sat
27 CHRISTMAS HOLIDAY	28 CHRISTMAS HOLIDAY	29 CHRISTMAS HOLIDAY	30 CHRISTMAS HOLIDAY	31 CHRISTMAS HOLIDAY	1 CHRISTMAS HOLIDAY	2 CHRISTMAS HOLIDAY
3 CHRISTMAS HOLIDAY	4 INSET	5	6 Engineering Project - Nail Punch.	7 Engineering Project - Nail Punch.	8 Engineering Project - Nail Punch.	9 Engineering Project - Nail Punch.
10 Engineering Project - Nail Punch.	11 Engineering Project - Nail Punch.	12 Engineering Project - Nail Punch.	13 Engineering Project - Nail Punch.	14 Engineering Project - Nail Punch.	15 Engineering Project - Nail Punch.	16 Engineering Project - Nail Punch.
17 Engineering Project - Nail Punch.	18 Engineering Project - Nail Punch.	19 Engineering Project - Nail Punch.	20 Engineering Project - Nail Punch.	21	22 Introduce FINAL PROJECT -BOOKLET.	23
24	25 Hot Joining - Brazing & Welding.	26 Hot Joining - Brazing & Welding.	27 Hot Joining - Brazing & Welding.	28 Hot Joining - Brazing & Welding.	29 Hot Joining - Brazing & Welding.	30 Hot Joining - Brazing & Welding.
31 Hot Joining - Brazing & Welding.	1 Hot Joining - Brazing & Welding.	2	3 Individual Tutorials - FINAL PROJECT	4	5 DESIGN PROCESS & Design Development with examples (Camera).	6

February 2010

Sun	Mon	Tue	Wed	Thu	Fri	Sat
31 Hot Joining - Brazing & Welding.	1 Hot Joining - Brazing & Welding.	2	3 Individual Tutorials - FINAL PROJECT	4	5 DESIGN PROCESS & Design Development with examples (Camera).	6
7	8 Choose Famous Designer/Movement & prepare poster.	9 Choose Famous Designer/Movement & prepare poster.	10 Choose Famous Designer/Movement & prepare poster.	11 Choose Famous Designer/Movement & prepare poster.	12 Choose Famous Designer/Movement & prepare poster. Finalise Final Project choices.	13
14	15 HALF TERM	16 HALF TERM	17 HALF TERM	18 HALF TERM	19 HALF TERM	20
21	22 Nano & Smart materials/Legislation.	23 Nano & Smart materials/Legislation.	24 Nano & Smart materials/Legislation.	25 Nano & Smart materials/Legislation.	26 Nano & Smart materials/Legislation. Plan Start of Final Project.	27
28	1 Begin 20 page A3 SUCCINCT yet innovative folder. Investigate Design Context, set scene, Target Market, Consumer Profile.	2 Investigate Design Context, set scene, Target Market, Consumer Profile.	3 Investigate Design Context, set scene, Target Market, Consumer Profile.	4 Investigate Design Context, set scene, Target Market, Consumer Profile.	5 Investigate Design Context, set scene, Target Market, Consumer Profile.	6 Investigate Design Context, set scene, Target Market, Consumer Profile.

March 2010

Sun	Mon	Tue	Wed	Thu	Fri	Sat
28	1 Begin 20 page A3 SUCCINCT yet innovative folder. Investigate Design Context, set scene, Target Market, Consumer Profile.	2 Investigate Design Context, set scene, Target Market, Consumer Profile.	3 Investigate Design Context, set scene, Target Market, Consumer Profile.	4 Investigate Design Context, set scene, Target Market, Consumer Profile.	5 Investigate Design Context, set scene, Target Market, Consumer Profile.	6 Investigate Design Context, set scene, Target Market, Consumer Profile.
7 Investigate Design Context, set scene, Target Market, Consumer Profile.	8 Investigate Design Context, set scene, Target Market, Consumer Profile.	9 Investigate Design Context, set scene, Target Market, Consumer Profile.	10 Investigate Design Context, set scene, Target Market, Consumer Profile.	11 Investigate Design Context, set scene, Target Market, Consumer Profile.	12 Investigate Design Context, set scene, Target Market, Consumer Profile. DEADLINE P.1&2	13
14	15 DEVELOP DESIGN -Innovative - use modelling & testing as well as sketching. Specification?	16 DEVELOP DESIGN -Innovative - use modelling & testing as well as sketching. Specification?	17 DEVELOP DESIGN -Innovative - use modelling & testing as well as sketching. Specification?	18 DEVELOP DESIGN -Innovative - use modelling & testing as well as sketching. Specification?	19 DEVELOP DESIGN -Innovative - use modelling & testing as well as sketching. Specification? DEADLINE P.3	20 DEVELOP DESIGN -Innovative - use modelling & testing as well as sketching. Specification?
21 DEVELOP DESIGN -Innovative - use modelling & testing as well as sketching. Specification?	22 DEVELOP DESIGN -Innovative - use modelling & testing as well as sketching. Specification?	23 DEVELOP DESIGN -Innovative - use modelling & testing as well as sketching. Specification?	24 DEVELOP DESIGN -Innovative - use modelling & testing as well as sketching. Specification?	25 DEVELOP DESIGN -Innovative - use modelling & testing as well as sketching. Specification?	26 DEVELOP DESIGN -Innovative - use modelling & testing as well as sketching. Specification? END OF TERM	27
28	29 EASTER HOLIDAYS	30 EASTER HOLIDAYS	31 EASTER HOLIDAYS	1 EASTER HOLIDAYS	2 EASTER HOLIDAYS	3 EASTER HOLIDAYS

April 2010

Sun	Mon	Tue	Wed	Thu	Fri	Sat
28	29 EASTER HOLIDAYS	30 EASTER HOLIDAYS	31 EASTER HOLIDAYS	1 EASTER HOLIDAYS	2 EASTER HOLIDAYS	3 EASTER HOLIDAYS
4 EASTER HOLIDAYS	5 EASTER HOLIDAYS	6 EASTER HOLIDAYS	7 EASTER HOLIDAYS	8 EASTER HOLIDAYS	9 EASTER HOLIDAYS	10 EASTER HOLIDAYS
11 EASTER HOLIDAYS	12 DEVELOP DESIGN -Innovative - use modelling & testing as well as sketching. Specification?	13 DEVELOP DESIGN -Innovative - use modelling & testing as well as sketching. Specification?	14 DEVELOP DESIGN -Innovative - use modelling & testing as well as sketching. Specification?	15 DEVELOP DESIGN -Innovative - use modelling & testing as well as sketching. Specification?	16 DEVELOP DESIGN -Innovative - use modelling & testing as well as sketching. Specification? DEADLINE P.4	17 DEVELOP DESIGN -Innovative - use modelling & testing as well as sketching. Specification?
18 DEVELOP DESIGN -Innovative - use modelling & testing as well as sketching. Specification?	19 DEVELOP DESIGN -Innovative - use modelling & testing as well as sketching. Specification?	20 DEVELOP DESIGN -Innovative - use modelling & testing as well as sketching. Specification?	21 DEVELOP DESIGN -Innovative - use modelling & testing as well as sketching. Specification?	22 DEVELOP DESIGN -Innovative - use modelling & testing as well as sketching. Specification?	23 DEVELOP DESIGN -Innovative - use modelling & testing as well as sketching. Specification? DEADLINE P.5	24 DEVELOP DESIGN -Innovative - use modelling & testing as well as sketching. Specification?
25 DEVELOP DESIGN -Innovative - use modelling & testing as well as sketching. Specification?	26 DEVELOP DESIGN -Innovative - use modelling & testing as well as sketching. Specification?	27 DEVELOP DESIGN -Innovative - use modelling & testing as well as sketching. Specification?	28 DEVELOP DESIGN -Innovative - use modelling & testing as well as sketching. Specification?	29 DEVELOP DESIGN -Innovative - use modelling & testing as well as sketching. Specification?	30 DEVELOP DESIGN -Innovative - use modelling & testing as well as sketching. Specification? DEADLINE P.6	1 DEVELOP DESIGN -Innovative - use modelling & testing as well as sketching. Specification?

May 2010

Sun	Mon	Tue	Wed	Thu	Fri	Sat
25 DEVELOP DESIGN -Innovative - use modelling & testing as well as sketching. Specification?	26 DEVELOP DESIGN -Innovative - use modelling & testing as well as sketching. Specification?	27 DEVELOP DESIGN -Innovative - use modelling & testing as well as sketching. Specification?	28 DEVELOP DESIGN -Innovative - use modelling & testing as well as sketching. Specification?	29 DEVELOP DESIGN -Innovative - use modelling & testing as well as sketching. Specification?	30 DEVELOP DESIGN -Innovative - use modelling & testing as well as sketching. Specification? DEADLINE P.6	1 DEVELOP DESIGN -Innovative - use modelling & testing as well as sketching. Specification?
2 DEVELOP DESIGN -Innovative - use modelling & testing as well as sketching. Specification?	3 DEVELOP DESIGN -Innovative - use modelling & testing as well as sketching. Specification? MAY DAY HOLIDAY	4 DEVELOP DESIGN -Innovative - use modelling & testing as well as sketching. Specification?	5 DEVELOP DESIGN -Innovative - use modelling & testing as well as sketching. Specification?	6 DEVELOP DESIGN -Innovative - use modelling & testing as well as sketching. Specification?	7 DEVELOP DESIGN -Innovative - use modelling & testing as well as sketching. Specification? DEADLINE P.7	8 DEVELOP DESIGN -Innovative - use modelling & testing as well as sketching. Specification?
9 DEVELOP DESIGN -Innovative - use modelling & testing as well as sketching. Specification?	10 DEVELOP DESIGN -Innovative - use modelling & testing as well as sketching. Specification?	11 DEVELOP DESIGN -Innovative - use modelling & testing as well as sketching. Specification?	12 DEVELOP DESIGN -Innovative - use modelling & testing as well as sketching. Specification?	13 DEVELOP DESIGN -Innovative - use modelling & testing as well as sketching. Specification?	14 DEVELOP DESIGN -Innovative - use modelling & testing as well as sketching. Specification? DEADLINE P.8	15 DEVELOP DESIGN -Innovative - use modelling & testing as well as sketching. Specification?
16 DEVELOP DESIGN -Innovative - use modelling & testing as well as sketching. Specification?	17 DEVELOP DESIGN -Innovative - use modelling & testing as well as sketching. Specification?	18 DEVELOP DESIGN -Innovative - use modelling & testing as well as sketching. Specification?	19 DEVELOP DESIGN -Innovative - use modelling & testing as well as sketching. Specification?	20 DEVELOP DESIGN -Innovative - use modelling & testing as well as sketching. Specification?	21 DEVELOP DESIGN -Innovative - use modelling & testing as well as sketching. Specification? DEADLINE P.9	22 DEVELOP DESIGN -Innovative - use modelling & testing as well as sketching. Specification?
23 DEVELOP DESIGN -Innovative - use modelling & testing as well as sketching. Specification?	24 DEVELOP DESIGN -Innovative - use modelling & testing as well as sketching. Specification?	25 DEVELOP DESIGN -Innovative - use modelling & testing as well as sketching. Specification?	26 DEVELOP DESIGN -Innovative - use modelling & testing as well as sketching. Specification?	27 DEVELOP DESIGN -Innovative - use modelling & testing as well as sketching. Specification?	28 DEVELOP DESIGN -Innovative - use modelling & testing as well as sketching. Specification? DEADLINE P.10	29
30	31 HALF TERM	1 HALF TERM	2 HALF TERM	3 HALF TERM	4 HALF TERM	5

June 2010

Sun	Mon	Tue	Wed	Thu	Fri	Sat
30	31 HALF TERM	1 HALF TERM	2 HALF TERM	3 HALF TERM	4 HALF TERM	5
6	7	8	9	10	11	12
13	14 WORKS EXPERIENCE	15 WORKS EXPERIENCE	16 WORKS EXPERIENCE	17 WORKS EXPERIENCE	18 WORKS EXPERIENCE	19
20	21 DEVELOP DESIGN -Innovative - use modelling & testing as well as sketching. Specification?	22 DEVELOP DESIGN -Innovative - use modelling & testing as well as sketching. Specification?	23 DEVELOP DESIGN -Innovative - use modelling & testing as well as sketching. Specification?	24 DEVELOP DESIGN -Innovative - use modelling & testing as well as sketching. Specification?	25 DEVELOP DESIGN -Innovative - use modelling & testing as well as sketching. Specification? DEADLINE P.11	26 DEVELOP DESIGN -Innovative - use modelling & testing as well as sketching. Specification?
27 DEVELOP DESIGN -Innovative - use modelling & testing as well as sketching. Specification?	28 DEVELOP DESIGN -Innovative - use modelling & testing as well as sketching. Specification?	29 DEVELOP DESIGN -Innovative - use modelling & testing as well as sketching. Specification?	30 DEVELOP DESIGN -Innovative - use modelling & testing as well as sketching. Specification?	1 DEVELOP DESIGN -Innovative - use modelling & testing as well as sketching. Specification?	2 DEVELOP DESIGN -Innovative - use modelling & testing as well as sketching. Specification?	3 DEVELOP DESIGN -Innovative - use modelling & testing as well as sketching. Specification?

July 2010

Sun	Mon	Tue	Wed	Thu	Fri	Sat
27 DEVELOP DESIGN -Innovative - use modelling & testing as well as sketching. Specification?	28 DEVELOP DESIGN -Innovative - use modelling & testing as well as sketching. Specification?	29 DEVELOP DESIGN -Innovative - use modelling & testing as well as sketching. Specification?	30 DEVELOP DESIGN -Innovative - use modelling & testing as well as sketching. Specification?	1 DEVELOP DESIGN -Innovative - use modelling & testing as well as sketching. Specification?	2 DEVELOP DESIGN -Innovative - use modelling & testing as well as sketching. Specification?	3 DEVELOP DESIGN -Innovative - use modelling & testing as well as sketching. Specification?
4 DEVELOP DESIGN -Innovative - use modelling & testing as well as sketching. Specification?	5 DEVELOP DESIGN -Innovative - use modelling & testing as well as sketching. Specification?	6 DEVELOP DESIGN -Innovative - use modelling & testing as well as sketching. Specification?	7 DEVELOP DESIGN -Innovative - use modelling & testing as well as sketching. Specification?	8 DEVELOP DESIGN -Innovative - use modelling & testing as well as sketching. Specification?	9 DEVELOP DESIGN -Innovative - use modelling & testing as well as sketching. Specification? DEADLINE P.12	10 DEVELOP DESIGN -Innovative - use modelling & testing as well as sketching. Specification?
11 DEVELOP DESIGN -Innovative - use modelling & testing as well as sketching. Specification?	12 DEVELOP DESIGN -Innovative - use modelling & testing as well as sketching. Specification? Ensure CAD drawings/parts list/POM are complete!	13 DEVELOP DESIGN -Innovative - use modelling & testing as well as sketching. Specification? Ensure CAD drawings/parts list/POM are complete!	14 DEVELOP DESIGN -Innovative - use modelling & testing as well as sketching. Specification? Ensure CAD drawings/parts list/POM are complete!	15 DEVELOP DESIGN -Innovative - use modelling & testing as well as sketching. Specification? Ensure CAD drawings/parts list/POM are complete!	16 DEVELOP DESIGN -Innovative - use modelling & testing as well as sketching. Specification? Ensure CAD drawings/parts list/POM are complete!	17
18	19 PROJECT WEEK	20 PROJECT WEEK	21 PROJECT WEEK	22 PROJECT WEEK	23 PROJECT WEEK END OF TERM	24
25	26 SUMMER HOLIDAY	27 SUMMER HOLIDAY	28 SUMMER HOLIDAY	29 SUMMER HOLIDAY	30 SUMMER HOLIDAY	31 SUMMER HOLIDAY

August 2010

Sun	Mon	Tue	Wed	Thu	Fri	Sat
1 SUMMER HOLIDAY	2 SUMMER HOLIDAY	3 SUMMER HOLIDAY	4 SUMMER HOLIDAY	5 SUMMER HOLIDAY	6 SUMMER HOLIDAY	7 SUMMER HOLIDAY
8 SUMMER HOLIDAY	9 SUMMER HOLIDAY	10 SUMMER HOLIDAY	11 SUMMER HOLIDAY	12 SUMMER HOLIDAY	13 SUMMER HOLIDAY	14 SUMMER HOLIDAY
15 SUMMER HOLIDAY	16 SUMMER HOLIDAY	17 SUMMER HOLIDAY	18 SUMMER HOLIDAY	19 SUMMER HOLIDAY	20 SUMMER HOLIDAY	21 SUMMER HOLIDAY
22 SUMMER HOLIDAY	23 SUMMER HOLIDAY	24 SUMMER HOLIDAY	25 SUMMER HOLIDAY	26 SUMMER HOLIDAY	27 SUMMER HOLIDAY	28 SUMMER HOLIDAY
29 SUMMER HOLIDAY	30 SUMMER HOLIDAY	31 SUMMER HOLIDAY	1 SUMMER HOLIDAY	2 SUMMER HOLIDAY	3 SUMMER HOLIDAY	4 SUMMER HOLIDAY

September 2010

Sun	Mon	Tue	Wed	Thu	Fri	Sat
29 SUMMER HOLIDAY	30 SUMMER HOLIDAY	31 SUMMER HOLIDAY	1 SUMMER HOLIDAY	2 SUMMER HOLIDAY	3 SUMMER HOLIDAY	4 SUMMER HOLIDAY
5 SUMMER HOLIDAY	6 INSET	7 Finalise Final Project to begin manufacture.	8 Finalise Final Project to begin manufacture.	9 Finalise Final Project to begin manufacture.	10 Finalise Final Project to begin manufacture. DEADLINE P.13	11
12	13 Make (to a high standard) FINAL PROJECT - Photographic record of making.	14 Make (to a high standard) FINAL PROJECT - Photographic record of making.	15 Make (to a high standard) FINAL PROJECT - Photographic record of making.	16 Make (to a high standard) FINAL PROJECT - Photographic record of making.	17 Make (to a high standard) FINAL PROJECT - Photographic record of making.	18 Make (to a high standard) FINAL PROJECT - Photographic record of making.
19 Make (to a high standard) FINAL PROJECT - Photographic record of making.	20 Make (to a high standard) FINAL PROJECT - Photographic record of making.	21 Make (to a high standard) FINAL PROJECT - Photographic record of making.	22 Make (to a high standard) FINAL PROJECT - Photographic record of making.	23 Make (to a high standard) FINAL PROJECT - Photographic record of making.	24 Make (to a high standard) FINAL PROJECT - Photographic record of making.	25 Make (to a high standard) FINAL PROJECT - Photographic record of making.
26 Make (to a high standard) FINAL PROJECT - Photographic record of making.	27 Make (to a high standard) FINAL PROJECT - Photographic record of making.	28 Make (to a high standard) FINAL PROJECT - Photographic record of making.	29 Make (to a high standard) FINAL PROJECT - Photographic record of making.	30 Make (to a high standard) FINAL PROJECT - Photographic record of making.	1 Make (to a high standard) FINAL PROJECT - Photographic record of making. DEADLINE P.14	2 Make (to a high standard) FINAL PROJECT - Photographic record of making.

October 2010

Sun	Mon	Tue	Wed	Thu	Fri	Sat
26 Make (to a high standard) FINAL PROJECT - Photographic record of making.	27 Make (to a high standard) FINAL PROJECT - Photographic record of making.	28 Make (to a high standard) FINAL PROJECT - Photographic record of making.	29 Make (to a high standard) FINAL PROJECT - Photographic record of making.	30 Make (to a high standard) FINAL PROJECT - Photographic record of making.	1 Make (to a high standard) FINAL PROJECT - Photographic record of making. DEADLINE P.14	2 Make (to a high standard) FINAL PROJECT - Photographic record of making.
3 Make (to a high standard) FINAL PROJECT - Photographic record of making.	4 Make (to a high standard) FINAL PROJECT - Photographic record of making.	5 Make (to a high standard) FINAL PROJECT - Photographic record of making.	6 Make (to a high standard) FINAL PROJECT - Photographic record of making.	7 Make (to a high standard) FINAL PROJECT - Photographic record of making.	8 Make (to a high standard) FINAL PROJECT - Photographic record of making.	9 Make (to a high standard) FINAL PROJECT - Photographic record of making.
10 Make (to a high standard) FINAL PROJECT - Photographic record of making.	11 Make (to a high standard) FINAL PROJECT - Photographic record of making.	12 Make (to a high standard) FINAL PROJECT - Photographic record of making.	13 Make (to a high standard) FINAL PROJECT - Photographic record of making.	14 Make (to a high standard) FINAL PROJECT - Photographic record of making.	15 Make (to a high standard) FINAL PROJECT - Photographic record of making.	16 Make (to a high standard) FINAL PROJECT - Photographic record of making.
17 Make (to a high standard) FINAL PROJECT - Photographic record of making.	18 Make (to a high standard) FINAL PROJECT - Photographic record of making.	19 Make (to a high standard) FINAL PROJECT - Photographic record of making.	20 Make (to a high standard) FINAL PROJECT - Photographic record of making.	21 Make (to a high standard) FINAL PROJECT - Photographic record of making.	22 Make (to a high standard) FINAL PROJECT - Photographic record of making.	23
24	25 HALF TERM	26 HALF TERM	27 HALF TERM	28 HALF TERM	29 HALF TERM	30
31	1 Make (to a high standard) FINAL PROJECT - Photographic record of making.	2 Make (to a high standard) FINAL PROJECT - Photographic record of making.	3 Make (to a high standard) FINAL PROJECT - Photographic record of making.	4 Make (to a high standard) FINAL PROJECT - Photographic record of making.	5 Make (to a high standard) FINAL PROJECT - Photographic record of making.	6 Make (to a high standard) FINAL PROJECT - Photographic record of making.

November 2010

Sun	Mon	Tue	Wed	Thu	Fri	Sat
31	1 Make (to a high standard) FINAL PROJECT - Photographic record of making.	2 Make (to a high standard) FINAL PROJECT - Photographic record of making.	3 Make (to a high standard) FINAL PROJECT - Photographic record of making.	4 Make (to a high standard) FINAL PROJECT - Photographic record of making.	5 Make (to a high standard) FINAL PROJECT - Photographic record of making.	6 Make (to a high standard) FINAL PROJECT - Photographic record of making.
7 Make (to a high standard) FINAL PROJECT - Photographic record of making.	8 Make (to a high standard) FINAL PROJECT - Photographic record of making.	9 Make (to a high standard) FINAL PROJECT - Photographic record of making.	10 Make (to a high standard) FINAL PROJECT - Photographic record of making.	11 Make (to a high standard) FINAL PROJECT - Photographic record of making.	12 Make (to a high standard) FINAL PROJECT - Photographic record of making.	13 Make (to a high standard) FINAL PROJECT - Photographic record of making.
14 Make (to a high standard) FINAL PROJECT - Photographic record of making.	15 Make (to a high standard) FINAL PROJECT - Photographic record of making.	16 Make (to a high standard) FINAL PROJECT - Photographic record of making.	17 Make (to a high standard) FINAL PROJECT - Photographic record of making.	18 Make (to a high standard) FINAL PROJECT - Photographic record of making.	19 Make (to a high standard) FINAL PROJECT - Photographic record of making.	20 Make (to a high standard) FINAL PROJECT - Photographic record of making.
21 Make (to a high standard) FINAL PROJECT - Photographic record of making.	22 Make (to a high standard) FINAL PROJECT - Photographic record of making.	23 Make (to a high standard) FINAL PROJECT - Photographic record of making.	24 Make (to a high standard) FINAL PROJECT - Photographic record of making.	25 Make (to a high standard) FINAL PROJECT - Photographic record of making.	26 Make (to a high standard) FINAL PROJECT - Photographic record of making. DEADLINE P.15	27 Make (to a high standard) FINAL PROJECT - Photographic record of making.
28 Make (to a high standard) FINAL PROJECT - Photographic record of making.	29 Make (to a high standard) FINAL PROJECT - Photographic record of making.	30 Make (to a high standard) FINAL PROJECT - Photographic record of making.	1 Make (to a high standard) FINAL PROJECT - Photographic record of making.	2 Make (to a high standard) FINAL PROJECT - Photographic record of making.	3 Make (to a high standard) FINAL PROJECT - Photographic record of making.	4 Make (to a high standard) FINAL PROJECT - Photographic record of making.

December 2010

Sun	Mon	Tue	Wed	Thu	Fri	Sat
28 Make (to a high standard) FINAL PROJECT - Photographic record of making.	29 Make (to a high standard) FINAL PROJECT - Photographic record of making.	30 Make (to a high standard) FINAL PROJECT - Photographic record of making.	1 Make (to a high standard) FINAL PROJECT - Photographic record of making.	2 Make (to a high standard) FINAL PROJECT - Photographic record of making.	3 Make (to a high standard) FINAL PROJECT - Photographic record of making.	4 Make (to a high standard) FINAL PROJECT - Photographic record of making.
5 Make (to a high standard) FINAL PROJECT - Photographic record of making.	6 Make (to a high standard) FINAL PROJECT - Photographic record of making.	7 Make (to a high standard) FINAL PROJECT - Photographic record of making.	8 Make (to a high standard) FINAL PROJECT - Photographic record of making.	9 Make (to a high standard) FINAL PROJECT - Photographic record of making.	10 Make (to a high standard) FINAL PROJECT - Photographic record of making.	11 Make (to a high standard) FINAL PROJECT - Photographic record of making.
12 Make (to a high standard) FINAL PROJECT - Photographic record of making.	13 Make (to a high standard) FINAL PROJECT - Photographic record of making.	14 Make (to a high standard) FINAL PROJECT - Photographic record of making.	15 Make (to a high standard) FINAL PROJECT - Photographic record of making.	16 Make (to a high standard) FINAL PROJECT - Photographic record of making.	17 Make (to a high standard) FINAL PROJECT - Photographic record of making.	18
19	20 CHRISTMAS HOLIDAYS	21 CHRISTMAS HOLIDAYS	22 CHRISTMAS HOLIDAYS	23 CHRISTMAS HOLIDAYS	24 CHRISTMAS HOLIDAYS	25 CHRISTMAS HOLIDAYS
26 CHRISTMAS HOLIDAYS	27 CHRISTMAS HOLIDAYS	28 CHRISTMAS HOLIDAYS	29 CHRISTMAS HOLIDAYS	30 CHRISTMAS HOLIDAYS	31 CHRISTMAS HOLIDAYS	1 CHRISTMAS HOLIDAYS

January 2011

Sun	Mon	Tue	Wed	Thu	Fri	Sat
26 CHRISTMAS HOLIDAYS	27 CHRISTMAS HOLIDAYS	28 CHRISTMAS HOLIDAYS	29 CHRISTMAS HOLIDAYS	30 CHRISTMAS HOLIDAYS	31 CHRISTMAS HOLIDAYS	1 CHRISTMAS HOLIDAYS
2 CHRISTMAS HOLIDAYS	3 Make (to a high standard) FINAL PROJECT - Photographic record of making.	4 Make (to a high standard) FINAL PROJECT - Photographic record of making.	5 Make (to a high standard) FINAL PROJECT - Photographic record of making.	6 Make (to a high standard) FINAL PROJECT - Photographic record of making.	7 Make (to a high standard) FINAL PROJECT - Photographic record of making.	8 Make (to a high standard) FINAL PROJECT - Photographic record of making.
9 Make (to a high standard) FINAL PROJECT - Photographic record of making.	10 Make (to a high standard) FINAL PROJECT - Photographic record of making.	11 Make (to a high standard) FINAL PROJECT - Photographic record of making.	12 Make (to a high standard) FINAL PROJECT - Photographic record of making.	13 Make (to a high standard) FINAL PROJECT - Photographic record of making.	14 Make (to a high standard) FINAL PROJECT - Photographic record of making.	15 Make (to a high standard) FINAL PROJECT - Photographic record of making.
16 Make (to a high standard) FINAL PROJECT - Photographic record of making.	17 Make (to a high standard) FINAL PROJECT - Photographic record of making.	18 Make (to a high standard) FINAL PROJECT - Photographic record of making.	19 Make (to a high standard) FINAL PROJECT - Photographic record of making.	20 Make (to a high standard) FINAL PROJECT - Photographic record of making.	21 Make (to a high standard) FINAL PROJECT - Photographic record of making.	22 Make (to a high standard) FINAL PROJECT - Photographic record of making.
23 Make (to a high standard) FINAL PROJECT - Photographic record of making.	24 Make (to a high standard) FINAL PROJECT - Photographic record of making.	25 Make (to a high standard) FINAL PROJECT - Photographic record of making.	26 Make (to a high standard) FINAL PROJECT - Photographic record of making.	27 Make (to a high standard) FINAL PROJECT - Photographic record of making.	28 Make (to a high standard) FINAL PROJECT - Photographic record of making. DEADLINE P.16	29 Make (to a high standard) FINAL PROJECT - Photographic record of making.
30 Make (to a high standard) FINAL PROJECT - Photographic record of making.	31 Make (to a high standard) FINAL PROJECT - Photographic record of making.	1 Make (to a high standard) FINAL PROJECT - Photographic record of making.	2 Make (to a high standard) FINAL PROJECT - Photographic record of making.	3 Make (to a high standard) FINAL PROJECT - Photographic record of making.	4 Make (to a high standard) FINAL PROJECT - Photographic record of making.	5 Make (to a high standard) FINAL PROJECT - Photographic record of making.

February 2011

Sun	Mon	Tue	Wed	Thu	Fri	Sat
30 Make (to a high standard) FINAL PROJECT - Photographic record of making.	31 Make (to a high standard) FINAL PROJECT - Photographic record of making.	1 Make (to a high standard) FINAL PROJECT - Photographic record of making.	2 Make (to a high standard) FINAL PROJECT - Photographic record of making.	3 Make (to a high standard) FINAL PROJECT - Photographic record of making.	4 Make (to a high standard) FINAL PROJECT - Photographic record of making.	5 Make (to a high standard) FINAL PROJECT - Photographic record of making.
6 Make (to a high standard) FINAL PROJECT - Photographic record of making.	7 Make (to a high standard) FINAL PROJECT - Photographic record of making.	8 Make (to a high standard) FINAL PROJECT - Photographic record of making.	9 Make (to a high standard) FINAL PROJECT - Photographic record of making.	10 Make (to a high standard) FINAL PROJECT - Photographic record of making.	11 Make (to a high standard) FINAL PROJECT - Photographic record of making.	12 Make (to a high standard) FINAL PROJECT - Photographic record of making.
13 Make (to a high standard) FINAL PROJECT - Photographic record of making.	14 Make (to a high standard) FINAL PROJECT - Photographic record of making.	15 Make (to a high standard) FINAL PROJECT - Photographic record of making.	16 Make (to a high standard) FINAL PROJECT - Photographic record of making.	17 Make (to a high standard) FINAL PROJECT - Photographic record of making.	18 Make (to a high standard) FINAL PROJECT - Photographic record of making. FINAL DEADLINE - PRACTICAL	19
20	21 HALF TERM	22 HALF TERM	23 HALF TERM	24 HALF TERM	25 HALF TERM	26
27	28 Show Photomontage of Final Project in use. What it looks like (different angles), how well it works.	1 Show Photomontage of Final Project in use. What it looks like (different angles), how well it works.	2 Show Photomontage of Final Project in use. What it looks like (different angles), how well it works.	3 Show Photomontage of Final Project in use. What it looks like (different angles), how well it works.	4 Show Photomontage of Final Project in use. What it looks like (different angles), how well it works. DEADLINE P.17	5

March 2011

Sun	Mon	Tue	Wed	Thu	Fri	Sat
27	28 Show Photomontage of Final Project in use. What it looks like (different angles), how well it works.	1 Show Photomontage of Final Project in use. What it looks like (different angles), how well it works.	2 Show Photomontage of Final Project in use. What it looks like (different angles), how well it works.	3 Show Photomontage of Final Project in use. What it looks like (different angles), how well it works.	4 Show Photomontage of Final Project in use. What it looks like (different angles), how well it works. DEADLINE P.17	5
6	7 Evaluate Final Project fully. Compare to Specification. Whats good? Whats not?	8 Evaluate Final Project fully. Compare to Specification. Whats good? Whats not?	9 Evaluate Final Project fully. Compare to Specification. Whats good? Whats not?	10 Evaluate Final Project fully. Compare to Specification. Whats good? Whats not?	11 Evaluate Final Project fully. Compare to Specification. Whats good? Whats not? DEADLINE P.18	12
13	14 Ask other people to EVALUATE your project and comment on their views.	15 Ask other people to EVALUATE your project and comment on their views.	16 Ask other people to EVALUATE your project and comment on their views.	17 Ask other people to EVALUATE your project and comment on their views.	18 Ask other people to EVALUATE your project and comment on their views. DEADLINE P.19	19
20	21 How could I improve my Final Project if I were to make a Mk.2?	22 How could I improve my Final Project if I were to make a Mk.2?	23 How could I improve my Final Project if I were to make a Mk.2?	24 How could I improve my Final Project if I were to make a Mk.2?	25 How could I improve my Final Project if I were to make a Mk.2? DEADLINE P.20	26
27	28 Re-Read and put finishing touches to folder.	29 Re-Read and put finishing touches to folder.	30 Re-Read and put finishing touches to folder.	31 Re-Read and put finishing touches to folder.	1 Re-Read and put finishing touches to folder.	2 Re-Read and put finishing touches to folder.

April 2011

Sun	Mon	Tue	Wed	Thu	Fri	Sat
27	28 Re-Read and put finishing touches to folder.	29 Re-Read and put finishing touches to folder.	30 Re-Read and put finishing touches to folder.	31 Re-Read and put finishing touches to folder.	1 Re-Read and put finishing touches to folder.	2 Re-Read and put finishing touches to folder.
3 Re-Read and put finishing touches to folder.	4 Re-Read and put finishing touches to folder.	5 Re-Read and put finishing touches to folder.	6 Re-Read and put finishing touches to folder.	7 Re-Read and put finishing touches to folder. FINAL DEADLINE for COURSEWORK	8 TERM ENDS	9
10	11 EASTER HOLIDAY	12 EASTER HOLIDAY	13 EASTER HOLIDAY	14 EASTER HOLIDAY	15 EASTER HOLIDAY	16 EASTER HOLIDAY
17 EASTER HOLIDAY	18 EASTER HOLIDAY	19 EASTER HOLIDAY	20 EASTER HOLIDAY	21 EASTER HOLIDAY	22 EASTER HOLIDAY	23 EASTER HOLIDAY
24 EASTER HOLIDAY	25 EASTER HOLIDAY	26 INSET	27 TERM STARTS - STUDENTS	28 REVISION FOR EXAMS	29 REVISION FOR EXAMS	30 REVISION FOR EXAMS

May 2011

Sun	Mon	Tue	Wed	Thu	Fri	Sat
1 REVISION FOR EXAMS	2 REVISION FOR EXAMS BANK HOLIDAY	3 REVISION FOR EXAMS	4 REVISION FOR EXAMS	5 REVISION FOR EXAMS	6 REVISION FOR EXAMS	7 REVISION FOR EXAMS
8 REVISION FOR EXAMS	9 REVISION FOR EXAMS LIBERATION DAY	10 REVISION FOR EXAMS	11 REVISION FOR EXAMS	12 REVISION FOR EXAMS	13 REVISION FOR EXAMS	14 REVISION FOR EXAMS
15 REVISION FOR EXAMS	16 REVISION FOR EXAMS	17 REVISION FOR EXAMS	18 REVISION FOR EXAMS	19 REVISION FOR EXAMS	20 REVISION FOR EXAMS	21
22	23	24	25	26	27	28
29	30 HALF TERM	31 HALF TERM	1 HALF TERM	2 HALF TERM	3 HALF TERM	4

