



Name:

Class:

Individualised Learning Plan & Progress Chart

Chapter 1:

- I know how to create and use variables
- I know how to use if, elif and else clauses
- I know how to write my own functions and use them
- I know how to write while loops
- I know how to import modules
- I know how to save and load my own Python files using IDLE's script mode

Deep	Good	Shallow	Help!
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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Chapter 2:

- I know how to write classes (factories) and how to make objects
- I know how to build my own module and import it
- I know a bit about object-oriented programming (OOP)

Deep	Good	Shallow	Help!
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Chapter 3:

- I know how to use coordinates on a tkinter canvas
- I know how to build a table class
- I understand that classes are like factories
- I know how to order a table object from my Table class

Deep	Good	Shallow	Help!
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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Chapter 4:

- I know how to move objects using tkinter methods
- I understand how to go about designing simple classes
- I know that accuracy is not always as important as illusion in games

Deep	Good	Shallow	Help!
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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Chapter 5:

- I understand a bit more about how classes and objects interact
- I know how to build a Bat class
- I know how to add keyboard control to a game

Deep	Good	Shallow	Help!
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Chapter 6:

- I know how to detect walls in games
- I know how to add a scoring system to a game
- I know when to build classes and when it is not necessary

Deep	Good	Shallow	Help!
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Bonus Chapter:

- I know how useful lists are for storing references to objects in games
- I know how to use loops to create many objects from a single class
- I know how flexible the Ball, Bat and Table classes are

Deep	Good	Shallow	Help!
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Individualised Learning Plan & Progress Chart

	Tasks	Consolidation:		
Chapter 1				
Build a Guess My Password app	<input type="checkbox"/>	Idea 1 <input type="checkbox"/>	Idea 2 <input type="checkbox"/>	
Chapter 2				
Build a Cat class	<input type="checkbox"/>	Challenge <input type="checkbox"/>		
Create some cat objects	<input type="checkbox"/>			
Create a lift and lift operator	<input type="checkbox"/>			
Starting floor experiment (page 30)	<input type="checkbox"/>			
Chapter 3				
Build a Table class	<input type="checkbox"/>	Ch. 1 <input type="checkbox"/>	Ch. 2 <input type="checkbox"/>	Ch.3 <input type="checkbox"/>
Write a main script that builds a table using the Table class	<input type="checkbox"/>	Ch. 4 <input type="checkbox"/>	Ch. 5 <input type="checkbox"/>	
Chapter 4				
Build a Ball class	<input type="checkbox"/>	Ch. 1 <input type="checkbox"/>	Ch. 2 <input type="checkbox"/>	Ch.3 <input type="checkbox"/>
Add new methods to the Table class	<input type="checkbox"/>	Ch. 4 <input type="checkbox"/>	Ch. 5 <input type="checkbox"/>	
Add code to <code>main.py</code> to add a ball object to the game	<input type="checkbox"/>			
Chapter 5				
Build a Bat class	<input type="checkbox"/>	Ch. 1 <input type="checkbox"/>	Ch. 2 <input type="checkbox"/>	
Add two bat objects to the game in <code>main.py</code>	<input type="checkbox"/>	Idea 1 <input type="checkbox"/>	Idea 2 <input type="checkbox"/>	Idea 3 <input type="checkbox"/>
Make the bats collide with the ball	<input type="checkbox"/>			
Experiment with the code in the <code>pong-bat-bonus</code> folder	<input type="checkbox"/>			
Chapter 6				
Add wall detection to <code>main.py</code>	<input type="checkbox"/>	Idea 1 <input type="checkbox"/>	Idea 2 <input type="checkbox"/>	Idea 3 <input type="checkbox"/>
Add a restart game function	<input type="checkbox"/>	Idea 4 <input type="checkbox"/>		
Serving experiment (page 96)	<input type="checkbox"/>			
Add a scoreboard	<input type="checkbox"/>			
Finish MyPong!	<input type="checkbox"/>			
Bonus Chapter				
Run <code>main.py</code> in MyBreakout game	<input type="checkbox"/>	Idea 1 <input type="checkbox"/>	Idea 2 <input type="checkbox"/>	Idea 3 <input type="checkbox"/>
Study the code for MyBreakout	<input type="checkbox"/>	Idea 4 <input type="checkbox"/>	Idea 5 <input type="checkbox"/>	Idea 6 <input type="checkbox"/>
Run <code>main.py</code> in MyInvaders game	<input type="checkbox"/>			
Study the code for MyInvaders	<input type="checkbox"/>	Idea 7 <input type="checkbox"/>	Idea 8 <input type="checkbox"/>	

Summative Test score:

Comment: