

Project Planning Cards

Cards contain details about particular features to be implemented and tasks to be done in the Coding to Learn and Create project. See the [Iteration Plan](#) for information about when each feature or task is scheduled.

- **Archived Cards**
 - Add an Activities or News section to the website where we can share works in progress and accomplishments
 - Build a co-design techniques palette
 - Create a List of Coding Tools Research Questions
 - Create a list of potential participants
 - Create an annotated list of existing accessible coding tools and initiatives
 - Create and share a collection of storyboards or other design resources that describe the design approaches we're considering
 - Create a one-page website for the project
 - Create co-design activities
 - Editable program
 - First release of programming environment
 - Hold co-design session(s) in schools
 - Hold co-design sessions at summer camps
 - Plan our presence at the Kids Digital Festival
 - Programming interface for touch, eye gaze, and switch access Part 1
 - Select and set up collaboration tools
 - Select and set up daily remote communication tools
 - Simplest interpreter that could possibly work
 - Technology Infrastructure Environmental Scan
 - Turtle graphics
 - Visual presentation of the program
- **Future Cards**
 - Add Speech output to Cubetto
 - Add Speech to Text Feature
 - Connect the prototype to more technologies
 - Create and share a summary of the accessibility issues and strengths of existing coding environments
 - Custom Blocks
 - Design of Open Resource Repository
 - Design the Project's Brand Identity
 - Drop-in Community Hours
 - Follow Clapping
 - Looping in the Coding Environment
 - Open Source Resource Repository
 - Plan Coding Mentorship and Training
 - Playing, Pausing and Stepping
 - Program Block Editor
 - Programming environment characteristics and criteria
- **Scheduled Cards**
 - 0.4 Design Updates
 - Drawing with the robot
 - Scene in the Coding Environment