



# THE BUILDER



## YOUR JOB

MAKE THE PROJECT WORK.

## YOU FOCUS ON

- WRITING AND CONNECTING CODE
- MAKING FEATURES RUN PROPERLY
- TESTING WHILE YOU BUILD
- FIXING SMALL ISSUES STRAIGHT AWAY

## YOU OFTEN SAY

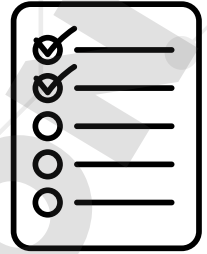
- "LET'S TRY IT."
- "THAT DIDN'T TRIGGER."
- "WE NEED A VARIABLE HERE."

## YOU ARE SUCCESSFUL WHEN

- THE PROJECT RUNS SUCCESSFULLY
- FEATURES WORK AS PLANNED
- THE TEAM UNDERSTANDS WHAT HAS BEEN BUILT



# THE PLANNER



## YOUR JOB

TURN BIG IDEAS INTO CLEAR STEPS.

## YOU FOCUS ON

- WHAT HAPPENS FIRST, NEXT, AND AFTER
- BREAKING BIG FEATURES INTO SMALLER PARTS
- MAKING SURE NOTHING IMPORTANT IS MISSING
- KEEPING THE TEAM ORGANISED

## YOU OFTEN SAY

- "WHAT STARTS THIS?"
- "WHAT SHOULD HAPPEN NEXT?"
- "HAVE WE PLANNED THE ENDING?"

## YOU ARE SUCCESSFUL WHEN

- THE PROJECT HAS A CLEAR STRUCTURE
- EVERYONE KNOWS WHAT THEY ARE BUILDING
- THE TEAM IS NOT CONFUSED ABOUT NEXT STEPS



# THE FIXER



## YOUR JOB

FIND PROBLEMS AND SOLVE THEM CALMLY.

## YOU FOCUS ON

- TESTING EVERYTHING PROPERLY
- PREDICTING BEFORE RUNNING
- CHECKING WHAT SHOULD HAPPEN VS WHAT DID HAPPEN
- SOLVING ONE PROBLEM AT A TIME

## YOU OFTEN SAY

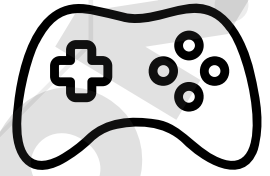
- "WHAT DID WE EXPECT?"
- "LET'S TEST JUST THIS PART."
- "WHAT CHANGED?"

## YOU ARE SUCCESSFUL WHEN

- BUGS ARE SPOTTED EARLY
- PROBLEMS ARE SOLVED LOGICALLY
- THE TEAM STAYS CALM WHEN THINGS GO WRONG



# THE PLAYER



## YOUR JOB

THINK LIKE THE USER.

## YOU FOCUS ON

- CLEAR INSTRUCTIONS
- FAIR DIFFICULTY
- HELPFUL FEEDBACK (SCORE, SOUNDS, MESSAGES)
- EASY-TO-READ DESIGN

## YOU OFTEN SAY

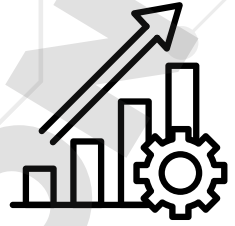
- "WOULD A NEW PLAYER UNDERSTAND?"
- "IS THIS FAIR?"
- "DO THEY KNOW THEY SCORED?"

## YOU ARE SUCCESSFUL WHEN

- THE PROJECT IS ENJOYABLE
- IT MAKES SENSE QUICKLY
- IT FEELS POLISHED



# THE IMPROVER



(USE WHEN 5 OR MORE PUPILS ARE IN THE TEAM)

## YOUR JOB

MAKE THINGS CLEANER AND SMARTER.

## YOU FOCUS ON

- REMOVING REPEATED CODE
- SIMPLIFYING COMPLICATED SECTIONS
- IMPROVING EFFICIENCY
- MAKING THE PROJECT SMOOTHER

## YOU OFTEN SAY

- "WE'VE DONE THAT TWICE."
- "CAN WE MAKE THIS SIMPLER?"
- "IS THERE A BETTER WAY?"

## YOU ARE SUCCESSFUL WHEN

- THE PROJECT RUNS SMOOTHLY
- CODE IS TIDY AND ORGANISED
- NOTHING FEELS MESSY OR RUSHED



# THE CHECKER



(USE WHEN 6 PUPILS ARE IN THE TEAM)

## YOUR JOB

MAKE SURE THE PROJECT IS FAIR AND RESPONSIBLE.

## YOU FOCUS ON

- TREATING USERS RESPECTFULLY
- CHECKING FOR BIAS
- MAKING SURE INFORMATION IS USED SAFELY
- THINKING ABOUT THE IMPACT OF THE PROJECT

## YOU OFTEN SAY

- "IS THIS FAIR FOR EVERYONE?"
- "COULD THIS CONFUSE SOMEONE?"
- "ARE WE USING THIS INFORMATION PROPERLY?"

## YOU ARE SUCCESSFUL WHEN

- THE PROJECT FEELS RESPONSIBLE
- IT INCLUDES EVERYONE
- IT SHOWS THOUGHTFUL DESIGN CHOICES