# Activity sheet 1.21: Sowerby Biscuits – planning project timescales

*Learning outcome B: Be able to use project planning techniques to plan, design and develop a user interface*

*B2: Creating a project proposal and plan*

Produce a suitable diagram such as a Gantt chart that shows how you would spend your time on the Sowerby Biscuits project. Remember, the project must be completed in six weeks. Make sure your diagram includes:

* the overall timescale of when you would start and end the project
* when tasks and subtasks will be completed
* key milestones.

Complete your diagram using the space on the next page.