



**Creative Collective: Term 1 (May to July 2024)**

<b>May</b>	
7	Game: Rules sheet and museum visit
21	Game: design/ creative session

<b>June</b>	
4	Game: testing and trouble shooting
18	Event: planning & budget

<b>July</b>	
2	Game: testing and trouble shooting
16	Game: finalise design
23	Last session: pizza & planning!
26	Creative Collective Game Launch event

Projects:	Game & event
Workshops:	Moonbuns Collective, Laura Mabbutt
Talks:	Games commissions meet the artists - dates TBC