The class is made up of five modules. Each module is created around a story found in the reader, and contains two-weeks worth of activities.

Each week you will have a checklist of all the activities and assignments due. The first half are always due on Wednesday at 11:59 p.m.; the second half are always due on Saturday at 11:59 p.m. - this is true until the last few weeks of the course. Once you start working on the final project the dates vary slightly, but are all listed under the Calendar tab.

You can turn your work in early if these dates are inconvenient - most assignments can be accepted a bit late, but with a penalty so you want to work ahead rather than fall behind.

Reminders can be found by clicking the **Calendar** tab near the top of the page. Some students find it helpful to enter reminders into their phones that will text them when a deadline is approaching.