Field Trip # 6	**Critical Path Method**
Developed by:	Dr. Jeff Landry, Professor
Subject:	Project Management – Critical Path Method
Short description:	Students will learn about the critical path method, used by project managers, to plan a project's schedule, identifying areas of risk to focus on & how much "play" there is in a project's schedule. Students will start with a project's activity network diagram, & then learn how to calculate the expected time to complete a project, identify the critical paths for a project, compute slack, or float, for all project activities, & design early & late start schedules.
Educational Level:	6^{th} – 12^{th} Grade
Field trip type:	Workshop with combination of lecture/lab
Educational Outcomes:	By the end of the workshop (Part [n]), the student will be able to: (Part 1) Given an activity network diagram, find the critical path(s) (Part 2) Find the float (slack) for any activity in a project (Part 3) Figure out the earliest (& latest) possible start & finish times for project activities
Notes to instructor:	Follow guidance in the document at: http://www.headfirstlabs.com/PMP/criticalpath/HeadFirstPMP_CriticalPathDrill.pdf The workshop is broken down into three parts. • You need a traditional class with chalk/white board. • The exercises can be completed with pencil & paper, although the exercises can be adapted to use a software tool such as MS-Project. • The student would need a handout with the exercises, either directly from the guide, or developed based on the guide. • Correct answers are provided in the guide.