

Lesson 18: Project - Prototype an Innovation


Overview

In this final project, you will be challenged to develop and test a prototype for a device that interacts with the physical world through various types of input and output and allows for interesting and unique user interactions.

Resources

- [Peer Review - Prototype an Innovation \(Download\)](#) ▼ Make a Copy
- [Prototype an Innovation - Rubric \(Download\)](#) ▼ Make a Copy
- [Prototype an Innovation - Activity Guide \(Download\)](#) ▼ Make a Copy
- [Prototype an Innovation - Student Checklist \(Download\)](#) ▼ Make a Copy

Levels

 1-4



Prototype an Innovation

1

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 5 

End-Of-Unit Survey