

Lesson 14: Project Hackathon Part 2

Overview

This is the second day of a five-day unit project. Students continue to plan for the project by filling out tables of information on element IDs and programming constructs before each tackling a different role in the project as a designer or a programmer.

Resources

- [CSP U5 Hackathon Project Planning Guide](#) - Activity Guide ▼ Make a Copy

Levels



1

Hackathon Project