

Lesson 17: 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](#) ▼ Make a Copy
- [Prototype an Innovation](#) - Rubric ▼ Make a Copy
- [Prototype an Innovation](#) - Activity Guide ▼ Make a Copy
- [Prototype an Innovation - Student Checklist](#) ▼ Make a Copy

Levels



1-4

Prototype an Innovation

1

2

3

4



5



End-Of-Unit Survey