

Methods in Computer Science Education: Design

Final Project

Project name	TITLE
	Picture
Storyline	Project Description
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Target	School year and type
Level	Easy /intermediate/hard/
Learning goals	Introduction to basic programming of[high level
	description]
Hardware	Hardware goals
Software	Software goals
Operating	How the project works
description	
Handiwork	3D model, paper
Materials list	
Lesson planning	Classroom lesson: hours
	construction:hour
	Software production: hour
	Assembly and final check:hours
Project details	pdf, pictures, video , code end more.
	Eventually also a link to material
	I .