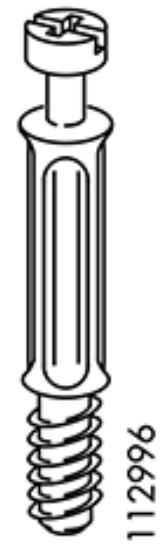




PROJECT-BASED LEARNING KICKSTART TIPS

Hacking Education isn't just for tech geeks!

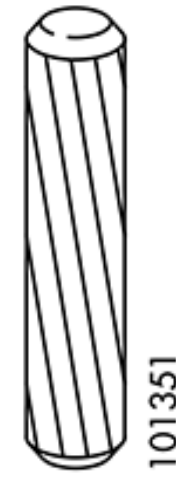
CLASSIC BOOK BASED LEARNING



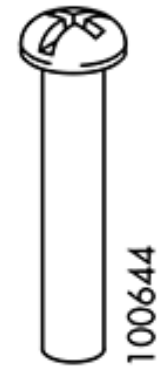
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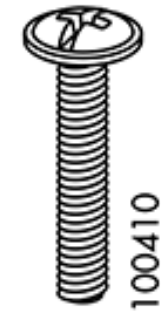
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16x



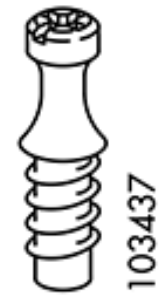
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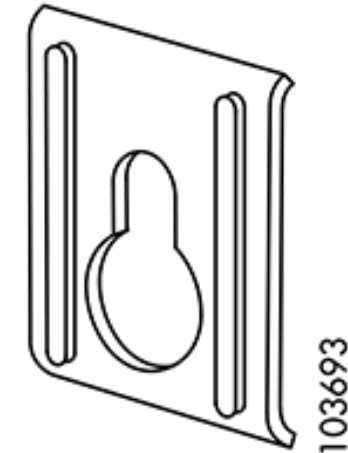
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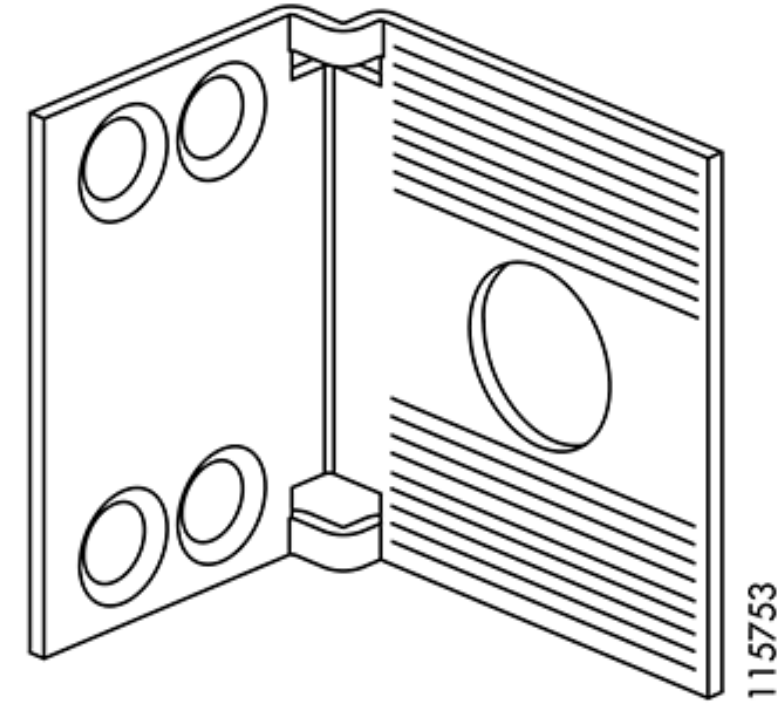
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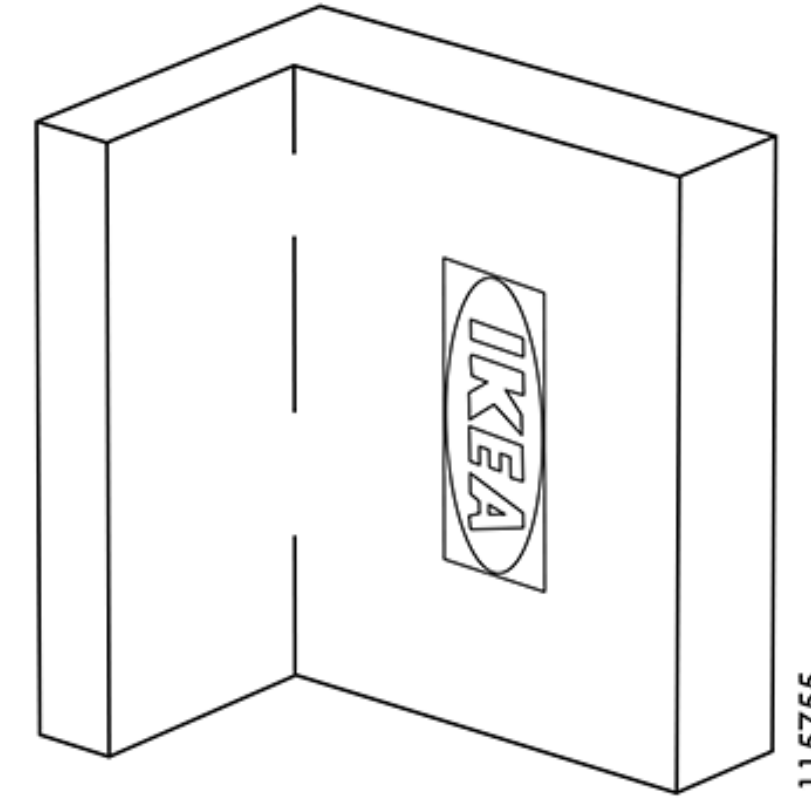
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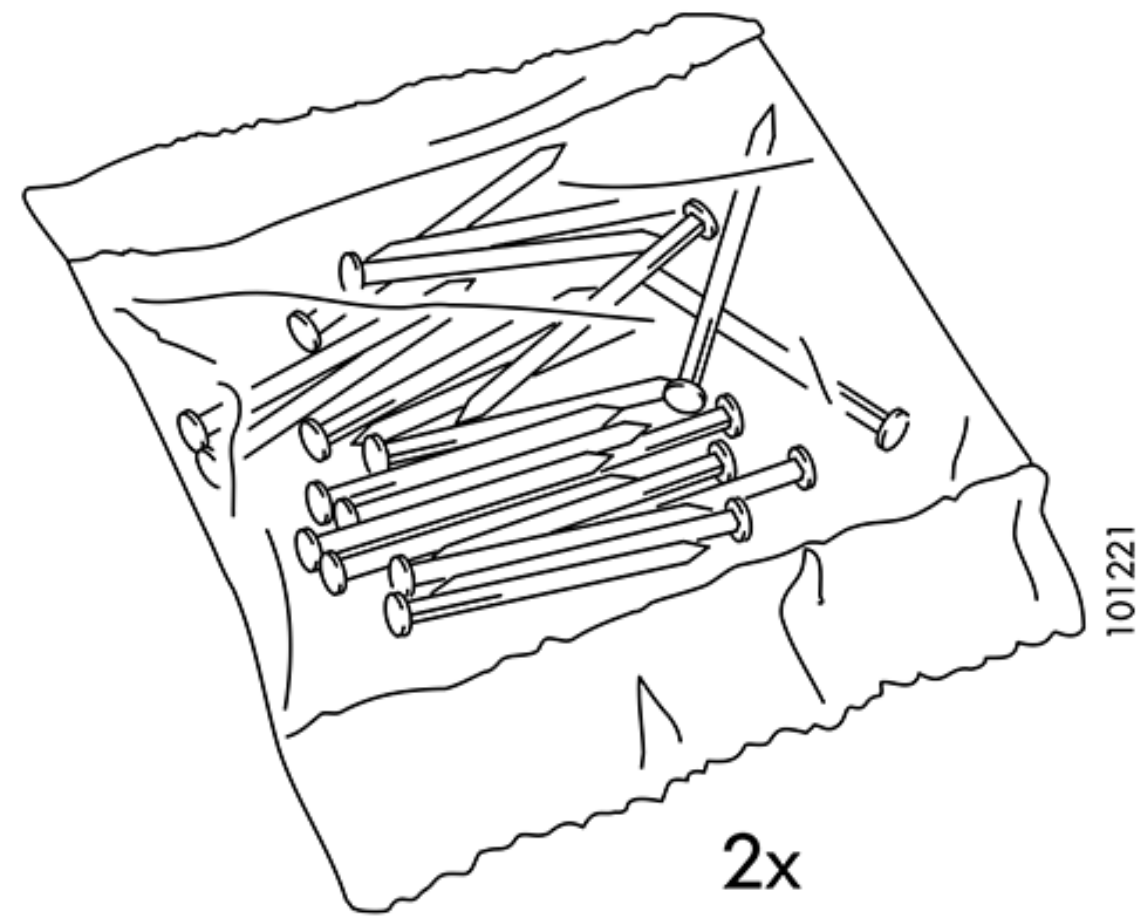
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2x

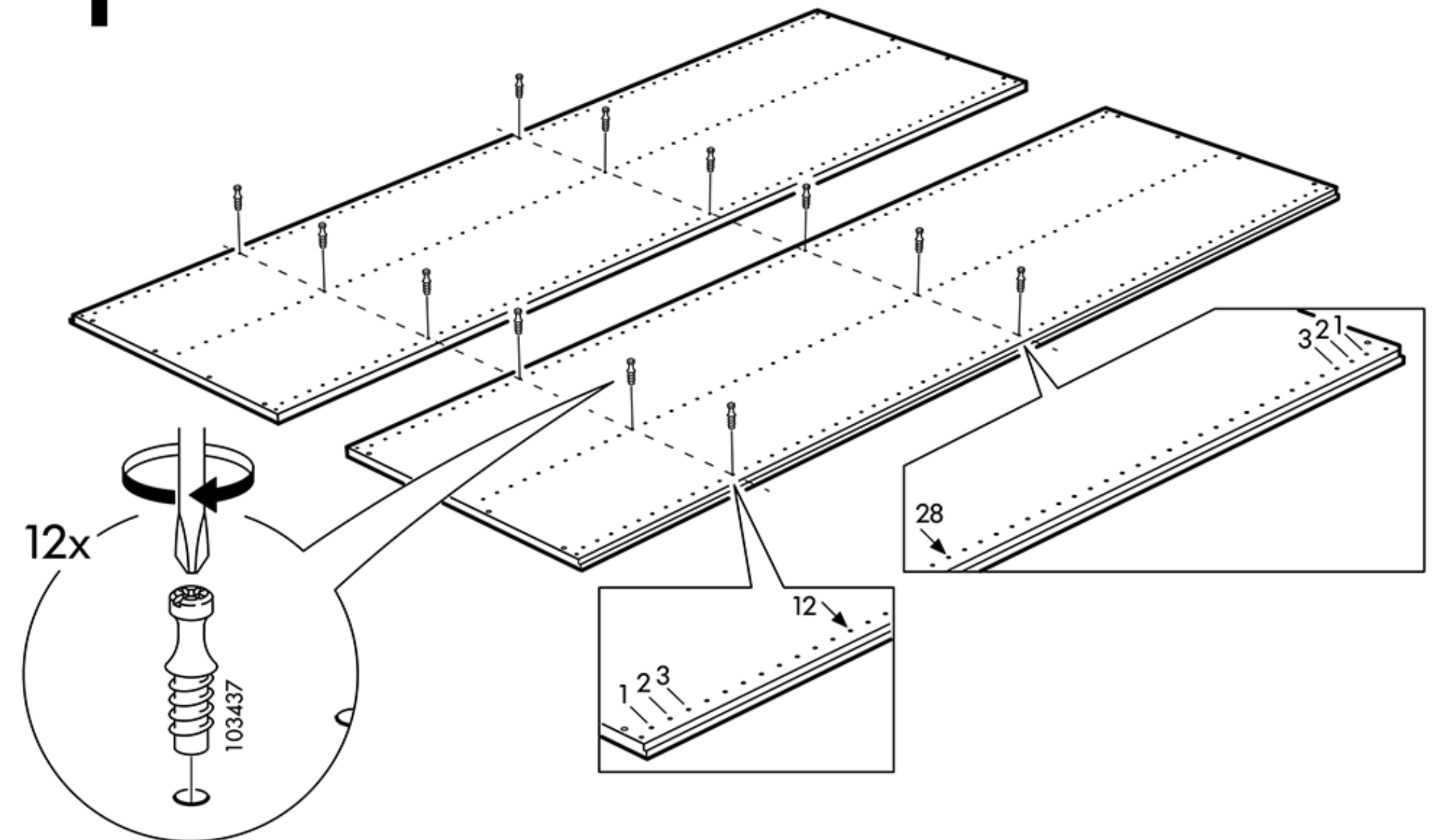


2x



2x

1



CHANGE THE MANUAL



PROJECTS TEACH LEARNING

- Project aren't passive
- Creates context for understanding of key skills and concepts
- Encourages creative thinking / problem solving
- Interdisciplinary skills at work
- Integrates revision and a feedback cycle
- Results in a cumulative demonstration of understanding



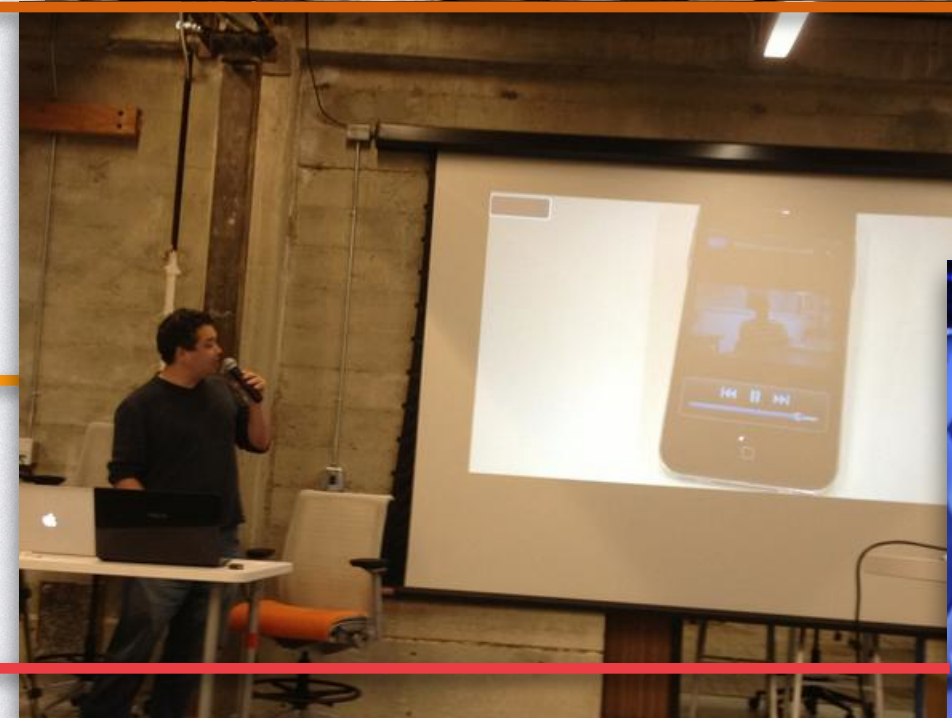
THE HACKATHON



A fancy name for project based learning!

The new “Show and Tell” HACKATHON STRUCTURE

- A purpose
- Pre-event preparations
- Project pitch phase
- Mixing and recruiting phase
- Project development phase
- Project presentations
- Judging, recognition event, and closing



Photos from different hackathons including educational hackathons participated in by the author.

HACKATHON TIMING



- **Standard Hackathon 24 - 72 Hour**
- **For Education**
 - **24-36 Hour** - Beginning or end of course
 - **Week** - Use as a test or assessment
 - **Course Long** - Use a hackathon as a kickoff to a course long project

HACKATHON TEAM

- Limit team size
 - 4 to 6 max
- Need to have roles
 - Idea Guy
 - Designer
 - Implementers - everyone hacks!



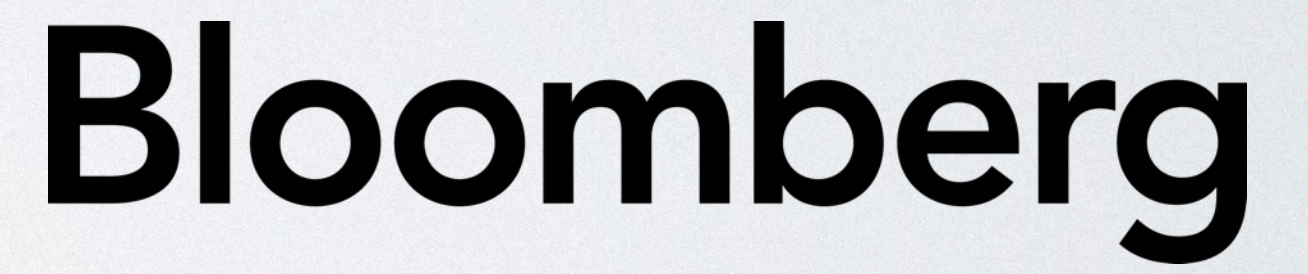
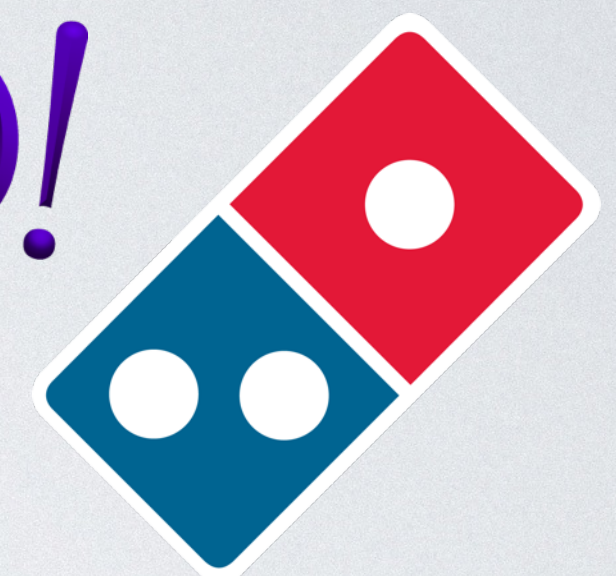
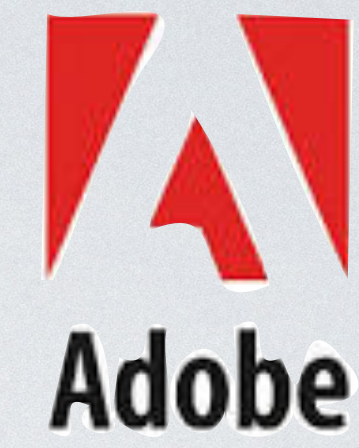
THE GOTCHAS

- Grading is harder
 - Don't grade on just the final project
- Social loafing
 - Let team members evaluate each other
- Wallflowers and Loners
- Not my idea-ides



HAVE PRIZES!

- Change the game by having something other than just a grade be at stake
- Engage with industry to provide rewards



Examples from mhacks.org

Trademarks owned by according companies and firms.

**MAKE SURE THEY
HAVE FUN!!!**

