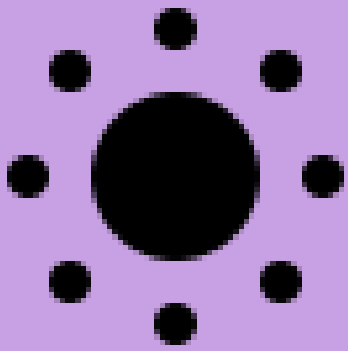


Critical Making, Design and Development



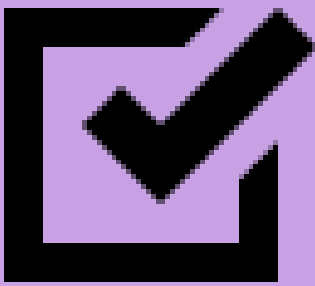
Write or read code

5.1 Algorithmic thinking/coding



Plan a project using quick prototypes and small changes based on user input

5.2 Design thinking



Organize a group project with multiple people and deadlines

5.3 Project management



Do a research project requiring you to build something online, rather than write a paper or take a test

5.4 Digital research and scholarship