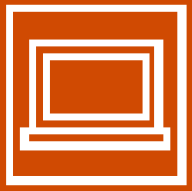


Summary



Getting students excited and connecting their own personal interests to computer science. Students are asked to share something they know a lot about and teach it to a small group. Groups make a “rapid” prototype of an innovative idea and share it. Students watch a brief video about computing innovations.



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