**--INSERT TIMELINE OPTIONS WITH JUST CODING PROJECTS NO DESIGN THINKING--**

**Sample 22 day (~4 week, 40 min classes) curriculum timeline (Design Thinking Curriculum, Design Thinking Project, 2 Coding Projects)**

* **Introduction and Design Thinking**
  + **Day 1**: Intro to CS+Social Good. Have students start to learn how tech can be used for good, and come up with some ideas. Expose them to prior examples.
  + **Day 2-3**: Design thinking [crash course](https://docs.google.com/presentation/d/1WppVziw3Kv-XV4_brwlOs1eoC8PzkFKWjVa0tI1aWtU/edit#slide=id.g54f487131576910_0). This will create an overview for the *method* of the final project. At the end of the two days, introduce the i[nterviewing assignment](https://docs.google.com/presentation/d/19581Khi2X4q8SW_-MWDV4pKscZKmZ9LJrmXGTNJyn-c/edit#slide=id.g22a7a98bc0_0_120), which they will have two weeks for.
* **First Coding Project**
  + **Day 4-9: [Coding Project]:** Students will be spending class time on their coding projects. At the same time outside of class students should be conducting their interviews for the empathize part of their design thinking projects (as homework). These should not be too intensive it is just helpful to give them extra days given that this part of the project depends on the availability of those they are interviewing.
* **Virtual Reality and Social Impact (Day 10-11) -** Introduce the concept, have people play around with Google Cardboards, and look into whether people can create preliminary content creation for VR apps.
* **Design Thinking: Empathy Redux, Define, and Ideate**
  + **Day 12**: [Define workshop](https://docs.google.com/presentation/d/1eCCGJthWmFh-AdN2Q20JSzRZZewinoKRILrHNBrh4NE/edit#slide=id.g54f487131576910_0). This will help students identify a specific problem from their interviews so their solutions can be targeted and effective.
  + **Day 13**: [Ideation workshop](https://docs.google.com/document/d/1mczSRBU2KYD0LNBSIhnjRgFXyTt7p1exxwGhVs4vuQM/edit). Students will come up with as many ideas as possible in 15 minutes (ideally ~50 ideas) and use the dot voting method to pick the best.
* **Final Project Conclusion**
  + **Day 14**: Paper prototyping workshop. This will allow students to sketch out what their solution for the design thinking project will look like, either on paper, or through electronic designs.
  + **Day 15**: Workday to complete presentations
  + **Day 16-17**: Final solution presentations by groups.
  + **Day 18**:Feedback from peers, those they interviewed, and teacher. Group discussion, pair-share, class discussion encouraged.
* **Second Coding Project**
  + **Day 19**: Introduce machine learning, the problem of breast cancer classification, supervised and unsupervised machine learning, and the kNN algorithm. Ensure students have a solid conceptual understanding of the algorithm, leave enough time for questions.
  + **Day 20-22**: Three days for coding of five functions in the starter code for breast cancer classification. Students can work in pairs.

**Sample 10-12 day (~2 week, 40 min classes) curriculum timeline (Design Thinking Curriculum, Design Thinking project and one Coding Project)**

* **Introduction and Design Thinking**
  + **Day 1**: Intro to CS+Social Good. Have students start to learn how tech can be used for good, and come up with some ideas. Expose them to prior examples. Begin [crash course](https://docs.google.com/presentation/d/1WppVziw3Kv-XV4_brwlOs1eoC8PzkFKWjVa0tI1aWtU/edit#slide=id.g54f487131576910_0) (aim to finish the define step). This will create an overview for the *method* of the final project.
  + **Day 2**: Finish design thinking [crash course](https://docs.google.com/presentation/d/1WppVziw3Kv-XV4_brwlOs1eoC8PzkFKWjVa0tI1aWtU/edit#slide=id.g54f487131576910_0). Students will carry out a mini in-class version of the design thinking process and be introduced to the methods they will use for their larger design thinking project. At the end of the two days, introduce the [interviewing assignment](https://docs.google.com/presentation/d/19581Khi2X4q8SW_-MWDV4pKscZKmZ9LJrmXGTNJyn-c/edit#slide=id.g22a7a98bc0_0_120), which they will have two weeks for.
* **Coding Project**
  + **Day 3-6:** [Coding Project] At the same time, student groups should be conducting their interviews for the empathize part of the project outside of class.
* **Design Thinking: Empathy Redux, Define, and Ideate**
  + **Day 7**: [Define workshop](https://docs.google.com/presentation/d/1eCCGJthWmFh-AdN2Q20JSzRZZewinoKRILrHNBrh4NE/edit#slide=id.g54f487131576910_0). This will help students identify a specific problem from their interviews so their solutions can be targeted and effective.
  + **Day 8**: [Ideation workshop](https://docs.google.com/document/d/1mczSRBU2KYD0LNBSIhnjRgFXyTt7p1exxwGhVs4vuQM/edit). Students will come up with as many ideas as possible in 15 minutes (ideally ~50 ideas) and use the dot voting method to pick the best.
* **Final Project Conclusion**
  + ***Day 9 (optional)****: Paper prototyping workshop. This will allow students to sketch out what their solution for the design thinking project will look like, either on paper, or through electronic designs.*
  + ***Day 10 (optional)****: Workday to complete presentations for their solutions for the design thinking project.*
  + **Day 11-12**: Final solution presentations from student groups.

**Sample X day (2 week, 40 min classes) 2 Coding Project**

**Sample X day (1 week, 40 min classes) 1 Coding Projects**

**Sample 10 day (2 week, 40 min classes) curriculum timelines for Design Thinking Curriculum and Project Only**

* **Introduction and Design Thinking**
  + **Day 1**: Overview of crash course + applications of design thinking
  + **Day 2**: Empathize Workshop + interview assignment
  + **Day 3:** Define Workshop. This will help students identify a specific problem from their interviews so their solutions can be targeted and effective.
  + **Day 4:** Ideation Workshop. Students will come up with as many ideas as possible in 15 minutes (ideally ~50 ideas) and use the dot voting method to pick the best.
  + **Day 5:** Prototype Lesson + create paper prototypes
  + **Day 6:** Get feedback on prototypes (test)
  + **Day 7:** Refine prototypes
  + **Day 8-10:** Final project presentations

**Sample 5 day (1 week, 40 min classes) curriculum timelines for Design Thinking Curriculum and Project Only**