

Project Justification

After you complete the graphic organizer below, use this project justification document to explain how you used computational thinking in your project.

Problem Identification. For each iteration of your problem, please explain how you arrived at your identified problem.

Decomposition. For each iteration where you decomposed an identified problem, please explain how this decomposition helped you solve your identified problem.

Pattern Recognition. For each iteration where you recognized patterns in data, please explain how these patterns helped you solve your identified problem.

Abstraction. For each iteration where you abstracted information, please explain how abstraction allowed you to solve your identified problem.

Iteration 1

Problem Identification

To set up your
identified problem

Decomposition (How would you break down your problem into sub-problems?)

Pattern Recognition (Are there related solutions to draw on?)

Abstraction (How would you abstract this problem?)

Graphic Organizer



Iteration 2

Problem Identification

To set up your
identified problem

Decomposition (How would you break down your problem into sub-problems?)

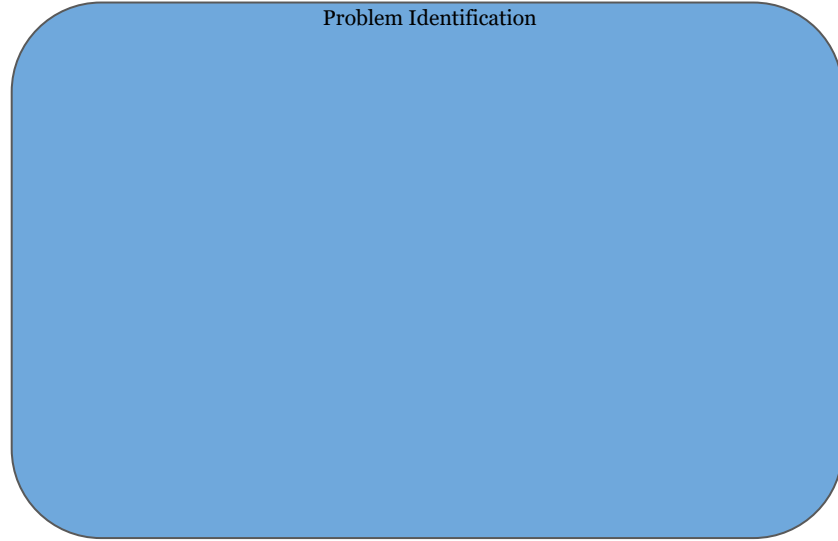
Pattern Recognition (Are there related solutions to draw on?)

Abstraction (How would you abstract this problem?)

Graphic Organizer



Iteration 3



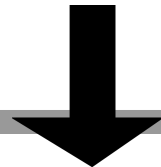
To set up your
identified problem

Decomposition (How would you break down your problem into sub-problems?)

Pattern Recognition (Are there related solutions to draw on?)

Abstraction (How would you abstract this problem?)

Graphic Organizer



Iteration 4

Problem Identification

To set up your
identified problem

Decomposition (How would you break down your problem into sub-problems?)

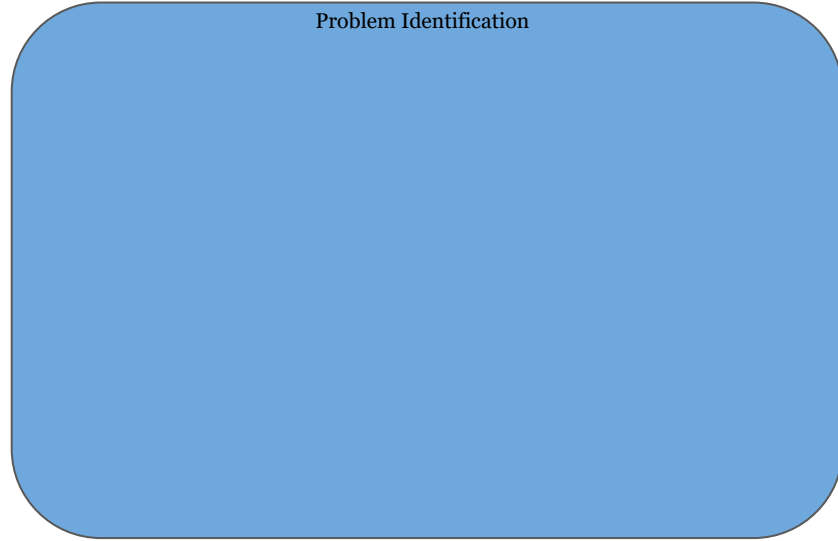
Pattern Recognition (Are there related solutions to draw on?)

Abstraction (How would you abstract this problem?)

Graphic Organizer



Iteration 5



To set up your
identified problem

Two dotted arrows originate from the right side of the "Problem Identification" box. One arrow points to the "Decomposition" box, and the other points to the "Abstraction" box. The text "To set up your identified problem" is positioned between these two arrows.

Decomposition (How would you break down your problem into sub-problems?)

A light blue rounded rectangle with a dark blue border. The text is centered at the top of the box.

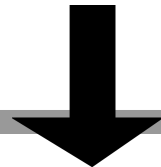
Pattern Recognition (Are there related solutions to draw on?)

A light blue rounded rectangle with a dark blue border. The text is centered at the top of the box.

Abstraction (How would you abstract this problem?)

A light blue rounded rectangle with a dark blue border. The text is centered at the top of the box.

Graphic Organizer



Iteration 6

Problem Identification

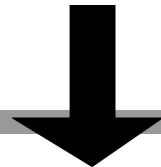
To set up your
identified problem

Decomposition (How would you break down your problem into sub-problems?)

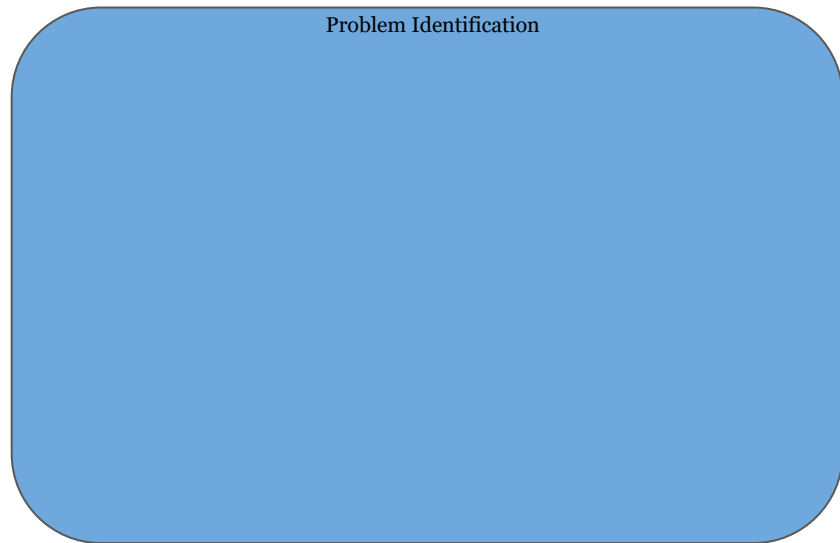
Pattern Recognition (Are there related solutions to draw on?)

Abstraction (How would you abstract this problem?)

Graphic Organizer



Iteration 7



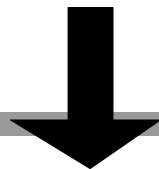
To set up your
identified problem

Decomposition (How would you break down your problem into sub-problems?)

Pattern Recognition (Are there related solutions to draw on?)

Abstraction (How would you abstract this problem?)

Graphic Organizer



Iteration 8

Problem Identification

To set up your
identified problem

Decomposition (How would you break down your problem into sub-problems?)

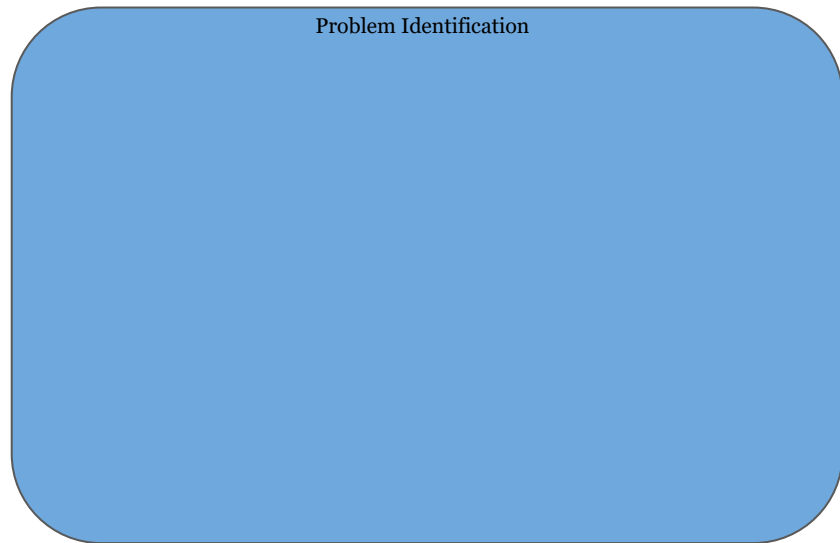
Pattern Recognition (Are there related solutions to draw on?)

Abstraction (How would you abstract this problem?)

Graphic Organizer



Iteration 9



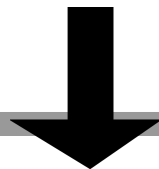
To set up your
identified problem

Decomposition (How would you break down your problem into sub-problems?)

Pattern Recognition (Are there related solutions to draw on?)

Abstraction (How would you abstract this problem?)

Graphic Organizer



Iteration 10



To set up your
identified problem

Decomposition (How would you break down your problem into sub-problems?)

Pattern Recognition (Are there related solutions to draw on?)

Abstraction (How would you abstract this problem?)

Graphic Organizer