Code in Place Final Projects

Code in Place was an endeavour by a group of educators and volunteer teachers from across the world to try and make introductory Computer Science education open to 10,000 students around the world. Using material from Stanford's CS106A, students spent 5 weeks learning about the fundamentals of programming in the Python language.

As part of their coursework, students had the opportunity to work on a final project of their own design. The task was to make anything cool using the skills they had learned. We saw an incredible variety of work demonstrating the breadth of perspectives and experiences the students brought with them. This website is a showcase of these projects.

Click the button to see a random project! You can also see a list of all projects by navigating to the Project List page from the navbar.

Random Project