Kentucky CTE

Computer Science: Project-Based Programming

To ensure success: PBP1	**a** manage scope of project
	b modify scope of project
Apply time management skills to effectively complete project to specifications PBP2	**2** Apply time management skills to effectively complete project to specifications PBP2
Use programming language of choice to develop a project of choice. PBP3	**3** Use programming language of choice to develop a project of choice. PBP3
Demonstrate continuous improvement through feedback from one-on-one meetings each week and regular project updates with the facilitator. PBP4	**4.** Demonstrate continuous improvement through feedback from one-on-one meetings each week and regular project updates with the facilitator. PBP4
Use research skills: PBP5	**a** appropriately
	b effectively
Demonstrate proficiency in computer science fundamental and design patterns PBP6	**6.** Demonstrate proficiency in computer science fundamental and design patterns PBP6
Architect a project for the semester. PBP7	**7.** Architect a project for the semester. PBP7
De ve Git. PBP8	Demonstrate use of version control through Git. PBP8

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Demonstrate manipulation of search terms in Google to obtain valid and useful results. PBP9

9. **Demonstrate manipulation of search terms in Google to obtain valid and useful results.** PBP9