

How to Organize a Hackathon

A quick guide to help you organize your very own Hackathon!

Present A Problem

Students creatively and critically examine everyday spaces, uncover overlooked issues, and collaborate on meaningful, real-world solutions. Topics can include:

- Ways to Improve our school community
 - Solving an environmental problem
 - Designing technology for accessibility
 - Creating a tool to help students learn
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Form Small Teams

Assign groups of 3 to 5 students, along with roles:

- Designer
- Problem Solver
- Programmer

Collaboration should be encouraged to promote critical thinking, teamwork, and communication skills.

Introduce Design Processes and Create

Walk students through basic steps:

- Identify the problem
- Brainstorm solutions
- Create a prototype or draft

Give students time to work, experiment, and revise!
Emphasize that mistakes are part of learning

Showcase End Results

Share and Celebrate: End with short presentations, a gallery walk, or peer feedback session.

Recognition can be informal—certificates, shout-outs, or reflection activities work well.



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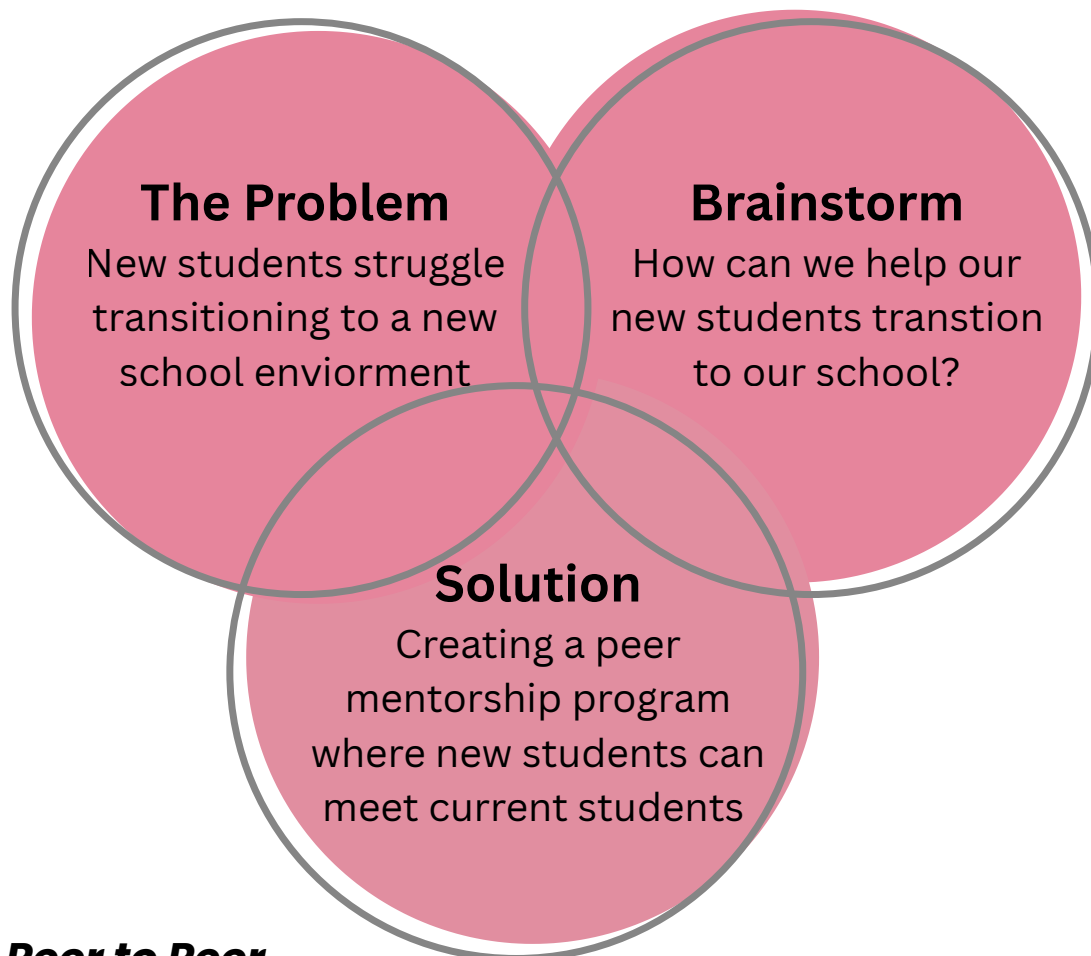
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Some Potential Ideas:

Invite students to reflect on and identify issues they observe within their own communities. Possible ideas might include:

- Helping new students transition to a new school
- Organizing a community clean-up day for a local park
- Coming up with ways to reduce plastic waste in the cafeteria
- Starting a composting or food waste reduction program

The Design Process



Solution: Peer to Peer

This initiative pairs new students with experienced students in the same grade and classes to provide guidance, build connections, and support a smoother transition into the school community.