

# Design and Modeling (DM)

# Common Core State Standards for English Language Arts

## **Lesson 1.1 - What Is Engineering?**

## Reading

## **Key Ideas and Details**

- 1. Read closely to determine what the text says explicitly and to make logical inferences from it; cite specific textual evidence when writing or speaking to support conclusions drawn from the text. (AS.R.1)
- 4. Interpret words and phrases as they are used in a text, including determining technical, connotative, and figurative meanings, and analyze how specific word choices shape meaning or tone. (AS.R.4)
- 7. Integrate and evaluate content presented in diverse formats and media, including visually and quantitatively, as well as in words. (AS.R.7)

#### <u>Text Types and Purposes</u>

- 4. Produce clear and coherent writing in which the development, organization, and style are appropriate to task, purpose, and audience. (AS.W.4)
- 6. Use technology, including the Internet, to produce and publish writing and to interact and collaborate with others. (AS.W.6)
- 7. Conduct short as well as more sustained research projects based on focused questions, demonstrating understanding of the subject under investigation. (AS.W.7)
- 8. Gather relevant information from multiple print and digital sources, assess the credibility and accuracy of each source, and integrate the information while avoiding plagiarism.

  (AS.W.8)
- 9. Draw evidence from literary or informational texts to support analysis, reflection, and research. (AS.W.9)

## Comprehension and Collaboration

- 2. Integrate and evaluate information presented in diverse media and formats, including visually, quantitatively, and orally. (AS.SL.2)
- 4. Present information, findings, and supporting evidence such that listeners can follow the line of reasoning and the organization, development, and style are appropriate to task, purpose, and audience. (AS.SL.4)
- 5. Make strategic use of digital media and visual displays of data to express information and enhance understanding of presentations.(AS.SL.5)



## **Conventions of Standard English**

- 1. Demonstrate command of the conventions of standard English grammar and usage when writing or speaking.(AS.L.1)
- 2. Demonstrate command of the conventions of Standard English capitalization, punctuation, and spelling when writing. (AS.L.2)
- 6. Acquire and use accurately a range of general academic and domain-specific words and phrases sufficient for reading, writing, speaking, and listening at the college and career readiness level; demonstrate independence in gathering vocabulary knowledge when considering a word or phrase important to comprehension or expression. (AS.L.6)

## **Lesson 1.2 - Design Process**

## Reading

### **Key Ideas and Details**

- 1. Read closely to determine what the text says explicitly and to make logical inferences from it; cite specific textual evidence when writing or speaking to support conclusions drawn from the text. (AS.R.1)
- 7. Integrate and evaluate content presented in diverse formats and media, including visually and quantitatively, as well as in words. (AS.R.7)

## **Text Types and Purposes**

- 2. Write informative/explanatory texts to examine and convey complex ideas and information clearly and accurately through the effective selection, organization, and analysis of content. (AS.W.2)
- 4. Produce clear and coherent writing in which the development, organization, and style are appropriate to task, purpose, and audience. (AS.W.4)

#### Comprehension and Collaboration

- 1. Prepare for and participate effectively in a range of conversations and collaborations with diverse partners, building on others' ideas and expressing their own clearly and persuasively. (AS.SL.1)
- 2. Integrate and evaluate information presented in diverse media and formats, including visually, quantitatively, and orally. (AS.SL.2)

## **Conventions of Standard English**

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## **Lesson 1.3 - Measurement**

## Reading

#### **Key Ideas and Details**

1. Read closely to determine what the text says explicitly and to make logical inferences from it; cite specific textual evidence when writing or speaking to support conclusions drawn from the text. (AS.R.1)

## <u>Text Types and Purposes</u>

4. Produce clear and coherent writing in which the development, organization, and style are appropriate to task, purpose, and audience. (AS.W.4)

## Conventions of Standard English

- 1. Demonstrate command of the conventions of standard English grammar and usage when writing or speaking.(AS.L.1)
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## **Lesson 1.4 - Sketching and Dimensioning**

## Reading

#### Key Ideas and Details

- 1. Read closely to determine what the text says explicitly and to make logical inferences from it; cite specific textual evidence when writing or speaking to support conclusions drawn from the text. (AS.R.1)
- 4. Interpret words and phrases as they are used in a text, including determining technical, connotative, and figurative meanings, and analyze how specific word choices shape meaning or tone. (AS.R.4)

## **Text Types and Purposes**

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#### Conventions of Standard English

- 1. Demonstrate command of the conventions of standard English grammar and usage when writing or speaking.(AS.L.1)
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## **Lesson 1.5 - Designing for Production**

## Reading

#### Key Ideas and Details

- 1. Read closely to determine what the text says explicitly and to make logical inferences from it; cite specific textual evidence when writing or speaking to support conclusions drawn from the text. (AS.R.1)
- 4. Interpret words and phrases as they are used in a text, including determining technical, connotative, and figurative meanings, and analyze how specific word choices shape meaning or tone. (AS.R.4)
- 7. Integrate and evaluate content presented in diverse formats and media, including visually and quantitatively, as well as in words. (AS.R.7)
- 10. Read and comprehend complex literary and informational texts independently and proficiently. (AS.R.10)

## <u>Text Types and Purposes</u>

4. Produce clear and coherent writing in which the development, organization, and style are appropriate to task, purpose, and audience. (AS.W.4)

## Comprehension and Collaboration

- 1. Prepare for and participate effectively in a range of conversations and collaborations with diverse partners, building on others' ideas and expressing their own clearly and persuasively. (AS.SL.1)
- 2. Integrate and evaluate information presented in diverse media and formats, including visually, quantitatively, and orally. (AS.SL.2)
- 4. Present information, findings, and supporting evidence such that listeners can follow the line of reasoning and the organization, development, and style are appropriate to task, purpose, and audience. (AS.SL.4)
- 5. Make strategic use of digital media and visual displays of data to express information and enhance understanding of presentations.(AS.SL.5)

## **Conventions of Standard English**

- 1. Demonstrate command of the conventions of standard English grammar and usage when writing or speaking.(AS.L.1)
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## **Standards for Technological Literacy**

## **Lesson 1.1 - What Is Engineering?**

Students will develop an understanding of the characteristics and scope of technology.

## <u>6-8</u>

- F. New products and systems can be developed to solve problems or to help do things that could not be done without the help of technology. (1.6-8.F)
- G. The development of technology is a human activity and is the result of individual and collective needs and the ability to be creative. (1.6-8.G)
- H. Technology is closely linked to creativity, which has resulted in innovation. (1.6-8.H)

# Students will develop an understanding of the relationships among technologies and the connections between technology and other fields of study.

## 6-8

- D. Technological systems often interact with one another. (3.6-8.D)
- F. Knowledge gained from other fields of study has a direct effect on the development of technological products and systems. (3.6-8.F)

# Students will develop an understanding of the cultural, social, economic, and political effects of technology.

#### 6-8

- D. The use of technology affects humans in various ways, including their safety, comfort, choices, and attitudes about technology's development and use. (4.6-8.D)
- F. The development and use of technology poses ethical issues. (4.6-8.F)
- G. Economic, political, and cultural issues are influenced by the development and use of technology. (4.6-8.G)

# Students will develop an understanding of the role of society in the development and use of technology.

#### 6-8

- D. Throughout history, new technologies have resulted from the demands, values, and interests of individuals, businesses, industries, and societies. (6.6-8.D)
- E. The use of inventions and innovations has led to changes in society and the creation of new needs and wants. (6.6-8.E)



## **Lesson 1.2 - Design Process**

## Students will develop an understanding of the attributes of design.

#### 6-8

- E. Design is a creative planning process that leads to useful products and systems. (8.6-8.E)
- F. There is no perfect design. (8.6-8.F)
- G. Requirements for design are made up of criteria and constraints. (8.6-8.G)

## Students will develop an understanding of engineering design.

#### 6-8

- F. Design involves a set of steps, which can be performed in different sequences and repeated as needed. (9.6-8.F)
- G. Brainstorming is a group problem-solving design process in which each person in the group presents his or her ideas in an open forum. (9.6-8.G)

## Students will develop the abilities to apply the design process.

#### 6-8

- H. Apply a design process to solve problems in and beyond the laboratory-classroom. (11.6-8.H)
- I. Specify criteria and constraints for the design. (11.6-8.I)

## Lesson 1.3 - Measurement

# Students will develop an understanding of the role of society in the development and use of technology.

#### 6-8

- D. Throughout history, new technologies have resulted from the demands, values, and interests of individuals, businesses, industries, and societies. (6.6-8.D)
- E. The use of inventions and innovations has led to changes in society and the creation of new needs and wants. (6.6-8.E)

## Students will develop an understanding of the influence of technology on history.

#### 6-8

- D. The specialization of function has been at the heart of many technological improvements. (7.6-8-D)
- E. The design and construction of structures for service or convenience have evolved from the development of techniques for measurement, controlling systems, and the understanding of spatial relationships. (7.6-8-E)



# Students will develop the abilities to use and maintain technological products and systems.

6-8

H. Use information provided in manuals, protocols, or by experienced people to see and understand how things work. (12.6-8.H)

Students will develop the abilities to assess the impact of products and systems.

6-8

F. Design and use instruments to gather data. (13.6-8.F)

## **Lesson 1.4 - Sketching and Dimensioning**

Students will develop the abilities to apply the design process.

6-8

J. Make two-dimensional and three-dimensional representations of the designed solution. (11.6-8.J)

Students will develop an understanding of and be able to select and use information and communication technologies.

6-8

K. The use of symbols, measurements, and drawings promotes a clear communication by providing a common language to express ideas. (17.6-8.K)

## **Lesson 1.5 - Designing for Production**

Students will develop an understanding of the attributes of design.

<u>6-8</u>

G. Requirements for design are made up of criteria and constraints. (8.6-8.G)

## Students will develop an understanding of engineering design.

<u>6-8</u>

- F. Design involves a set of steps, which can be performed in different sequences and repeated as needed. (9.6-8.F)
- G. Brainstorming is a group problem-solving design process in which each person in the group presents his or her ideas in an open forum. (9.6-8.G)
- H. Modeling, testing, evaluating, and modifying are used to transform ideas into practical solutions. (9.6-8.H)



# Students will develop an understanding of the role of troubleshooting, research and development, invention and innovation, and experimentation in problem solving.

#### 6-8

- F. Troubleshooting is a problem-solving method used to identify the cause of a malfunction in a technological system. (10.6-8.F)
- G. Invention is a process of turning ideas and imagination into devices and systems. Innovation is the process of modifying an existing product or system to improve it. (10.6-8.G)
- H. Some technological problems are best solved through experimentation. (10.6-8.H) 9-12
- I. Research and development is a specific problem-solving approach that is used intensively in business and industry to prepare devices and systems for the marketplace. (10.9-12.I)
- J. Technological problems must be researched before they can be solved. (10.9-12.J)

## Students will develop the abilities to apply the design process.

#### 6-8

- H. Apply a design process to solve problems in and beyond the laboratory-classroom. (11.6-8.H)
- I. Specify criteria and constraints for the design. (11.6-8.I)
- J. Make two-dimensional and three-dimensional representations of the designed solution. (11.6-8.J)
- K. Test and evaluate the design in relation to pre-established requirements, such as criteria and constraints, and refine as needed. (11.6-8.K)
- L. Make a product or system and document the solution. (11.6-8.L)

## Students will develop the abilities to use and maintain technological products and systems.

#### 6-8

- H. Use information provided in manuals, protocols, or by experienced people to see and understand how things work. (12.6-8.H)
- J. Use computers and calculators in various applications. (12.6-8.J)

# Students will develop an understanding of and be able to select and use information and communication technologies.

## <u>6-8</u>

- H. Information and communication systems allow information to be transferred from human to human, human to machine, and machine to human. (17.6-8.H)
- K. The use of symbols, measurements, and drawings promotes a clear communication by providing a common language to express ideas. (17.6-8.K)



## **Next Generation Science Standards**

## **Lesson 1.1 - What Is**

## **Engineering? Lesson 1.2 - Design**

## **Process**

#### **Middle School**

## **Engineering Design**

- 1. Define the criteria and constraints of a design problem with sufficient precision to ensure a successful solution, taking into account relevant scientific principles and potential impacts on people and the natural environment that may limit possible solutions. (MS.ETS1.1)
- 2. Evaluate competing design solutions using a systematic process to determine how well they meet the criteria and constraints of the problem. (MS.ETS1.2)

## Lesson 1.3 - Measurement

## **Lesson 1.4 - Sketching and Dimensioning**

## **Lesson 1.5 - Designing for Production**

## **Middle School**

## **Engineering Design**

- 1. Define the criteria and constraints of a design problem with sufficient precision to ensure a successful solution, taking into account relevant scientific principles and potential impacts on people and the natural environment that may limit possible solutions. (MS.ETS1.1)
- 2. Evaluate competing design solutions using a systematic process to determine how well they meet the criteria and constraints of the problem. (MS.ETS1.2)
- 3. Analyze data from tests to determine similarities and differences among several design solutions to identify the best characteristics of each that can be combined into a new solution to better meet the criteria for success. (MS.ETS1.3)
- 4. Develop a model to generate data for iterative testing and modification of a proposed object, tool, or process such that an optimal design can be achieved. (MS.ETS1.4)



# **Common Core State Standards for Mathematical Practice (6-8)**

## **Lesson 1.1 - What Is Engineering?**

## **Lesson 1.2 - Design Process**

## Lesson 1.3 - Measurement

## **Grade 7**

## Ratios and Proportional Relationships

Analyze proportional relationships and use them to solve real-world and mathematical problems.

1. Compute unit rates associated with ratios of fractions, including ratios of lengths, areas and other quantities measured in like or different units. For example, if a person walks 1/2 mile in each 1/4 hour, compute the unit rate as the complex fraction 1/2/1/4 miles per hour, equivalently 2 miles per hour.(7.RP.A.1)

#### The Number System

Apply and extend previous understandings of operations with fractions to add, subtract, multiply, and divide rational numbers.

- 1. Apply and extend previous understandings of addition and subtraction to add and subtract rational numbers; represent addition and subtraction on a horizontal or vertical number line diagram. (7.NS.A.1)
- 1.b. Understand p + q as the number located a distance |q| from p, in the positive or negative direction depending on whether q is positive or negative. Show that a number and its opposite have a sum of o (are additive inverses). Interpret sums of rational numbers by describing realworld contexts. (7.NS.A.1b)
- 3. Solve real-world and mathematical problems involving the four operations with rational numbers. (7.NS.A.3)

#### **Geometry**

Draw, construct, and describe geometrical figures and describe the relationships between them.

- 1. Solve problems involving scale drawings of geometric figures, including computing actual lengths and areas from a scale drawing and reproducing a scale drawing at a different scale. (7.G.A.1)
- 2. Draw (freehand, with ruler and protractor, and with technology) geometric shapes with given conditions. Focus on constructing triangles from three measures of angles or sides, noticing when the conditions determine a unique triangle, more than one triangle, or no triangle. (7.G.A.2)



## **Lesson 1.5 - Designing for Production**

## **Grade 7**

## **Geometry**

Draw, construct, and describe geometrical figures and describe the relationships between them.

- 1. Solve problems involving scale drawings of geometric figures, including computing actual lengths and areas from a scale drawing and reproducing a scale drawing at a different scale. (7.G.A.1)
- 2. Draw (freehand, with ruler and protractor, and with technology) geometric shapes with given conditions. Focus on constructing triangles from three measures of angles or sides, noticing when the conditions determine a unique triangle, more than one triangle, or no triangle. (7.G.A.2)
- 3. Describe the two-dimensional figures that result from slicing three-dimensional figures, as in plane sections of right rectangular prisms and right rectangular pyramids. (7.G.A.3)

Solve real-life and mathematical problems involving angle measure, area, surface area, and volume.

- 4. Know the formulas for the area and circumference of a circle and use them to solve problems; give an informal derivation of the relationship between the circumference and area of a circle. (7.G.B.4)
- 6. Solve real-world and mathematical problems involving area, volume and surface area of two- and three-dimensional objects composed of triangles, quadrilaterals, polygons, cubes, and right prisms. (7.G.B.6)