Unit 4: Final Project

Content Area: **Science**
Course(s): **Civil Eng & Arc**
Time Period: **Semester 2**
Length: **3 weeks**
Status: **Published**

Modifications

https://docs.google.com/document/d/1ODqaPP69YkcFiyG72fIT8XsUIe3K1VSG7nxuc4CpCec/edit

Assessments

https://docs.google.com/document/d/1wR7bQF-8AQoRrt0g4C3hKja0yjwDjC9_BiAmONWbTcI/edit

Standards

HS-ETS1-2	Design a solution to a complex real-world problem by breaking it down into smaller, more manageable problems that can be solved through engineering.
HS-ETS1-3	Evaluate a solution to a complex real-world problem based on prioritized criteria and trade-offs that account for a range of constraints, including cost, safety, reliability, and aesthetics, as well as possible social, cultural, and environmental impacts.
HS-ETS1-4	Use a computer simulation to model the impact of proposed solutions to a complex real-world problem with numerous criteria and constraints on interactions within and between systems relevant to the problem.
	Engineering design is a complex process in which creativity, content knowledge, research, and analysis are used to address local and global problems. Decisions on trade-offs involve systematic comparisons of all costs and benefits, and final steps that may involve redesigning for optimization.
8.2.12.ED.1	Use research to design and create a product or system that addresses a problem and make modifications based on input from potential consumers.
8.2.12.ED.2	Create scaled engineering drawings for a new product or system and make modification to increase optimization based on feedback.
8.2.12.ED.3	Evaluate several models of the same type of product and make recommendations for a new design based on a cost benefit analysis.
8.2.12.ED.4	Design a product or system that addresses a global problem and document decisions made based on research, constraints, trade-offs, and aesthetic and ethical considerations and share this information with an appropriate audience.
	Engineering design evaluation, a process for determining how well a solution meets requirements, involves systematic comparisons between requirements, specifications, and constraints.
8.2.12.ED.5	Evaluate the effectiveness of a product or system based on factors that are related to its

	requirements, specifications, and constraints (e.g., safety, reliability, economic considerations, quality control, environmental concerns, manufacturability, maintenance and repair, ergonomics).
8.2.12.ED.6	Analyze the effects of changing resources when designing a specific product or system (e.g., materials, energy, tools, capital, labor).
	Engineers use science, mathematics, and other disciplines to improve technology. Increased collaboration among engineers, scientists, and mathematicians can improve their work and designs. Technology, product, or system redesign can be more difficult than the original design.
8.2.12.NT.1	Explain how different groups can contribute to the overall design of a product.
8.2.12.NT.2	Redesign an existing product to improve form or function.

Enduring Understandings

- An important goal when pitching a design is providing your audience the ability to fully conceptualize the design.
- Highlighting key elements to a design while creating a stong overall understanding of it's purpose can help establish interest and attention.
- Presenting different perspectives of a design or an element within the design can help an audience visualize its intended use.

Essential Questions

- What is the primary focus when designing a conceptual model?
- How can you propose a design to capture attention and interest?
- Why is a variety of perspectives useful when communicating a design?

Knowledge and Skills

- Students will be able to complete their architectural model necessary for their design proposal.
- Students will be able to design a project consisting of a poster and 11x17 document.
- Students will be able to illustrate their renovation proposals with realistic renderings on the poster, paired with supplimental information on the 11x17 document.

Resources

- PPT, PSD and AI poster templates
- PPT, PSD and AI 11x17 templates
- Rendering and image exporting support documentation