

Name _____

The Engineering Design Process

1.

2.

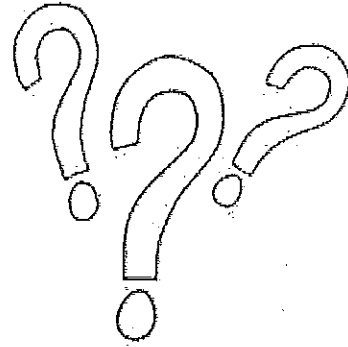
3.

4.

5.

6.

7.



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Draw your design

Research

Evaluate and redesign

Brainstorm ideas and solutions

Build a prototype (the first working model)

Identify the problem

Test the prototype

8.2.5.C.1, 8.2.5.C.2, 8.2.5.C.3, 8.2.5.C.4, 8.2.5.C.5,
8.2.5.C.6, 8.2.5.C.7

8.2.5.D.1, 8.2.5.D.2, 8.2.5.D.3, 8.2.5.D.4, 8.2.5.D.5
8.2.5.D.6, 8.2.5.C.7

Course D (2018)

Students develop their understanding of nested loops, while loops, conditionals, and events. Beyond coding, students learn about digital citizenship.

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NEW MATERIAL

Lesson Name	Progress
1. Graph Paper Programming	Unplugged Activity
2. Introduction to Online Puzzles	1 2 3 4 5 6 7 8 9 10
3. Relay Programming	Unplugged Activity
4. Debugging with Laurel	1 2 3 4 5 6 7 8 9
5. Events in Bounce	1 2 3 4 5 6 7 8
6. Loops in Ice Age	1 2 3 4 5 6 7 8 9 10 11 12
7. Drawing Shapes with Loops	1 2 3 4 5 6 7 8 9 10 11
8. Nested Loops in Maze	1 2 3 4 5 6 7 8 9 10 11 12 13
9. Fancy Shapes using Nested Loops	1 2 3 4 5 6 7 8 9 10 11 12 13

Lesson Name	Progress
10. Snowflakes with Anna and Elsa	1 2 3 4 5 6
11. While Loops in Farmer	1 2 3 4 5 6 7 8 9 10 11 12 13
12. Until Loops in Maze	1 2 3 4 5 6 7 8 9 10 11
13. Conditionals with Cards	Unplugged Activity
14. If/Else with Bee	1 2 3 4 5 6 7 8 9 10 11 12 13
15. Harvesting with Conditionals	1 2 3 4 5 6 7 8 9 10 11
16. Digital Citizenship	Unplugged Activity
17. Ninjas vs. Pirates Game	1 2 3 4 5 6 7 8 9
18. Binary Images	Unplugged Activity
19. Binary Images with Artist	1 2 3 4 5 6 7 8 9 10 11

Level Type	Level Details	Level Status
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