

Unit 2 - Problem Solving

Content Area: **Science**
Course(s): **Science 1**
Time Period: **October**
Length: **3-4 weeks**
Status: **Published**

Unit Overview

Essential Questions

How do you solve problems?

What is technology?

What is the design process?

Content

Technology is using tools to solve problems.

The design process includes these steps: Plan, Draw, Choose Materials, Make, Test, Record, Share.

Skills

Identify how technology can help people solve problems

Describe the design process and explain how to use it to find a solution

Assessments

Solve a simple technological problem by following the design process.

Study Guide

Chapter Review

Chapter Test

Design it! What do pill bugs need?

Performance-Based Assessment Program Guide pg. 46: Design a New Hat, Write a Poem, and/or Test Materials

STEM activity book

Lessons/Learning Scenarios

Chapter 2 - Lesson 1, Lesson 3

Inquiry pg. 40 – 41: How can you design a top?

Inquiry pg. 56 – 57: How can you build a boat?

STEM pg. 58

Vocabulary

Study Guide

Chapter Review

Inquiry pg. 64 – 69: What do pill bugs need?

Standards

SCI.K-2.5.1.2	All students will understand that science is both a body of knowledge and an evidence-based, model-building enterprise that continually extends, refines, and revises knowledge. The four Science Practices strands encompass the knowledge and reasoning skills that students must acquire to be proficient in science.
SCI.K-2.5.1.2.A	Students understand core concepts and principles of science and use measurement and observation tools to assist in categorizing, representing, and interpreting the natural and designed world.
SCI.K-2.5.1.2.B	Students master the conceptual, mathematical, physical, and computational tools that need to be applied when constructing and evaluating claims.
SCI.K-2.5.1.2.C	Scientific knowledge builds on itself over time.

Resources
