

Problem Solving

Content Area: **Science**
Course(s): **Science 2**
Time Period: **Undefined**
Length:
Status: **Published**

Unit Overview

Essential Questions

How do people solve problems?

How do people design new things?

Content

People design new things by following these steps: plan, draw, choose materials, make, test, record and share.

Skills

Explain the process people use to design new things.

Assessments

Solve a simple technological problem by following the design process.

Inquiry, pg. 64: How would design a pencil?

Performance-Based Assessment, Program Guide, pg. 46

STEM Activity Book

Lessons/Learning Scenarios

Chapter 2: Lesson 2

Standards

| | |
|-----------------|---|
| 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. |
| SCI.K-2.5.1.2.D | The growth of scientific knowledge involves critique and communication, which are social practices that are governed by a core set of values and norms. |

Resources
