

## 3-5-ETS1-1 Engineering Design

Students who demonstrate understanding can:

- 3-5-ETS1- Define a simple design problem reflecting a need or a want that includes specified criteria for success and constraints on materials, time, or cost.**
1. success and constraints on materials, time, or cost.

The performance expectation above was developed using the following elements from the NRC document *A Framework for K–12 Science Education*:

Science and Engineering Practices	Disciplinary Core Ideas	Crosscutting Concepts
<p><b>Asking Questions and Defining Problems</b>            Asking questions and defining problems in 3–5 builds on grades K–2 experiences and progresses to specifying qualitative relationships.</p> <ul style="list-style-type: none"> <li>• Define a simple design problem that can be solved through the development of an object, tool, process, or system and includes several criteria for success and constraints on materials, time, or cost.</li> </ul>	<p><b>ETS1.A: Defining and Delimiting Engineering Problems</b></p> <ul style="list-style-type: none"> <li>• Possible solutions to a problem are limited by available materials and resources (constraints). The success of a designed solution is determined by considering the desired features of a solution (criteria). Different proposals for solutions can be compared on the basis of how well each one meets the specified criteria for success or how well each takes the constraints into account.</li> </ul>	<p><b>Influence of Science, Engineering, and Technology on Society and the Natural World</b></p> <ul style="list-style-type: none"> <li>• People’s needs and wants change over time, as do their demands for new and improved technologies.</li> </ul>

### Observable features of the student performance by the end of the grade:

1	Identifying the problem to be solved	
	a	Students use given scientific information and information about a situation or phenomenon to define a simple design problem that includes responding to a need or want.
	b	The problem students define is one that can be solved with the development of a new or improved object, tool, process, or system.
	c	Students describe* that people’s needs and wants change over time.
2	Defining the boundaries of the system	
	a	Students define the limits within which the problem will be addressed, which includes addressing something people want and need at the current time.
3	Defining the criteria and constraints	
	a	Based on the situation people want to change, students specify criteria (required features) of a successful solution.
	b	Students describe* the constraints or limitations on their design, which may include: <ul style="list-style-type: none"> <li>i. Cost.</li> <li>ii. Materials.</li> <li>iii. Time.</li> </ul>