



Preparing for NGSS

Dear NGSS,
Teach Engineering? What?!?
From,
Classroom Teacher

John Heffernan
10/8/2015



Outline

- ❖ What is NGSS? How is it organized? How is it different?
- ❖ Exercise
- ❖ Engineering and NGSS
- ❖ MA NGSS differences and timeline

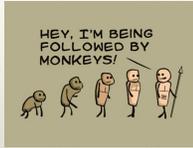
Introductory Video



- ❖ <http://www.nextgenscience.org/case-next-generation-science-standards>

Political Stuff

- ❖ Not Common Core
- ❖ Not federal
- ❖ Not PARCC tested
- ❖ 26 lead states (11 adopted so far, 39 have expressed interest)
- ❖ Includes climate change and evolution



Organization of NGSS

- ❖ Dimension 1: Scientific and Engineering Practices
- ❖ Dimension 2: Crosscutting Concepts
- ❖ Dimension 3: Disciplinary Core Ideas—Physical Sciences
- ❖ Dimension 3: Disciplinary Core Ideas—Life Sciences
- ❖ Dimension 3: Disciplinary Core Ideas—Earth and Space Sciences
- ❖ Dimension 3: Disciplinary Core Ideas—Engineering, Technology, and Applications of Science



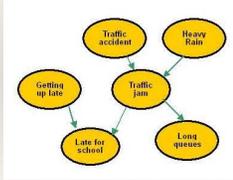
Science and Engineering Practices

- Asking questions (for science) and defining problems (for engineering)
- Developing and using models
- Planning and carrying out investigations
- Analyzing and interpreting data
- Using mathematics and computational thinking
- Constructing explanations (for science) and designing solutions (for engineering)
- Engaging in argument from evidence
- Obtaining, evaluating, and communicating information



Crosscutting Concepts

1. Patterns
2. Cause and effect: Mechanism and explanation
3. Scale, proportion, and quantity
4. Systems and system models
5. Energy and matter: Flows, cycles, and conservation
6. Structure and function
7. Stability and change



DCI - Physical Sciences



- ❖ PS1: Matter and its interactions
- ❖ PS2: Motion and stability: Forces and interactions
- ❖ PS3: Energy
- ❖ PS4: Waves and their applications in technologies for information transfer

DCI - Earth and Space Sciences



- ❖ ESS1: Earth's place in the universe
- ❖ ESS2: Earth's systems
- ❖ ESS3: Earth and human activity

What Is Engineering?

- ❖ We use the term “engineering” in a very broad sense to mean any engagement in a systematic practice of design to achieve solutions to particular human problems. (NRC 2012, p. 11-12, NGSS, Appendix I, p. 2)
- ❖ “From a teaching and learning point of view, it is the iterative cycle of design that offers the greatest potential for applying science knowledge in the classroom and engaging in engineering practices” (NRC 2012, p. 20-202).

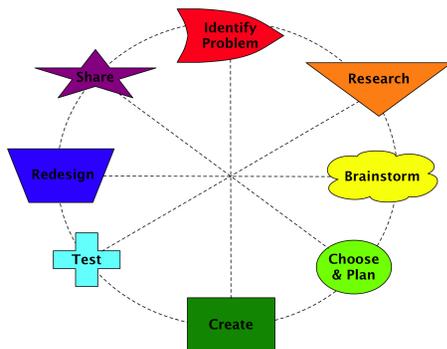


NGSS Core Engineering Ideas

- ❖ Defining and delimiting engineering problems
- ❖ Designing solutions to engineering problems
- ❖ Optimizing the design solution



Engineering Design Process



Courtesy Dr Merridith Portsmore, Tufts CEOO

EDP Model Considerations

- ❖ Ideal model, teach but not slavishly
- ❖ Help connect math and science (Mitnik, Recabarren, Nussbaum, & Soto, 2009; Puntambekar & Kolodner, 2005)
- ❖ Students may need help with considering alternative ideas, planning, going back to the drawing board, dealing with frustration

K-2 Engineering Design

- ❖ K-2-ETS1-1 Ask questions, make observations, and gather information about a situation people want to change to define a simple problem that can be solved through the development of a new or improved object or tool.
- ❖ K-2-ETS1-2 Develop a simple sketch, drawing, or physical model to illustrate how the shape of an object helps it function as needed to solve a given problem.
- ❖ K-2-ETS1-3 Analyze data from tests of two objects designed to solve the same problem to compare the strengths and weaknesses of how each performs.

3-5 Engineering Design

- ❖ 3-5-ETS1-1 Define a simple design problem reflecting a need or a want that includes specified criteria for success and constraints on materials, time, or cost.
- ❖ 3-5-ETS1-2 Generate and compare multiple possible solutions to a problem based on how well each is likely to meet the criteria and constraints of the problem.
- ❖ 3-5-ETS1-3 Plan and carry out fair tests in which variables are controlled and failure points are considered to identify aspects of a model or prototype that can be improved.

MS Engineering Design

- ◊ MS-ETS1-1 Define the criteria and constraints of a design problem with sufficient precision to ensure a successful solution, taking into account relevant scientific principles and potential impacts on people and the natural environment that may limit possible solutions.
- ◊ MS-ETS1-2 Evaluate competing design solutions using a systematic process to determine how well they meet the criteria and constraints of the problem.
- ◊ MS-ETS1-3 Analyze data from tests to determine similarities and differences among several design solutions to identify the best characteristics of each that can be combined into a new solution to better meet the criteria for success.
- ◊ MS-ETS1-4 Develop a model to generate data for iterative testing and modification of a proposed object, tool, or process such that an optimal design can be achieved.

HS Engineering Design

- ◊ HS-ETS1-1 Analyze a major global challenge to specify qualitative and quantitative criteria and constraints for solutions that account for societal needs and wants.
- ◊ 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.

Curriculum Exercise

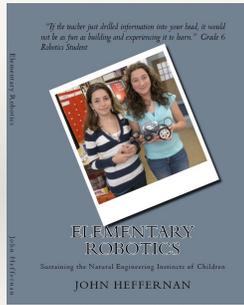
- ◊ Using the provided MA examples (elementary, middle school, or high school), discuss how the standard could be realizing using an engineering activity



Discuss how this is different from using a textbook, i.e. that application of science

Curriculum Ideas

- ❖ Robotics
- ❖ Bridges
- ❖ Marble runs



AMUSEMENT PARK RIDES - G2



AMUSEMENT PARK RIDES - G2



AIRPLANE STORIES - G3



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BURGLAR ALARM - G4

GRADE 4

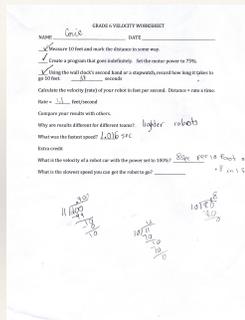
GRADE 4 PLANNING



BURGLAR ALARM - G4

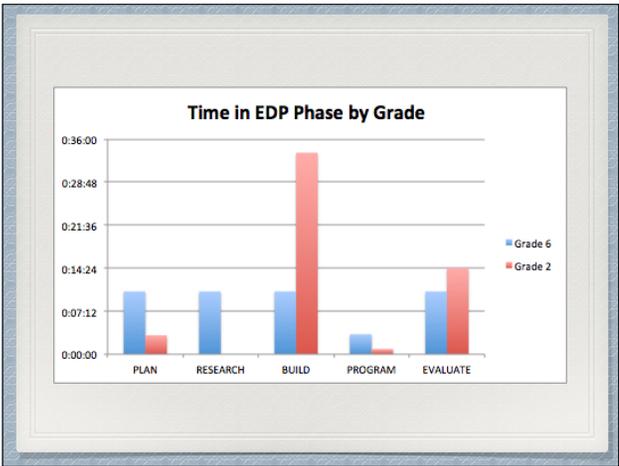


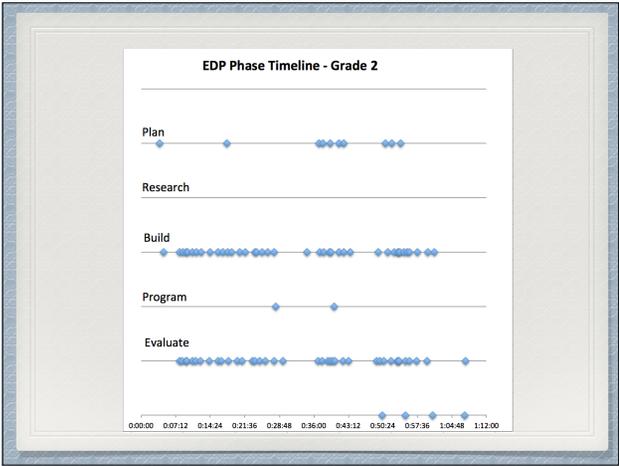
DRAGSTERS - G6

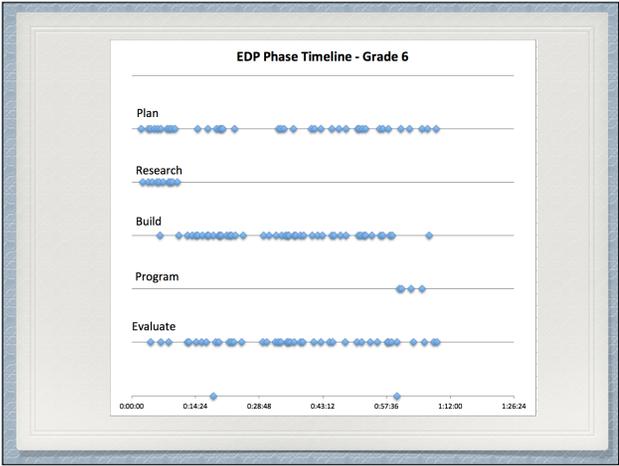


RESEARCH

- ❖ Looking at differences between 2nd and 6th graders doing an open-ended engineering challenge
- ❖ Pilot study reveals significant differences in causal reasoning and planning







OVERALL IMPACT



MA Digital Literacy and CS Standards

- ❖ Under development
- ❖ Combined computer science and digital literacy
- ❖ Will not be tested

Resources

NGSS website <http://www.nextgenscience.org>
NGSS Introductory Video <http://www.nextgenscience.org/case-next-generation-science-standards>
MA NGSS website <http://www.doe.mass.edu/stem/review.html>
MA NGSS Comparison <http://www.doe.mass.edu/stem/standards/NGSS-MAAComparison.html>
MA NGSS FAQ <http://www.doe.mass.edu/stem/standards/faq.html>
Kids Engineer <http://kidsengineer.com>
Tufts Center for Engineering Education and Outreach <http://ceeo.tufts.edu>
Elementary Robotics: Sustaining the Natural Engineering Instincts of Children - available at Amazon.com
johnheffernan@verizon.net or jheffernan@hr-k12.org
