

Next Generation Science Standards Disciplinary Core Ideas-Engineering, Technology, and Applications of Science*

All Grades

ETS1: Engineering Design

DCI ETS1.A: Defining and Delimiting an Engineering Problem

Grades K-2

A situation that people want to change or create can be approached as a problem to be solved through engineering. Such problems may have many acceptable solutions. Asking questions, making observations, and gathering information are helpful in thinking about problems. Before beginning to design an solution, it is important to clearly understand the problem.

Grades 3-5

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.

Grades 6-8

The more precisely a design task's criteria and constraints can be defined, the more likely it is that the designed solution will be successful. Specification of constraints includes consideration of scientific principles and other relevant knowledge that are likely to limit possible solutions (e.g., familiarity with the local climate may rule out certain plants for the school garden).

Grades 9-12

Design criteria and constraints, which typically reflect the needs of the end-user of a technology or process, address such things as the product's or system's function (what job it will perform and how), its durability, and limits on its size and cost. Criteria and constraints also include satisfying any requirements set by society, such as taking issues of risk mitigation into account, and they should be quantified to the extent possible and stated in such a way that one can tell if a given design meets them.

Humanity faces major global challenges today, such as the need for supplies of clean water and food or for energy sources that minimize pollution, which can be addressed through engineering. These global challenges also may have manifestations in local communities. But whatever the scale, the first thing that engineers do is define the problem and specify the criteria and constraints for potential solutions.

DCI ETS1.B: Developing Possible Solutions

Grades K-2

Designs can be conveyed through sketches, drawings, or physical models. These representations are useful in communicating ideas for a problem's solutions to other people. To design something complicated, one may need to break the problem into parts and attend to each part separately but must then bring the parts together to test the overall plan.

Grades 3-5

Research on a problem should be carried out—for example, through Internet searches, market research, or field observations—before beginning to design a solution. An often productive way to generate ideas is for people to work together to brainstorm, test, and refine possible solutions. Testing a solution involves investigating how well it performs under a range of likely conditions. Tests are often designed to identify failure points or difficulties, which suggest the elements of the design that need to be improved. At whatever stage, communicating with peers about proposed solutions is an important part of the design process, and shared ideas can lead to improved designs.

There are many types of models, ranging from simple physical models to computer models. They can be used to investigate how a design might work, communicate the design to others, and compare different designs.

Grades 6-8

A solution needs to be tested, and then modified on the basis of the test results, in order to improve it. There are systematic processes for evaluating solutions with respect to how well they meet the criteria and constraints of a problem. Sometimes parts of different solutions can be combined to create a solution that is better than any of its predecessors. In any case, it is important to be able to communicate and explain solutions to others.

Models of all kinds are important for testing solutions, and computers are a valuable tool for simulating systems. Simulations are useful for predicting what would happen if various parameters of the model were changed, as well as for making improvements to the model based on peer and leader (e.g., teacher) feedback.

Grades 9-12

Complicated problems may need to be broken down into simpler components in order to develop and test solutions. When evaluating solutions, it is important to take into account a range of constraints, including cost, safety, reliability, and aesthetics, and to consider social, cultural, and environmental impacts. Testing should lead to improvements in the design through an iterative procedure.

Both physical models and computers can be used in various ways to aid in the engineering design process. Physical models, or prototypes, are helpful in the testing product ideas or the properties of different materials. Computers are useful for a variety of purposes, such as in representing a design in 3-D through CAD software; in troubleshooting to identify and describe a design problem; in running simulations to test different ways of solving a problem or to see which one is most efficient or economical; and in making a persuasive presentation to a client about how a given design will meet his or her needs.

DCI ETS1.C: Optimizing the Design Solution

Grades K-2

Because there is always more than one possible solution to a problem, it is useful to compare designs, test them, and discuss their strengths and weaknesses.

Grades 3-5

Different solutions need to be tested in order to determine which of them best solves the problem, given the criteria and the constraints.

Grades 6-8

There are systematic processes for evaluating solutions with respect to how well they meet the criteria and constraints of a problem. Comparing different designs could involve running them through the same kinds of tests and systematically recording the results to determine which design performs best. Although one design may not perform the best across all tests, identifying the characteristics of the design that performed the best in each test can provide useful information for the redesign process—that is, some of those characteristics may be incorporated into the new design. This iterative process of testing the most promising solutions and modifying what is proposed on the basis of the test results leads to greater refinement and ultimately to an optimal solution. Once such a suitable solution is determined, it is important to describe that solution, explain how it was developed, and describe the features that make it successful.

Grades 9-12

The aim of engineering is not simply to find a solution to a problem but to design the best solution under the given constraints and criteria. Optimization can be complex, however, for a design problem with numerous desired qualities or outcomes. Criteria may need to be broken down into simpler ones that can be approached systematically, and decisions about the priority of certain criteria over others (trade-offs) may be needed. The comparison of multiple designs can be aided by a trade-off matrix. Sometimes a numerical weighting system can help evaluate a design against multiple criteria. When evaluating solutions, all relevant considerations, including cost, safety, reliability, and aesthetic, lead to design improvements through an iterative process, and computer simulations are one useful way of running such tests.

ETS2: Links Among Engineering, Technology, Science, and Society

DCI ETS2.A: Interdependence of Science, Engineering, and Technology

Grades K-2

People encounter questions about the natural world every day. There are many types of tools produced by engineering that can be used in science to help answer these questions through observation or measurement. Observations and measurements are also used in engineering to help test and refine design ideas.

Grades 3-5

Tools and instruments (e.g., rulers, balances, thermometers, graduated cylinders, telescopes, microscopes) are used in scientific exploration to gather data and help answer questions about the natural world. Engineering design can develop and improve such technologies. Scientific discoveries about the natural world can often lead to new and improved technologies, which are developed through the engineering design process. Knowledge of relevant scientific concepts and research findings is important in engineering.

Grades 6-8

Engineering advances have led to important discoveries in virtually every field of science, and scientific discoveries have led to the development of entire industries and engineered systems. In order to design better technologies, new science may need to be explored (e.g., materials research prompted by desire for better batteries or solar cells, biological questions raised by medical problems). Technologies in turn extend the measurement, exploration, modeling, and computational capacity of scientific investigations.

Grades 9-12

Science and engineering complement each other in the cycle known as research and development (R&D). Many R&D projects may involve scientists, engineers, and others with wide ranges of expertise. For example, developing a means for safely and securely disposing of nuclear waste will require the participation of engineers with specialties in nuclear engineering, transportation, construction, and safety; it is likely to require as well the contributions of scientists and other professionals from such diverse fields as physics, geology, economics, psychology, and sociology.

DCI ETS2.B: Influence of Engineering, Technology, and Science on Society and the Natural World

Grades K-2

People depend on various technologies in their lives; human life would be very different without technology. Every human-made product is designed by applying some knowledge of the natural world and is built by using materials derived from the natural world, even when the materials are not themselves natural--for example, spoons made from refined metals. Thus, developing and using technology has impacts on the natural world.

Grades 3-5

Over time, people's needs and wants change, as do their demands for new and improved technologies. Engineers improve existing technologies or develop new ones to increase their benefits (e.g., better artificial limbs), to decrease known risks (e.g., seatbelts in cars), and to meet societal demands (e.g., cell phones). When new technologies become available, they can bring about changes in the way people live and interact with one another.

Grades 6-8

All human activity draws on natural resources and has both short- and long-term consequences, positive as well as negative, for the health of both people and the natural environment. The uses of technologies and any limitations on their use are driven by individual or societal needs, desires, and values; by the findings of scientific research; and by differences in such factors as climate, natural resources, and economic conditions. Thus technology use varies from region to region and over time. Technologies that are beneficial for a certain purpose may later be seen to have impacts (e.g., health-related, environmental) that were not foreseen. In such cases, new regulations on use or new technologies (to mitigate the impacts or eliminate them) may be required.

Grades 9-12

Modern civilization depends on major technological systems, including those related to agriculture, health, water, energy, transportation, manufacturing, construction, and communications. Engineers continuously modify these technological systems by applying scientific knowledge and engineering design practices to increase benefits while decreasing costs and risks. Widespread adoption of technological innovations often depends on market forces or other societal demands, but it may also be subject to evaluation by scientists and engineers and to eventual government regulation. New technologies can have deep impacts on society and the environment, including some that were not anticipated or that may build up over time to a level that requires attention or mitigation. Analysis of costs, environmental impacts, and risks, as well as of expected benefits, is a critical aspect of decisions about technology use.