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| **Next Generation Science Standards ~ Engineering Design for Grade 2** | | | |
| **Disciplinary Core Ideas** | | **Performance Expectations** | **Evidence of Learning** |
| **ETS1.A Defining and Delaminating Engineering Problems** | A situation that people want to change or create can be approached as a problem to be solved through engineering. | 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. |  |
| Asking questions, making observations, and gathering information are helpful in thinking about problems. |  |
| Before beginning to design a solution, it is important to clearly understand the problem. |  |
| **ETS1.B Developing Possible Solutions** | 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. | 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. |  |
| **ETS1.C Optimizing the Design Solution** | Because there is always more than one possible solution to a problem, it is useful to compare and test designs. | 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. |  |