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<p><b><i>Extend: How will students deepen their conceptual understanding through use in new context?</i></b></p>	<p>-Have students identify a need that could be met by an invention. Invite them to plan the invention, build it, and present it to the class. - Ask students to identify activities they do outside of school in which they use the steps of technological design. Examples include designing a game to play with a friend or fixing a broken bicycle chain.</p>		<p>Planning and Carrying Out Investigations: Plan and conduct an investigation collaboratively to produce data to serve as the basis for evidence, using fair tests in which variables are controlled and the number of trials considered. (3-5-ETS1-3)</p>	<p>ETS1.B: Developing Possible Solutions Research on a problem should be carried out before beginning to design a solution. Testing a solution involves investigating how well it performs under a range of likely conditions. (3-5-ETS1-2)</p>	<p>Cause and Effect Cause and effect relationships are routinely identified and used to explain change. (5-PS2-1) Scale, Proportion, and Quantity Natural objects exist from the very small to the immensely large. Influence of Science, Engineering, and Technology on Society and the Natural World People's needs and wants change over time, as do their demands for new and improved technologies. (3-5-ETS-1)</p>
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