2011-12 Engineering Design Sample Student Language Scoring Template

	Name:		Period:	
		Start Date:	End Date:	
	Engineerin	g Design		
Title:				
problem. Identify the criteria as	what the problem	aints for the pro		
Nearly Meets	Mee		Exceeds	
I need to define the problem more clearly so it is better understood, and can be tested.	I can clearly defi engineering prob be tested.	ne the	I can clearly define the engineering problem in a way that can be scientifically tested.	
State the problem: Who? Wha	t? Where? When?	How? Why?		
Background Inf	ormation and Ex	isting Solution	s Scoring Guide	
Nearly Meets	Mee	ets	Exceeds	
I need to give more detailed background information about previous solutions, and scientific concepts that can be used in my design.	I can relate back information, prev solutions, and so concepts to my o	rious cientific	I can extensively describe background information, previous solutions, and scientific concepts that relate to my design.	
Background information: Write about the problem, and describe the science, math and/or engineering concepts you will use to create a new solution. Include previous solutions such as products, processes or systems that have been used to solve the problem in the past, and reference the source(s) of your information*.				
(Continue on next page, and add an illus	stration.)			

(Add additional pages as needed) Figure 1: Example of an existing Engineering Design *References: Use APA style. Author, A. A., & Author, B. B. (Date of publication). Title of article. Title of Online Periodical, volume number(issue number if available). Retrieved from http://www.someaddress.com/full/url/ (Date of retrieval)

2011-12 Engineering Design Student Language Scoring Guide Tool

Evaluation Criteria and Constraints Scoring Guide

Nearly Meets	Meets	Exceeds
The criteria and constraints	I can clearly identify the	I can clearly list criteria that
are missing or lack detail.	criteria and constraints.	could be used to judge the
		design, and the constraints
		that limit the possible design
		solutions.

Evaluation criteria: Define how you will rate/evaluate the quality of your design(s).		
	ne the limits for your project in terms of time, resources, material streng (if appropriate), etc.	 gth,

2. Design of Solution

Learning Target: Explain how the solution is designed, and describe how to make a prototype.

Exploring Options Scoring Guide

Nearly Meets	Meets	Exceeds
I need to compare my options	I can clearly describe and	I can use a decision tool to
in more detail, or more clearly.	compare each option.	analyze all reasonable possibilities in terms of the criteria and constraints.

Explore different options to find the best solution: Describe different options that you might use in your design, and then, use the Pugh chart, list of pros and cons, or decision tree to choos the one(s) you will test.				
	<u>-</u>			

Pugh Chart: Use this tool to compare different options with a datum. A datum is similar to a control and could be an existing design. Use your evaluation criteria to compare different options to the datum. Select different options, and decide if each option is better (+), worse (-), or the same (0) as the datum. Add scores for each option to help decide which option is best.

	Datum	Option 1	Option 2	Option 3
Evaluation Criteria	Description:	Description:	Description:	Description:
	0			
	0			
	0			
	0			
	0			
Totals	0			

Pros and Cons: Use this tool to compare one options. Pros are positive ou negative outcomes. Make a t	tcomes, and C	Cons are	choice wa	Tree: tool like a map to show how one as selected over another. decision criteria at each step.
Pros	Cons		(Make on ne	ew page, or use Inspiration on the print and attach.)
	Identificat	tion of Solution	Scoring G	
The solution I chose needs to be linked to the criteria and/or constraints to		Meets n use the criteria straints to show v se the solution the	hy I	Exceeds I can explain the scientific thinking behind why the solution I picked is the best based on the design criteria and constraints.
Solution (Describe the fits within the design crit			was select	ted over the others, and how it

Creation of a Prototype Scoring Guide

Nearly Meets	Meets	Exceeds
The prototype needs to have a practical design that can be tested.	I can explain the basics of how to build my prototype. It is testable and safe, even if it doesn't work. It fits with both the criteria and constraints.	I can explain how to make my prototype well enough that anyone could build it. It is testable (even if it doesn't work), well thought out, and safe. It fits with both the
		criteria and constraints.

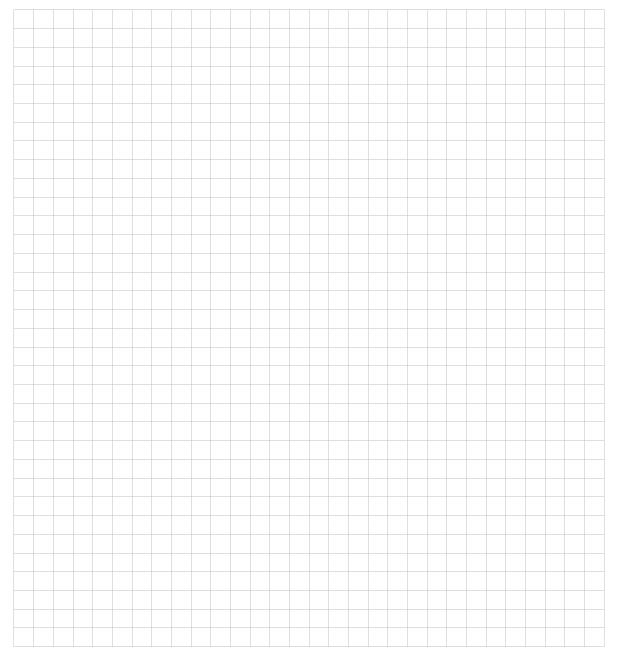
Materials List: (List the tools and type of materials needed to make a prototype. Include the amount of each material needed.)

Tools	Materials	Amount

Procedures for Making Prototype: Number the steps and explain exactly how to build the prototype.		
Add additional pages as needed)		

(, taa aaamona, pagoo ao nooaca)

Initial Schematic: Draw the prototype to scale, (with different views if needed (e.g. top/side), and label each part. Include a size legend and key. Use a straight edge and give measurements in metric units.



Scale: 1 square =

Legend:

Testing the Prototype Scoring Guide Nearly Meets Exceeds Meets My testing procedures need to I can design procedures that I can design precise be improved so I can collect determine if the prototype procedures that systematically more data so I can determine meets the claim. determine if the prototype meets the claim. I am using if my claim is accurate. multiple trials and/or versions

of the prototype.

Evaluation Criteria: Which evaluation criteria are you going to measure to see if the prototype meets the claim?				
Dependent Variable: How will you measure the evaluation	criteria, and which units will you use?			
Controlled Conditions: List the variables that need to be k make results more reliable.	rept the same to make it a fair test and			
Testing Procedures: (Explain exactly how to test the proto	type, identifying the steps used.)			

3. Data Collection

Learning Target: Collect, organize, and/or graph the data to show if the prototype meets the claim.

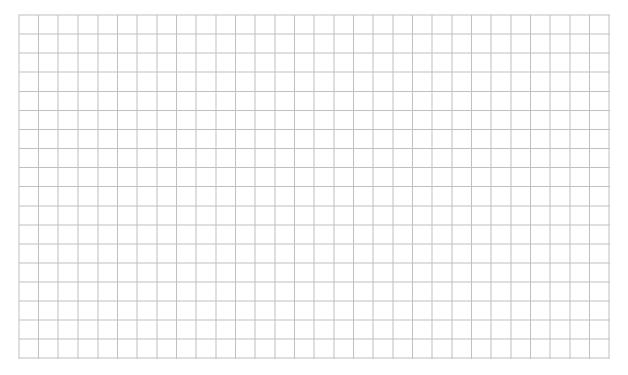
Figure 2: Prototype Testing Set Up

Data Collection Scoring Guide

Nearly Meets	Meets	Exceeds
I need to show how the	My tables and/or graphs	My tables and/or graphs
prototype performed when	clearly and accurately show	clearly and accurately show
tested. I need to use some	how the prototype performed	how the prototype performed
kind of observations or	when tested.	when tested. The information
measurements to describe		is displayed in a way that
what happened, even if didn't		shows why my design does, or
work.		does not work.

Data Table(s): Label columns, rows and give the units. Use a straight edge to draw your table. If measurements are not used, observations, a rating-scale, and/or pictures of before and after could be included. (Add additional pages if needed.)

Graph(s): Choose the type of graph that best shows patterns or trends in your data. Give each graph a descriptive title, label axes and indicate units.



4. Analyzing

Learning Target: Use your data to explain the results of testing your prototype, and explain what you would do to make it better next time.

Results Scoring Guide			
Nearly Meets	Meets	Exceeds	
I need to use my data to	I can use data to show why	I can highlight patterns or	
support my claim, even if it	the data does, or does not	trends in my data and use	
works just fine.	support the claim.	them to evaluate my design. I	
		can clearly show why the data	
		does, or does not support the	
		claim.	
Explain Patterns and Trends: Write a short description of what your graph(s) show, or describe the patterns or trends in the data. Results of Prototype Test: Restate the claim, and discuss the claim based on whether the data supports, or does not support it.			
Evaluation of Solution Scoring Guide			
Nearly Meets	Meets	Exceeds	
I need to explain why I made	I can list the changes that I	I can list the changes that I	
the changes that I did in the	made in the process of	made in the process of	
process of designing, building	designing, building and testing	designing, building and testing	
and testing my prototype.	my prototypes.	my prototypes. I can clearly	
		explain why I made the	
		changes I did.	
Evaluation of Solution: Describuilding and testing the prototyp	be the <u>tradeoffs</u> that had to be ma be.	de in the process of designing,	
	· · · · · · · · · · · · · · · · · · ·		

Nearly Meets

I need to explain how to

prototype or scientific

principles.

improve my design using

Improving the Design Scoring Guide Meets Exceeds I can describe how to improve I can describe how to improve my design using the results my design using the results from testing the prototype and either the results of testing the from testing the prototype.

scientific principles.

Improving the Design: Be very specific about how your design could be improved. Use the results from testing your prototype, and what you have learned about science, to support your ideas. Be specific about the criteria and constraints to be more closely matched.		
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(Add additional pages as needed)		

Figure 3: Illustration of New Design Idea