

2011-12 Engineering Design Sample Student Language Scoring Template

Name: _____ Period: _____

Start Date: _____ End Date: _____

Engineering Design

Title: _____

1. Define the Engineering Design Problem

Learning Target: Explain exactly what the problem is and what needs to be designed to solve this problem. Identify the criteria as well as the constraints for the product, process, or system.

Identify the Problem Scoring Guide

Nearly Meets	Meets	Exceeds
I need to define the problem more clearly so it is better understood, and can be tested.	I can clearly define the engineering problem so it can be tested.	I can clearly define the engineering problem in a way that can be scientifically tested.

State the problem: Who? What? Where? When? How? Why?

Background Information and Existing Solutions Scoring Guide

Nearly Meets	Meets	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 background information, previous solutions, and scientific concepts to my design.	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 illustration.)

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Evaluation Criteria and Constraints Scoring Guide

Nearly Meets	Meets	Exceeds
The criteria and constraints are missing or lack detail.	I can clearly identify the criteria and constraints.	I can clearly list criteria that 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).

Constraints: Define the limits for your project in terms of time, resources, material strength, sustainability, cost (if appropriate), etc.

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

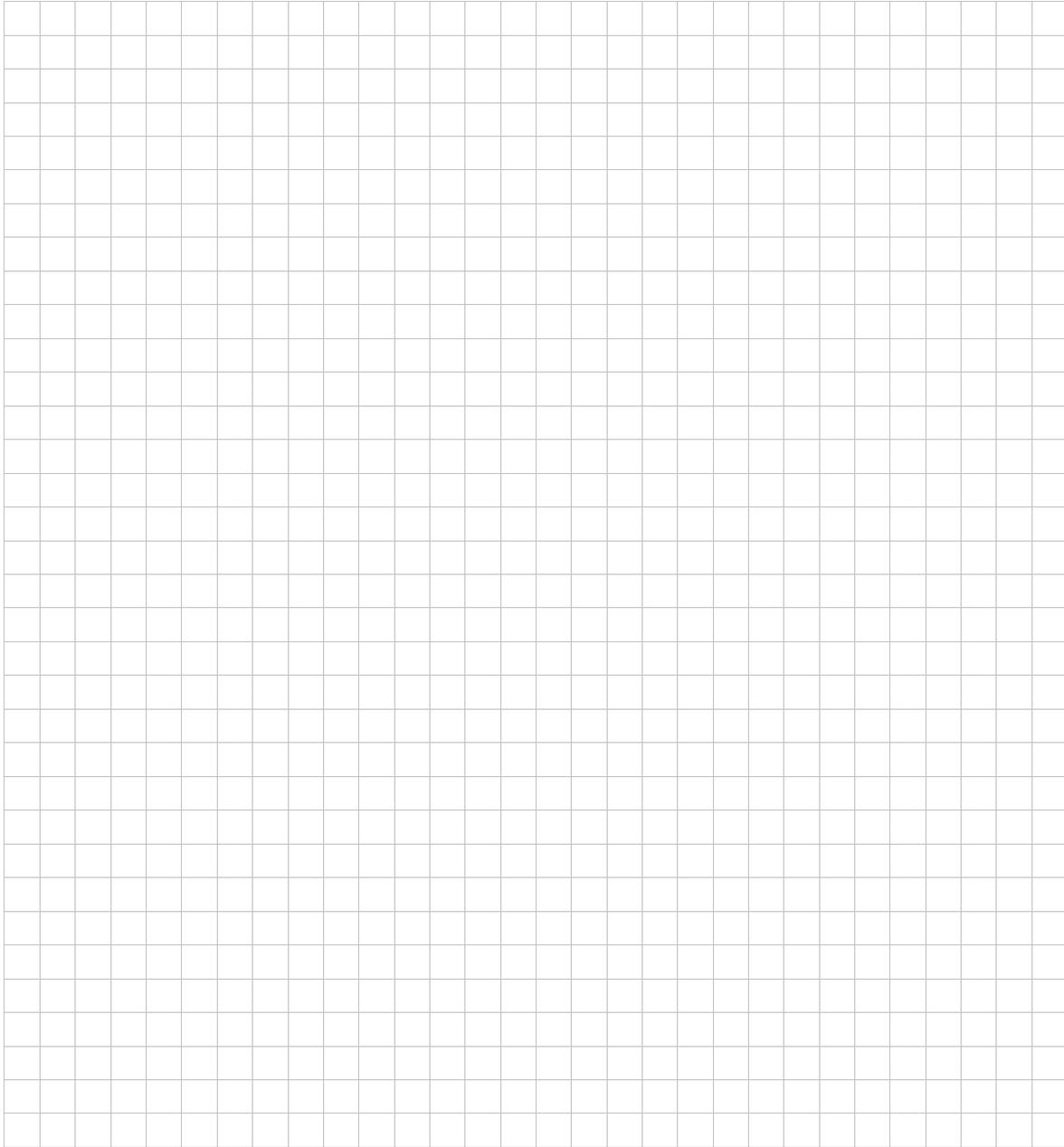
Explore different options to find the best solution: Describe different options that you might use in your design, and then, use the Pugh chart, list of pros and cons, or decision tree to choose the one(s) you will test.

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			

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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:

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3. Data Collection

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

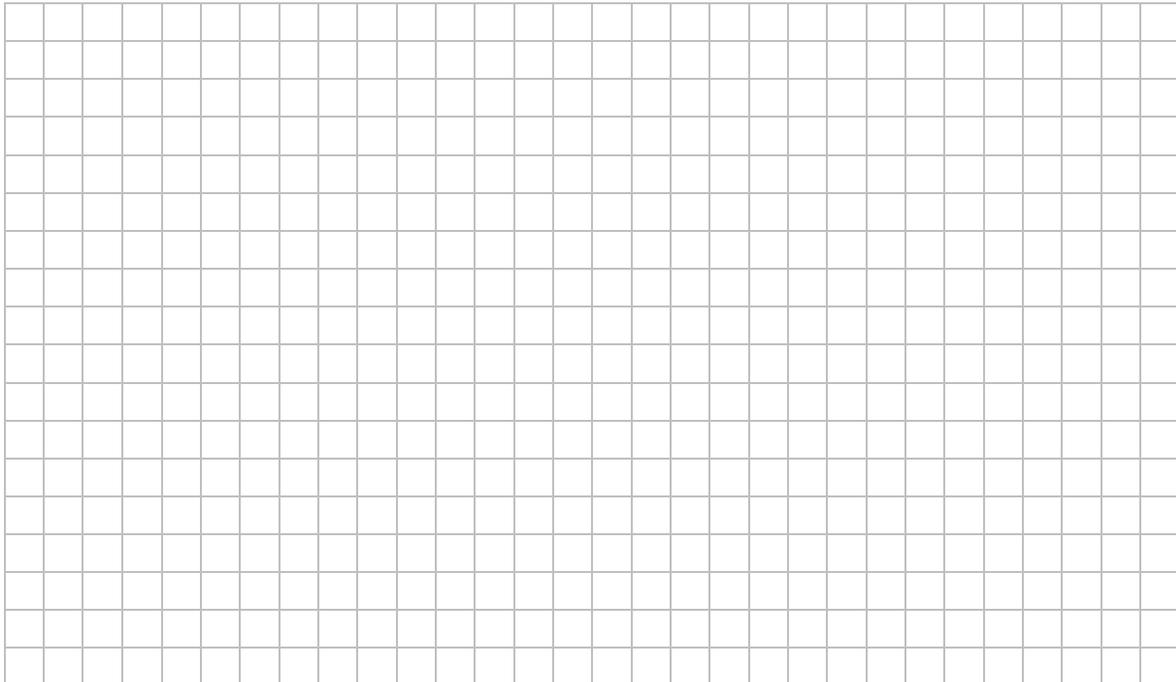
Figure 2: Prototype Testing Set Up

Data Collection Scoring Guide

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



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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 support my claim, even if it works just fine.	I can use data to show why the data does, or does not support the claim.	I can highlight patterns or trends in my data and use 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 the changes that I did in the process of designing, building and testing my prototype.	I can list the changes that I made in the process of designing, building and testing my prototypes.	I can list the changes that I made in the process of designing, building and testing my prototypes. I can clearly explain why I made the changes I did.

Evaluation of Solution: Describe the tradeoffs that had to be made in the process of designing, building and testing the prototype.
