Unit 2, Lesson 1

## Big Idea

• ENGR-EET-3: Students will explain the engineering design process.

### Critical Knowledge/Elements

A) Examine the engineering design attributes

## **Essential Question**

# What is the Engineering Design Process?



## Word Wall Engineering Design Process

**Limitations** 

**Brainstorm** 

Scale

**Prototype** 

**Patent** 

- Each group will receive a pack of the "Engineering Design Process Cards." (EDP Cards).
- Organize the cards into a logical sequence, to which you all agree.
- On a sheet of paper, record the steps in the order your group agreed on.
- Be prepared to defend your process, whether it appears right or wrong. It is important that all members of your group can explain why the cards are arranged as they are.

  Engineering Design Process Cards (EDP Cards)

## Review order of Engineering Design Cards (EDP Cards)





#### Identify a Challenge

- Usually the first step of the EDP.
- It is import to carefully examining existing products to identify their limitations. This is a key step of innovation.
- An example would be the telephone and how it has changed and improved because people wanted it to be smaller, lighter, more mobile, faster and more attractive.







#### Identify a Challenge

#### Explore Ideas

- This step is designed to brainstorm ideas to innovate the product.
- It is important to come up with as many ideas as possible. The ideas can be sketched and/or written.
- It is important to ask other people such as parents, neighbors, and friends, to help generate ideas they have not though of.













- Identify a Challenge
- Explore Ideas



- Begin by making a final sketch of their idea.
- Add notes and dimensions as applicable.
- Use models and a prototypes.
  - Models are for show.
  - Prototypes function as desired.
- Gather tools and materials to construct a new product.

















- Identify a Challenge
- Explore Ideas
- Plan and Develop
- Test and Evaluate
  - Make sure the new product works as it was intended.
  - Find out if their product would be accepted on the market by asking other people what they think of it.





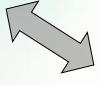


















- Identify a Challenge
- Explore Ideas
- Plan and Develop
- Test and Evaluate
- Present the Solution
  - Although final step in the EDP, many times it leads back to Step 1: Identify a Challenge.
  - Give a short presentation/demonstration about the product.
  - Some of the final steps in the process go beyond what the engineer does, but they are key to the successful use of the product or system.

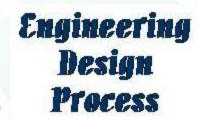








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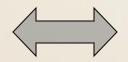














Reorder the Engineering Design Cards (EDP Cards) using what you have just learned.





Identify a Challenge

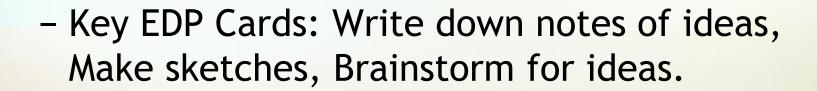
Key EDP Cards: Examine Existing Products,
 Write down your ideas, Identify limitations.







- Identify a Challenge
- Explore Ideas















- Identify a Challenge
- Explore Ideas
- Plan and Develop

 Key EDP Cards: Establish a scale, Make a scale drawing, Get tools and materials, Build a prototype.

















- Identify a Challenge
- Explore Ideas
- Plan and Develop
- Test and Evaluate

- Key EDP Cards: Test the product, Ask people if they like the new product, Analyze survey data, Redesign the product, if necessary.





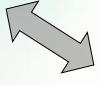


















- Identify a Challenge
- Explore Ideas
- Plan and Develop
- Test and Evaluate
- Present the Solution

 Key EDP Cards: Apply for a patent for the product, Make a commercial, Sell the new product, Analyze profit/loss results.



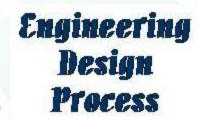
Many engineers do not follow the EDP strictly, but rather can move fluidly back and forth between steps. The key is that you understand the basics of the process.







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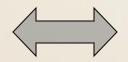














## **Essential Question**

# What is the Engineering Design Process?



### Conclusion

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