Design Tool 14.5: Think Like an Engineer

Directions for teachers: For evidence that the EDP is becoming a normal part of the way students think and plan, you can use a rating scale similar to this, or design a rubric:

To what degree can my STEM students…	Never		Sometimes		Great!
1 Come up with several different possible solutions for a problem, including some that are innovative.	1	2	3	4	5
2 Combine materials and ideas in clever and imaginative ways to create a solution.	1	2	3	4	5
3 Consider environmental, ethical, and safety issues when deciding on a solution.	1	2	3	4	5
4 Understand how to make trade-offs when necessary.	1	2	3	4	5
5 Design a prototype and test it to see if this device solves the problem.	1	2	3	4	5
6 Successfully evaluate their testing results; then analyze and interpret their data.	1	2	3	4	5
7 Use data to recognize things they can do to improve the design of their prototype.	1	2	3	4	5
8 Communicate their ideas clearly in a variety of creative ways.	1	2	3	4	5
9 Other:	1	2	3	4	5