Computer Integrated Manufacturing (CIM)

Next Generation Science Standards

Lesson 1.3

HS.ETS1.2 - Engineering Design

Design a solution to a complex real-world problem by breaking it down into smaller, more manageable problems that can be solved through engineering.

HS.ETS1.3 - Engineering Design

Evaluate a solution to a complex real-world problem based on prioritized criteria and trade-offs that account for a range of constraints, including cost, safety, reliability, and aesthetics, as well as possible social, cultural, and environmental impacts.

DCI - ETS1.B - Engineering Design - Developing Possible Solutions

When evaluating solutions, it is important to take into account a range of constraints, including cost, safety, reliability, and aesthetics, and to consider social, cultural, and environmental impacts. (HS-ETS1-3)

DCI - ETS1.C - Engineering Design - Optimizing the Design Solution

Criteria may need to be broken down into simpler ones that can be approached systematically, and decisions about the priority of certain criteria over others (tradeoffs) may be needed. (secondary to HS-PS1-6)

Science and Engineering Practice - Planning and Carrying Out Investigations

Plan and conduct an investigation or test a design solution in a safe and ethical manner including considerations of environmental, social, and personal impacts.

Science and Engineering Practice - Using Mathematics and Computational Thinking

Create and/or revise a computational model or simulation of a phenomenon, designed device, process, or system.

Science and Engineering Practice - Engaging in Argument from Evidence

Respectfully provide and/or receive critiques on scientific arguments by probing reasoning and evidence, challenging ideas and conclusions, responding thoughtfully to diverse perspectives, and determining additional information required to resolve contradictions.

Crosscutting Concepts - Systems and System Models

A system is an organized group of related objects or components; models can be used for understanding and predicting the behavior of systems.

Crosscutting Concepts - Systems and System Models

Systems can be designed to do specific tasks.

Crosscutting Concepts - Systems and System Models

When investigating or describing a system, the boundaries and initial conditions of the system need to be defined and their inputs and outputs analyzed and described using models.

Crosscutting Concepts - Systems and System Models

Models (e.g., physical, mathematical, computer models) can be used to simulate systems and interactions—including energy, matter, and information flows—within and between systems at different scales.

Crosscutting Concepts - Systems and System Models

Models can be used to predict the behavior of a system, but these predictions have limited precision and reliability due to the assumptions and approximations inherent in models.

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Lesson 2.3

HS.ETS1.2 - Engineering Design

Design a solution to a complex real-world problem by breaking it down into smaller, more manageable problems that can be solved through engineering.

HS.ETS1.3 - Engineering Design

Evaluate a solution to a complex real-world problem based on prioritized criteria and trade-offs that account for a range of constraints, including cost, safety, reliability, and aesthetics, as well as possible social, cultural, and environmental impacts.

HS.ETS1.4 - Engineering Design

Use a computer simulation to model the impact of proposed solutions to a complex real-world problem with numerous criteria and constraints on interactions within and between systems relevant to the problem.

DCI - PS4.A - Waves and their Applications in Technologies for Information Transfer - Wave Properties

Information can be digitized (e.g., a picture stored as the values of an array of pixels); in this form, it can be stored reliably in computer memory and sent over long distances as a series of wave pulses. (HS-PS4-2), (HSPS4-5)

DCI - ETS1.B - Engineering Design - Developing Possible Solutions

When evaluating solutions, it is important to take into account a range of constraints, including cost, safety, reliability, and aesthetics, and to consider social, cultural, and environmental impacts. (HS-ETS1-3)

DCI - ETS1.C - Engineering Design - Optimizing the Design Solution

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Next Generation Science Standards

Lesson 3.2

HS.PS3.1 - Energy

Create a computational model to calculate the change in the energy of one component in a system when the change in energy of the other component(s) and energy flows in and out of the system are known.

HS.PS3.3 - Energy

Design, build, and refine a device that works within given constraints to convert one form of energy into another form of energy.

HS.ETS1.2 - Engineering Design

Design a solution to a complex real-world problem by breaking it down into smaller, more manageable problems that can be solved through engineering.

HS.ETS1.3 - Engineering Design

Evaluate a solution to a complex real-world problem based on prioritized criteria and trade-offs that account for a range of constraints, including cost, safety, reliability, and aesthetics, as well as possible social, cultural, and environmental impacts.

DCI - PS3.A - Energy - Definitions of Energy

Energy is a quantitative property of a system that depends on the motion and interactions of matter and radiation within that system. That there is a single quantity called energy is due to the fact that a system's total energy is conserved, even as, within the system, energy is continually transferred from one object to another and between its various possible forms. (HSPS3-1), (HS-PS3-2)

DCI - PS3.A - Energy - Definitions of Energy

At the macroscopic scale, energy manifests itself in multiple ways, such as in motion, sound, light, and thermal energy . (HSPS3-2)(HS-PS3-3)

DCI - PS3.B - Energy - Conservation of Energy and Energy Transfer

Conserv ation of energy means that the total change of energy in any system is always equal to the total energy transferred into or out of the system. (HS-PS3-1)

DCI - PS3.B - Energy - Conservation of Energy and Energy Transfer

Energy cannot be created or destroyed, but it can be transported from one place to another and transferred between sy stems. (HS-PS3-1),(HS-PS3-4)

DCI - PS3.B - Energy - Conservation of Energy and Energy Transfer

Mathematical expressions, which quantify how the stored energy in a system depends on its configuration (e.g., relative positions of charged particles, compression of a spring) and how kinetic energy depends on mass and speed, allow the concept of conservation of energy to be used to predict and describe system behavior. (HS-PS3-1)

DCI - PS3.B - Energy - Conservation of Energy and Energy Transfer

The availability of energy limits what can occur in any system. (HS-PS3-1)

DCI - ETS1.B - Engineering Design - Developing Possible Solutions

When evaluating solutions, it is important to take into account a range of constraints, including cost, safety, reliability, and aesthetics, and to consider social, cultural, and environmental impacts. (HS-ETS1-3)

DCI - ETS1.C - Engineering Design - Optimizing the Design Solution

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Science and Engineering Practice - Using Mathematics and Computational Thinking

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Crosscutting Concepts - Systems and System Models

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Crosscutting Concepts - Energy and Matter: Flows, Cycles, and Conservation

The total amount of energy and matter in closed systems is conserved.

Crosscutting Concepts - Energy and Matter: Flows, Cycles, and Conservation

Energy cannot be created or destroyed—only moves between one place and another place, between objects and/or fields, or between systems.

Computer Integrated Manufacturing (CIM)

Next Generation Science Standards

Lesson 4.2

HS.PS3.3 - Energy

Design, build, and refine a device that works within given constraints to convert one form of energy into another form of energy.

HS.ETS1.2 - Engineering Design

Design a solution to a complex real-world problem by breaking it down into smaller, more manageable problems that can be solved through engineering.

HS.ETS1.3 - Engineering Design

Evaluate a solution to a complex real-world problem based on prioritized criteria and trade-offs that account for a range of constraints, including cost, safety, reliability, and aesthetics, as well as possible social, cultural, and environmental impacts.

DCI - ETS1.B - Engineering Design - Developing Possible Solutions

When evaluating solutions, it is important to take into account a range of constraints, including cost, safety, reliability, and aesthetics, and to consider social, cultural, and environmental impacts. (HS-ETS1-3)

DCI - ETS1.C - Engineering Design - Optimizing the Design Solution

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Science and Engineering Practice - Asking questions and defining problems

Define a design problem that involves the development of a process or system with interacting components and criteria and constraints that may include social, technical, and/or environmental considerations.

Science and Engineering Practice - Developing and Using Models

Design a test of a model to ascertain its reliability.

Science and Engineering Practice - Developing and Using Models

Develop, revise, and/or use a model based on evidence to illustrate and/or predict the relationships between systems or between components of a system.

Science and Engineering Practice - Developing and Using Models

Develop a complex model that allows for manipulation and testing of a proposed process or system.

Science and Engineering Practice - Planning and Carrying Out Investigations

Plan and conduct an investigation or test a design solution in a safe and ethical manner including considerations of environmental, social, and personal impacts.

Science and Engineering Practice - Using Mathematics and Computational Thinking

Create and/or revise a computational model or simulation of a phenomenon, designed device, process, or system.

Science and Engineering Practice - Constructing Explanations and Designing Solutions

Apply scientific ideas, principles, and/or evidence to provide an explanation of phenomena and solve design problems, taking into account possible unanticipated effects.

Science and Engineering Practice - Constructing Explanations and Designing Solutions

Design, evaluate, and/or refine a solution to a complex real-world problem, based on scientific knowledge, student-generated sources of evidence, prioritized criteria, and tradeoff considerations.

Science and Engineering Practice - Engaging in Argument from Evidence

Compare and evaluate competing arguments or design solutions in light of currently accepted explanations, new evidence, limitations (e.g., trade-offs), constraints, and ethical issues.

Science and Engineering Practice - Engaging in Argument from Evidence

Respectfully provide and/or receive critiques on scientific arguments by probing reasoning and evidence, challenging ideas and conclusions, responding thoughtfully to diverse perspectives, and determining additional information required to resolve contradictions.

Science and Engineering Practice - Engaging in Argument from Evidence

Evaluate competing design solutions to a real-world problem based on scientific ideas and principles, empirical evidence, and/or logical arguments regarding relevant factors (e.g., economic, societal, environmental, ethical considerations).

Crosscutting Concepts - Patterns

Patterns of performance of designed systems can be analyzed and interpreted to reengineer and improve the system.

Crosscutting Concepts - Cause and Effect: Mechanism and Prediction

Systems can be designed to cause a desired effect.

Crosscutting Concepts - Cause and Effect: Mechanism and Prediction

Changes in systems may have various causes that may not have equal effects.

Crosscutting Concepts - Systems and System Models

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