#### STEM in Science Classrooms

## What is the difference between Science and Engineering?

Generally, Science is the study of the physical world, while Engineering applies scientific knowledge to design processes, structures or equipment. Both Engineers and Scientists will have a strong knowledge of science, mathematics and technology, but Engineering students will learn to apply these principles to designing creative solutions to Engineering challenges.

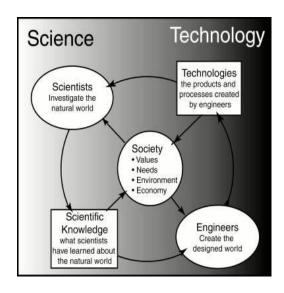
So when we think of a scientist versus engineer, the two aren't separate entities but belong to each other – without science, there wouldn't be engineering.

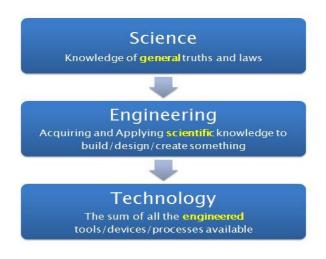
# What is the difference between Science and Technology?

The terms science and technology, are often pronounced in the same breath and used as synonyms, because they are closely intertwined, that their difference is often times ignored. **Science** is all about acquiring knowledge of the natural phenomenon along with the reasons for such phenomenon, like Why the sky is blue? Why are leaves green? Why rainfall occurs? What are the colors of the rainbow? How do plants make their food? And so forth. When this knowledge is put to practice, to solve human needs or problems, it is termed as **technology**.

So, in short, science deals with theories, principles and laws whereas technology is all about products, processes and designs.

# What is the difference between Science, Engineering and Technology?





The new Georgia Standards of Excellence (GSE) have been written with the Science & Engineering Practices (SEP) embedded within the standard. The expectation is that instruction involves the deliberate and continuous integration of the 8 SEPs. The standards below highlight the grade levels, standards and elements where technology, math and engineering practices are specifically addressed.



### Dimension Three: Science & Engineering Practices

- 1. Asking questions (for science) and defining problems (for engineering)
- 2. Developing and using models
- 3. Planning and carrying out investigations
- 4. Analyzing and interpreting data
- 5. Using mathematics, information and computer technology, and computational thinking
- 6. Constructing **explanations** (for science) and designing **solutions** (for engineering)
- 7. Engaging in **argument** from **evidence**
- 8. Obtaining, evaluating, and communicating information

\*#s1-7 above detail HOW we obtain, evaluate, and communicate information in #8 (see next slide)

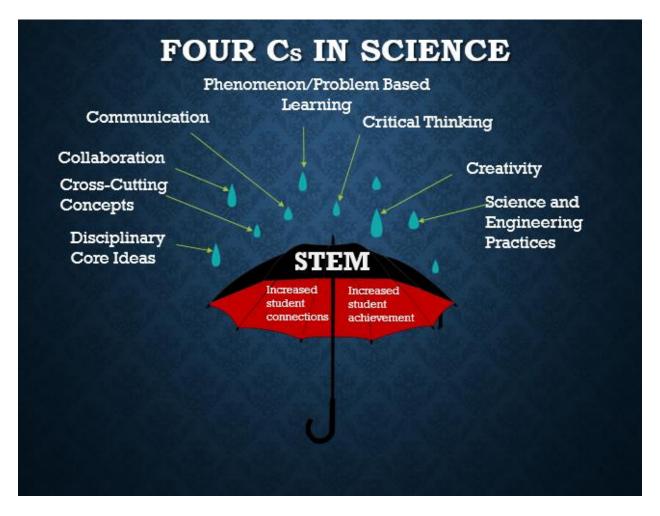
Science and Engineering Practices

GSE Sta	andard Alignment to STEM (Math, Technology, Eng	ineering)	
Kindergarte	en:		
Standard	Element		
SKE2 (Earth and	Obtain, evaluate, and communicate information to describe the physical attributes of earth materials (soil, rocks, water, and air).		
Space Science)	<b>c.</b> Use tools to observe and record physical attributes of soil such as texture and color.	Technology	
SKP1	Obtain, evaluate, and communicate information to describe objects in terms or		
(Physical	the materials they are made of and their physical attributes.		
Science)	<b>b.</b> Use senses and science tools to classify common objects, such as buttons or swatches of cloth, according to their physical attributes (color, size, shape, weight, and texture).	Technology	
SKP2	Obtain, evaluate, and communicate information to compare and describe different types of motion.		
(Physical			
Science)	<b>b.</b> Construct an argument as to the best way to move an object based on its physical attributes.	Engineering	
First Grade	:		
Standard	Element		

S1E1	Obtain, evaluate, and communicate weather data to identify	
(Earth and	weather patterns.	
Space Science)	<b>a.</b> Represent data in tables and/or graphs to identify and describe different types of weather and the characteristics of each type.	Math
,	<b>c.</b> Plan and carry out investigations on current weather conditions by observing, measuring with simple weather instruments (thermometer, wind vane, rain gauge), and recording weather data (temperature, precipitation, sky conditions, and weather events) in a periodic journal, on a calendar, and graphically.	Technology Math
	d. Analyze data to identify seasonal patterns of change. ( <i>Clarification statement:</i> Examples could include temperature, rainfall/snowfall, and changes to the environment.)	Math
S1P1	Obtain, evaluate, and communicate information to investigate light	and sound.
(Physical Science)	e. Design a signal that can serve as an emergency alert using light and/or sound to communicate over a distance.	Engineering Technology
S1P2	Obtain, evaluate, and communicate information to demonstrate the	effects of
(Physical	magnets on other magnets and other objects.	
Science)	<b>b.</b> Plan and carry out an investigation to demonstrate how magnets attract and repel each other and the effect of magnets on common objects.	Technology
S1L1	Obtain, evaluate, and communicate information about the basic ne	eds of plants
(Life	and animals.	
Science)	<b>c.</b> Design a solution to ensure that a plant or animal has all of its needs met.	Engineering
Second Gra	de:	
Standard	Element	
S2E2	Obtain, evaluate, and communicate information to develop an unde	rstanding of
(Earth and	the patterns of the sun and the moon and the sun's effect on Earth.	
Space	<b>b.</b> Design and build a structure that demonstrates how shadows	<b>Engineering</b>
•	change throughout the day.	
Space		Math
Space Science)	<ul><li>change throughout the day.</li><li>c. Represent data in tables and/or graphs of the length of the day and</li></ul>	ct of a force
Space Science) S2P2 (Physical	change throughout the day.  c. Represent data in tables and/or graphs of the length of the day and night to recognize the change in seasons.  Obtain, evaluate, and communicate information to explain the effect (a push or a pull) in the movement of an object (changes in speed a b. Design a device to change the speed or direction of an object.	ect of a force and direction)
Space Science)	change throughout the day.  c. Represent data in tables and/or graphs of the length of the day and night to recognize the change in seasons.  Obtain, evaluate, and communicate information to explain the effect (a push or a pull) in the movement of an object (changes in speed as b. Design a device to change the speed or direction of an object.  c. Record and analyze data to decide if a design solution works as intended to change the speed or direction of an object with a force (a	ect of a force and direction)
Space Science) S2P2 (Physical Science)	change throughout the day.  c. Represent data in tables and/or graphs of the length of the day and night to recognize the change in seasons.  Obtain, evaluate, and communicate information to explain the effect (a push or a pull) in the movement of an object (changes in speed a b. Design a device to change the speed or direction of an object.  c. Record and analyze data to decide if a design solution works as intended to change the speed or direction of an object with a force (a push or a pull).	ct of a force and direction) Engineering Engineering Math
Space Science)  S2P2 (Physical	change throughout the day.  c. Represent data in tables and/or graphs of the length of the day and night to recognize the change in seasons.  Obtain, evaluate, and communicate information to explain the effect (a push or a pull) in the movement of an object (changes in speed a b. Design a device to change the speed or direction of an object.  c. Record and analyze data to decide if a design solution works as intended to change the speed or direction of an object with a force (a push or a pull).  Obtain, evaluate, and communicate information about the life cycles living organisms.	ct of a force and direction) Engineering Engineering Math
Space Science)  S2P2 (Physical Science)	change throughout the day.  c. Represent data in tables and/or graphs of the length of the day and night to recognize the change in seasons.  Obtain, evaluate, and communicate information to explain the effect (a push or a pull) in the movement of an object (changes in speed as b. Design a device to change the speed or direction of an object.  c. Record and analyze data to decide if a design solution works as intended to change the speed or direction of an object with a force (a push or a pull).  Obtain, evaluate, and communicate information about the life cycle.	ct of a force and direction) Engineering Engineering Math
Space Science)  S2P2 (Physical Science)  S2L1 (Life	change throughout the day.  c. Represent data in tables and/or graphs of the length of the day and night to recognize the change in seasons.  Obtain, evaluate, and communicate information to explain the effect (a push or a pull) in the movement of an object (changes in speed a b. Design a device to change the speed or direction of an object.  c. Record and analyze data to decide if a design solution works as intended to change the speed or direction of an object with a force (a push or a pull).  Obtain, evaluate, and communicate information about the life cycle living organisms.  b. Plan and carry out an investigation of the life cycle of a plant by growing a plant from a seed and by recording changes over a period of time.	ect of a force and direction) Engineering Engineering Math s of different
Space Science)  S2P2 (Physical Science)  S2L1 (Life Science)	change throughout the day.  c. Represent data in tables and/or graphs of the length of the day and night to recognize the change in seasons.  Obtain, evaluate, and communicate information to explain the effect (a push or a pull) in the movement of an object (changes in speed a b. Design a device to change the speed or direction of an object.  c. Record and analyze data to decide if a design solution works as intended to change the speed or direction of an object with a force (a push or a pull).  Obtain, evaluate, and communicate information about the life cycle living organisms.  b. Plan and carry out an investigation of the life cycle of a plant by growing a plant from a seed and by recording changes over a period of time.	ect of a force and direction) Engineering Engineering Math s of different
Space Science)  S2P2 (Physical Science)  S2L1 (Life Science)	change throughout the day.  c. Represent data in tables and/or graphs of the length of the day and night to recognize the change in seasons.  Obtain, evaluate, and communicate information to explain the effer (a push or a pull) in the movement of an object (changes in speed as b. Design a device to change the speed or direction of an object.  c. Record and analyze data to decide if a design solution works as intended to change the speed or direction of an object with a force (a push or a pull).  Obtain, evaluate, and communicate information about the life cycle living organisms.  b. Plan and carry out an investigation of the life cycle of a plant by growing a plant from a seed and by recording changes over a period of time.	ect of a force and direction) Engineering Engineering Math  s of different  Math

S3P1	<b>b.</b> Plan and carry out an investigation to gather data using	Technology	
(Physical	thermometers to produce tables and charts that illustrate the effect of	Math	
Science)	sunlight on various objects.	Widen	
Science	(Clarification statement: The use of both Fahrenheit and Celsius		
	temperature scales is expected.)		
	c. Use tools and every day materials to design and construct a	Engineering	
	device/structure that will increase/decrease the warming effects of	Technology	
	sunlight on various materials.		
	(Clarification statement: Conduction, convection, and radiation are		
	taught in upper grades.)		
S3L2	Obtain, evaluate, and communicate information about the effects of	pollution	
(Life	(air, land, and water) and humans on the environment.		
Science)	<b>b.</b> Explore, research, and communicate solutions, such as	<b>Engineering</b>	
	conservation of resources and recycling of materials, to protect plants		
	and animals.		
Fourth Grad	de:		
Standard	Element		
S4P1	Obtain, evaluate, and communicate information about the nature of light and		
(Physical	how light interacts with objects.		
Science)	b. Plan and carry out investigations to describe the path light travels	Technology	
	from a light source to a mirror and how it is reflected by the mirror		
	using different angles.		
	c. Plan and carry out an investigation utilizing everyday materials to	Technology	
	explore examples of when light is refracted.		
	(Clarification statement: Everyday materials could include prisms,		
6400	eyeglasses, and a glass of water.)		
S4P2	Obtain, evaluate, and communicate information about how sound is produced		
(Physical	and changed and how sound and/or light can be used to communica		
Science)	a. Plan and carry out an investigation utilizing everyday objects to produce sound and predict the effects of changing the strength or	Technology	
	speed of vibrations.		
	b. Design and construct a device to communicate across a distance	Engineering	
	using light and/or sound.	Technology	
S4P3	Obtain, evaluate, and communicate information about the relations		
(Physical	balanced and unbalanced forces.	p Settleen	
Science)	c. Ask questions to identify and explain the uses of simple machines	Technology	
20.020,	(lever, pulley, wedge, inclined plane, wheel and axle, and screw) and		
	how forces are changed when simple machines are used to complete		
	tasks.		
	(Clarification statement: The use of mathematical formulas is not		
	expected.)		
S4L1	Obtain, evaluate, and communicate information about the roles of organisms and		
(Life	the flow of energy within an ecosystem.		
Science)	d. Use printed and digital data to develop a model illustrating and	Technology	
		1	
	describing changes to the flow of energy		

Standard	Element			
S5E1	Obtain, evaluate, and communicate information to identify surface featu			
(Earth and	the Earth caused by constructive and/or destructive processes.			
Space	c. Ask questions to obtain information on how technology is used to	Technology		
Science)	limit and/or predict the impact of constructive and destructive processes.			
	(Clarification statement: Examples could include seismological			
	studies, flood forecasting (GIS maps), engineering/construction			
	methods and materials, and infrared/satellite imagery.)			
S5P2	Obtain, evaluate, and communicate information to investigate electricity.			
(Physical	b. Design a complete, simple electric circuit, and explain all necessary	<b>Engineering</b>		
Science)	components.	<b>Technology</b>		
S5P3	Obtain, evaluate, and communicate information about magnetism and its			
(Physical Science)	relationship to electricity.			
S5L3	Obtain, evaluate, and communicate information to compare and cor	ntrast the		
(Life	parts of plant and animal cells.			
Science)	a. Gather evidence by utilizing technology tools to support a claim that plants and animals are comprised of cells too small to be seen without magnification.	Technology		



## The Four Cs of Georgia Standards of Excellence In Science

The Georgia Standards of Excellence for Science embraces project-based STEM education connected to the four *Cs*. This is highlighted particularly in the **Science and Engineering Practices** that are embedded throughout the standards and elements for Science. All of the standards for Science begin with obtain, evaluate and communicate which cannot be accomplished without the incorporation of the four *Cs* creativity, collaboration, critical thinking and communication. The GSE for Science presents an exciting opportunity to teach science and engineering not just as another content area of stuff to be read about, memorized, and discussed in a standardized lab report or essay, but also as an active process in which students are figuring things out and producing a variety of outcomes.

The Science and Engineering Practices are about observing phenomenon, asking questions and developing solutions to a human need or problem. There is never just one solution to these problems; there are always competing solutions that depend on constraints and values. So all problems begin with requiring students to ask questions and define the problem they are trying to solve. This should engage students in **creative thinking** about how to clearly identify and **communicate** a problem, and as students

develop a prototype of their engineering design or design an investigation to figure out the why or how behind a phenomenon, they will engage in **creative thinking** and **collaboration**.

Students will also use the four *C*s to analyze and interpret data, refine their designs as they discover shortcomings or new needs, and then defend their proposed solution and/or claim through argumentation. This requires not only clear **communication**, but also **collaboration** on the part of team members to analyze the design from various perspectives, **critical thinking** about the how or why behind the phenomenon, what the arguments will be against a certain design or claim, and **creativity** in terms of how to make a persuasive argument using evidence.

#### **Creativity and Critical Thinking:**

Exploring the eight Science and Engineering Practices give the standards much more context and significance. Students use their creativity and critical thinking to ask questions, define problems, design an investigation and specify constraints as well as criteria for success, generate multiple solutions to their chosen problem and compare them and plan and carry out "fair tests" comparing the solutions. Students use a high degree of critical thinking as they consider the knowledge base of the entire scientific enterprise, not just their own thoughts. Students draw on creativity and collaboration to adapt their designs and think beyond their own biases and worldview about how to solve a particular problem.

#### **Collaboration and Communication**

The standards also require students to engage in solving global challenges using both qualitative and quantitative constraints and criteria. Global thinking requires collaboration and communication with a wider audience than just the classroom. Students must break down complex, real-world problems into smaller, manageable problems. This provides an opportunity for students to engage in collaboration skills because real problems are rarely solved by a single person. Students are also asked to extend their critical-thinking skills and draw on cross-disciplinary knowledge as they prioritize design criteria and use computer simulations to model ideas and predict outcomes.

Science and Engineering should be viewed as problem-solving time, not just an additional content area to master. As students define problems and develop and refine solutions based on their own criteria and limitations, they will better be able to think critically and creatively as they solve problems now, and in the future.

Adapted from Matthew Vick ASCD Express The Four Cs of Next Generation Science Standards, Generation STEM, January 2014