



### **Research Goal**

Identify science, math and technology concepts integrated into engineering problem-based activities.

### **Practical Challenges**

Engineering problems require the application of knowledge and skills from different subject areas.

Students are challenged to apply their knowledge beyond classroom tasks, even within a single subject area.

### Methods

Design-based research Expert teacher surveys

### References

Honey, M., Pearson, G., & Schweingruber, H. (2014).

# **Increasing STEM Understanding and Engagement Through Engineering Learning Activities**

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**Research and Development** 

Phase 1: Selecting, adapting, and creating lessons (Prototyping) Phase 2: Eliciting input and modifying/ enhancing lessons Phase 3: Piloting (Testing the lessons)

# Lesson Prototype

# Minds On

Activate prior knowledge of relevant concepts and vocabulary.

### Hands On

students Engage exploration and problem-solving tasks assigned by Charlie the Charger.

# **Thoughts Out**

Debrief concepts applied in solving the problem and extend to other applications and engineering work.



- hands-on in

## **Concepts, Disciplines, & Applications**

# **Charlie Needs a Boat!**

- Physics, math





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• Formulas, expressions, equations

Mechanical engineering

**Charlie Needs a Table!** • Force, math practices – problem solving, quantitative reasoning

• Physics, algebra, geometry • Civil, structural engineering