Unit: Applying Design Principles	Concept: Design Skills
Standard • 3.5.9-12.P Apply a broad range of design skills to a design thinking process.	
Key Learning • (LTTG) Students will be able to demonstrate integrity and conscientiousness, considering ethical issues involved.	**Unit Essential Question** • How can I demonstrate integrity and conscientiousness, considering ethical issues involved?
Essential Question • Why is there no single correct solution in design?	
Key Vocabulary • Creativity, Collaboration, Resourcefulness, Ideation, and Design Thinking	
Learning Experience • Students who demonstrate understanding can apply a broad range of design skills to a design thinking process. • Clarifying Statement: Students engage in meaningful discourse about the essential skills they have applied when engaged in designing, constructing, and implementing a solution. These include creativity, collaboration, resourcefulness, ideation, learning through failure, and many other essential skills of design.	
(Big Idea) Technology & Engineering Curriculum Framework Big Ideas • There is no single, best solution as designs can always be improved and refined.	
(SEP) Science and Engineering Practices • 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 trade-off considerations.	
(DCI) Disciplinary Core Ideas • ISTE 4A - Students know and use a deliberate design process for generating ideas, testing theories, creating innovative artifacts or solving authentic problems.	
(TEP) Technology and Engineering Practices • Making and Doing - Demonstrates the ability to regulate and improve making and doing skills.	
Terms • (ETS) Engineering, Technology, and Applications of Science – Standards applicable across the Science, Environmental Literacy & Sustainability, and Technology & Engineering content areas.	

- (LTTG) PDE Technology & Engineering Long Term Transfer Goals
- (Learning Experience) A learning experience refers to any interaction, activity, or other experience in which students acquire new understanding, knowledge, behaviors, or skills.
- (Big Idea #) PDE Technology & Engineering Curriculum Framework Big Ideas
- (SEP) PDE Science and Engineering Practices
- (DCI) PDE Disciplinary Core Ideas
- (TEP) PDE Technology and Engineering Practices