













## Solving Everyday Problems Using the Engineering Design Cycle

TeachEngineering

Activity (Other)

Students are introduced to two real-life problems that can be solved by using the engineering design process.

Suggested Learning					
Time	2 : 00	Cost	0.00		
PreRequisites					
Requirements					
Skills					
		Focus	Level	Standard	Points
	Applied Science			<a href="#">NGSS</a>	3
	Research				2
	Written Communication			<a href="#">CC</a>	3
	Mathematics			<a href="#">CC</a>	3
<b>Total Skill Points</b>					<b>11</b>
Knowledge Gain					
Apply the engineering design process steps to develop their own innovations to real-life problems.					
Resource Link					
<a href="https://www.teachengineering.org/activities/view/usu-1961-everyday-problems-introduction-engineering-design">https://www.teachengineering.org/activities/view/usu-1961-everyday-problems-introduction-engineering-design</a>					

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