Lesson / Unit Description:

What is the real-world connection? What problem are students solving?

<table>
<thead>
<tr>
<th>Science Standards Addressed:</th>
<th>Technology and Computer Science Standards Addressed:</th>
<th>Math Standards Addressed:</th>
</tr>
</thead>
</table>

If standards addressed are not on grade level, educators assume responsibility to address grade-level standards.

### STUDENT PRACTICES

#### Science and Engineering Practices
- □ Asking Questions and Defining Problems
- □ Developing and Using Models
- □ Planning and Carrying Out Investigations
- □ Analyzing and Interpreting Data
- □ Using Mathematics and Computational Thinking
- □ Engaging in Argument from Evidence
- □ Obtaining, Evaluating, and Communicating Information

**Check at least 1.**

#### Technology Practices
- □ Access to up-to-date and primary source material
- □ Methods of collecting/recording data
- □ Ways to collaborate with students, teachers, and experts around the world
- □ Opportunities for expressing understanding via multimedia
- □ Learning that is relevant and assessment that is authentic
- □ Training for publishing and presenting their new knowledge

**Check at least 1.**

#### Mathematical Habits of Mind
- □ Make sense of problems and persevere to solve them.
- □ Reason abstractly and quantitatively.
- □ Construct viable arguments and critique the reasoning of others.
- □ Model with Mathematics.
- □ Use appropriate tools strategically.
- □ Attend to precision.
- □ Look for and make use of structure.
- □ Look for and express regularity in repeated reasoning.

**Check at least 1.**

#### Arts Domains
- □ Create
- □ Connect
- □ Explore
- □ Perform
- □ Relate
- □ Respond

#### Engineering Design Process
- □ Identify the Need & Constraints
- □ Research the Problem
- □ Develop Possible Solutions
- □ Select a Promising Solution
- □ Build a Prototype
- □ Test and Evaluate Prototype
- □ Redesign as Needed

**Check at least 3.**

#### Literacy Connections:

Other curricular and community-based (real-world) connections:
## POST-LESSON REFLECTION

Practices that were employed or observed, but weren’t planned:

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The part of my lesson that went well was...

The part of my lesson that I would do differently next time was...

### STEAM MINDSETS AND SKILLSETS PRACTICED

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<th>Curiosity and Imagination</th>
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<td>- Growth Mindset</td>
<td>- Optimism</td>
<td>- Design Thinking</td>
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<td>- Courage and Risk-taking</td>
<td>- Resourcefulness and Adaptability</td>
<td>- Prototyping</td>
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<tr>
<td>- Persistence and Grit</td>
<td>- Empathy and Altruism</td>
<td>- Public Speaking</td>
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<td>- Opportunity-Seeking</td>
<td>- Creativity</td>
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West Virginia Department of Education