

Making Sense Assessment

Make sense of what you learned by writing a short reflection about the phenomena you explored, the science and engineering skills you used, and one question or idea you have about what was learned. Answer the prompts in complete sentences:

3	Three science concepts that I learned and applied in this activity are:
	Iterative
	Importance of Consistency (controlled)
	Small steps (I think of a linear graph) <i>Lvl a y-axis</i>

Two science, engineering or computer science skills that I used are:			
2	<table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 50%; padding: 5px;"> Science and Engineering Practices: <input checked="" type="checkbox"/> Asking questions (for science) and defining problems (for engineering) <input checked="" type="checkbox"/> Developing and using models <input type="checkbox"/> Planning and carrying out investigations <input type="checkbox"/> Analyzing and interpreting data <input type="checkbox"/> Constructing explanations (for science) and designing solutions (for engineering) <input type="checkbox"/> Engaging in argument from evidence <input type="checkbox"/> Obtaining, evaluating, and communicating information Computer Science Skills: <input type="checkbox"/> Computational solution design <i>kind of hard w/ group</i> <input checked="" type="checkbox"/> Algorithms and program development <input type="checkbox"/> Computing innovations <input type="checkbox"/> Responsible computing </td> <td style="width: 50%; padding: 5px;"> Engineering Design Process: <input checked="" type="checkbox"/> Ask: Identify the Need & Constraints <input type="checkbox"/> Research the Problem <input type="checkbox"/> Imagine: Develop Possible Solutions <input type="checkbox"/> Plan: Select a Promising Solution <input type="checkbox"/> Create: Build a Prototype <input type="checkbox"/> Test and Evaluate Prototype <input checked="" type="checkbox"/> Improve: Redesign as Needed Engineering Design Thinking: <input type="checkbox"/> Formulating Problems <input type="checkbox"/> Seeking Solutions <input type="checkbox"/> Thriving in Uncertainty <input type="checkbox"/> Collaborating Constantly <input type="checkbox"/> Prototyping Ideas <input checked="" type="checkbox"/> Iterating Options <input type="checkbox"/> Reflecting Frequently </td> </tr> </table>	Science and Engineering Practices: <input checked="" type="checkbox"/> Asking questions (for science) and defining problems (for engineering) <input checked="" type="checkbox"/> Developing and using models <input type="checkbox"/> Planning and carrying out investigations <input type="checkbox"/> Analyzing and interpreting data <input type="checkbox"/> Constructing explanations (for science) and designing solutions (for engineering) <input type="checkbox"/> Engaging in argument from evidence <input type="checkbox"/> Obtaining, evaluating, and communicating information Computer Science Skills: <input type="checkbox"/> Computational solution design <i>kind of hard w/ group</i> <input checked="" type="checkbox"/> Algorithms and program development <input type="checkbox"/> Computing innovations <input type="checkbox"/> Responsible computing	Engineering Design Process: <input checked="" type="checkbox"/> Ask: Identify the Need & Constraints <input type="checkbox"/> Research the Problem <input type="checkbox"/> Imagine: Develop Possible Solutions <input type="checkbox"/> Plan: Select a Promising Solution <input type="checkbox"/> Create: Build a Prototype <input type="checkbox"/> Test and Evaluate Prototype <input checked="" type="checkbox"/> Improve: Redesign as Needed Engineering Design Thinking: <input type="checkbox"/> Formulating Problems <input type="checkbox"/> Seeking Solutions <input type="checkbox"/> Thriving in Uncertainty <input type="checkbox"/> Collaborating Constantly <input type="checkbox"/> Prototyping Ideas <input checked="" type="checkbox"/> Iterating Options <input type="checkbox"/> Reflecting Frequently
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One question I have or an idea I would like to further explore is:	
1	What is the best way to develop a solution? For example: the 1-100 question, how much should you increase by each time. Should you start extreme - overreaching and underreaching, until you narrow it down?

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Iterative Refinement & Feedback loops

Model Simulation

Data Analysis

Two science, engineering or computer science skills that I used are:

Science and Engineering Practices:

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- Developing and using models
- Planning and carrying out investigations
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- Constructing explanations (for science) and designing solutions (for engineering)
- Engaging in argument from evidence
- Obtaining, evaluating, and communicating information

Computer Science Skills:

- Computational solution design
- Algorithms and program development
- Computing innovations
- Responsible computing

Engineering Design Process:

- Ask: Identify the Need & Constraints
- Research the Problem
- Imagine: Develop Possible Solutions
- Plan: Select a Promising Solution
- Create: Build a Prototype
- Test and Evaluate Prototype
- Improve: Redesign as Needed

Engineering Design Thinking:

- Formulating Problems
- Seeking Solutions
- Thriving in Uncertainty
- Collaborating Constantly
- Prototyping Ideas
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- Reflecting Frequently

One question I have or an idea I would like to further explore is:

What other topics could computational models be applied to?

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Three science concepts that I learned and applied in this activity are:

3 iteration (trial + error)

Using data to reaccess

Predicting performance through models.

Two science, engineering or computer science skills that I used are:

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1 One question I have or an idea I would like to further explore is:

how does this transform computers