UNIT LESSON PLAN

High School Engineering Design Cooperative Lesson

Unit Title: Introduction to a Design Project for Engineers

Objective: Students will be asked to form effective teams where each group consists of maximum five people and choose a role for each person in the group.

Content Standards: Next Generation Science Standards

Students who demonstrate understanding can:

Use a computer simulation to model the impact of proposed solutions to a complex
real-world problem with numerous criteria and constraints on interactions within and between systems relevant to the problem.

Stage 1: Desired Results

Objectives: What knowledge and skills will students acquire?

Students will learn about:

- Ultimate and serviceability limit state design, parties involved and flow of civil engineering project, sustainable issues and latest technology
- Principles of Structural Engineering and Structural Design
- Architectural drawing and structural key plans

Stage 2: Evidence of Learning: Assessment of Skills and Knowledge

What evidence will show that students understand the unit goals? This lesson's goals.

- A. The layout of the house must adopt the specifications listed in Uniform Building by-laws (1984)
- B. The house must fulfill the fire safety and building regulations
- C. The design of the house must be cost effective.

Work as a group and design an architectural drawing which fulfills all the stated requirements.

Stage 3: Learning Experiences

See Guided Lesson Plan Unit #1 download

Materials

SkyCiv Software Rubric