



Complete the top of this form (EU, standards/skills, DQ, final product, culminating experience) to figure out how to organize the building blocks of your project.

## Project Planner

### Enduring Understanding (grounded in your discipline):

we can look to nature for solutions to our problems

### Standards & Skills:

NGSS (engineering, life science), ELA (informational reading/writing)

### Driving Question:

How can we look to nature to help us solve a problem for Kinder at our school?

### Final Product(s):

Tested prototype for feedback from authentic audience

### Culminating Experience:

showcase at open house

### Benchmark Phases

1. Background - Science
  - plant, animal structure, habitat, food
  - interview "end-users" (kinder)
  - intro to info text
2. Animal research
  - model one as class, break into groups to do together their own
3. Design process
  - Define problem, ideate
  - brainstorm where animal structures show up and how they could be improved to help somebody

### Student Deliverables

1. empathy map
2. book creator app
3. prototype