

ACADEMIC STANDARD: SCIENCE AND TECHNOLOGY

Design Process
(Benchmark A, Indicator 2)

- 1) How are science and technology different?

- 2) To develop a new technology, you must first identify a _____.

- 3) After you have made this identification, you must propose a _____.

- 4) Finally you choose among alternative _____ to solve the problem.

WRITTEN RESPONSE QUESTION:

- 5) Your problem is to design a guitar pick that won't slip out of your fingers while playing. Give three design ideas, choose the one you think is best, and explain why it is the best design.

NAME: _____ **Date:** _____ **Score:** _____