Bioengineering Challenges and Middle School Life Science

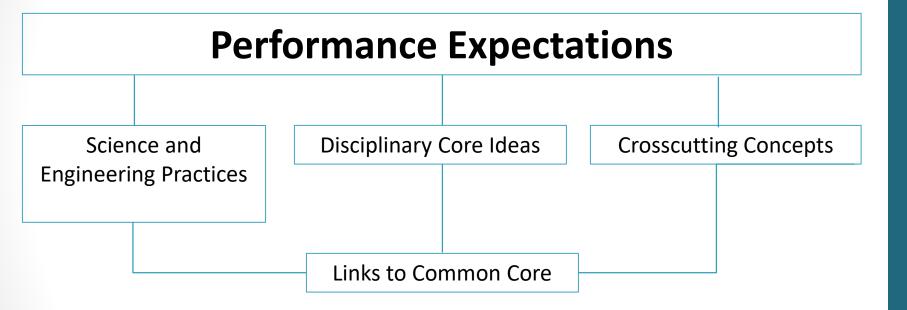
John Howarth & Tim Hurt Science Education for Public Understanding Program The Lawrence Hall of Science University of California, Berkeley

NSTA National Conference Atlanta, GA March 16, 2018





Next Generation Science Standards







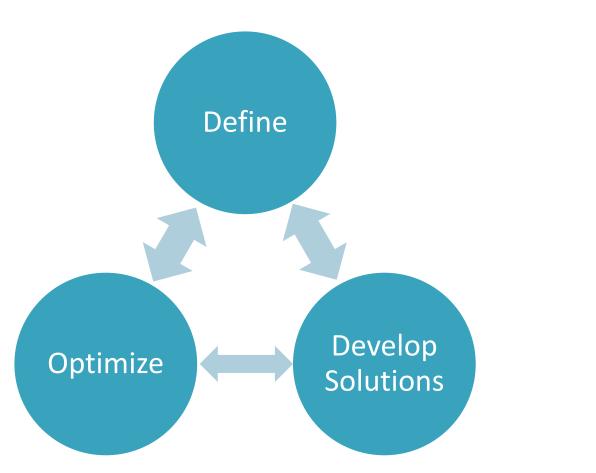
Engineering

- How do we define Engineering?
- What do Engineers do?
- How is Engineering similar to science?
- How is Engineering different from science?





Engineering Design

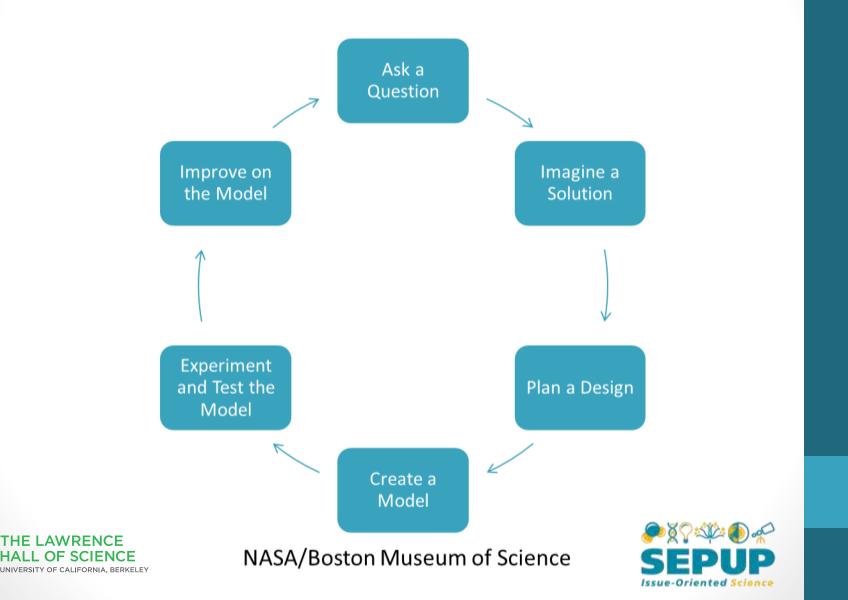


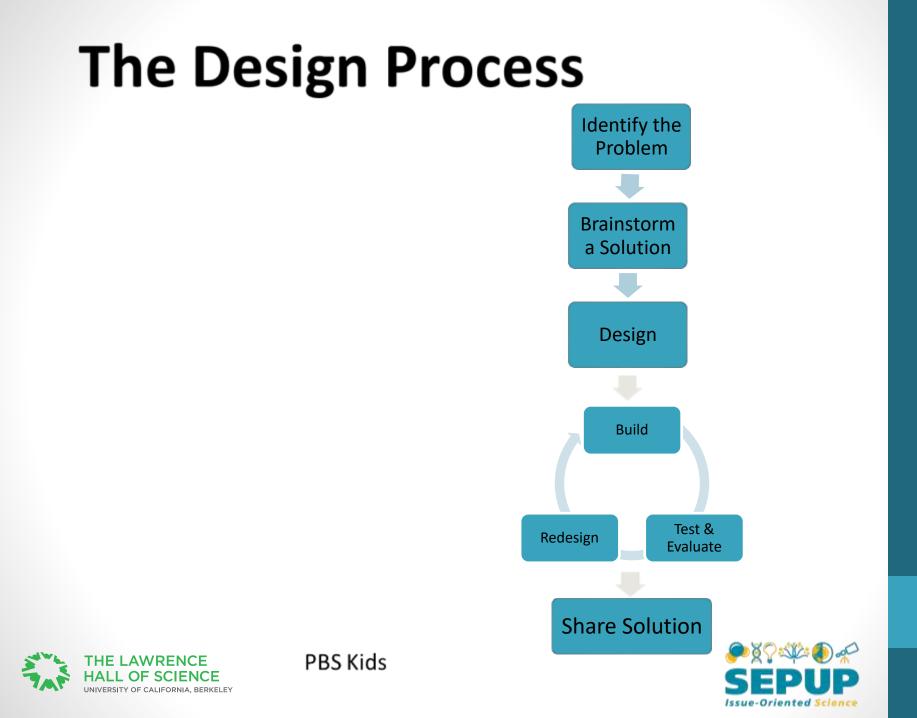


NGSS Appendix I



The Design Process





Criteria and Constraints

Constraints

- Limits that apply to solving a problem
- Criteria
 - Desired features of a design or solution





Designing Artificial Heart Valves

The Challenge

 How can you design a heart valve prototype out of common materials?

The Task - Designing a Prototype

• As an assignment for your college course in biomedical engineering, you are asked to design a prototype heart valve. Your professors want you and your fellow students to learn more about how the heart works while exploring the design process and the advantages of different valve designs. They require that your valve **allow fluid to pass quickly in one direction**, while allowing **less than 30 mL through every 10 seconds in the other direction**.





Criteria and Constraints

Constraints

• Time (20 minutes) and materials (on hand)

Criteria

- Fast flow in one direction
- No more than 30 mL/10 seconds in reverse direction





The Procedure

- Design
- Build
- Test
- Discuss how you could improve the design
- Refine the design select a factor to change
- Build
- Test
- Discuss
- Refine.....







The Materials

- Medium non-toxic latex glove finger(s)
- Medium plastic glove finger(s)
- Latex dishwashing glove finger(s)
- Smaller diameter plastic tubes
- Larger diameter plastic tubes
- Transparent tape
- Small amount of modeling clay
- 1 30-mL graduated cup
- 1 marble
- 2 plastic cups
- 1 Student Sheet, "The Design Process/Refining Valve Prototypes"

Items to be shared: paper towels, timing device, supply of water, scissors







Share and Compare

- Present your best valve prototype
- Test other's prototypes
- Discuss the factors that influenced your design
- What other design requirements could be introduced to improve the device?





Criteria and Constraints

Constraints

- Time (15 minutes) and materials (on hand)
- Revised Criteria
 - At least 60 mL/10 seconds in forward direction
 - No more than 10 mL/10 seconds in reverse direction





Disciplinary Core Ideas

• LS1.A

 In multicellular organisms, the body is a system of multiple interacting subsystems. These subsystems are groups of cells that work together to form tissues and organs that are specialized for particular body functions.

• ETS1.B

- A solution needs to be tested, and then modified on the basis of the test results, in order to improve it.
- Sometimes parts of different solutions can be combined to create a solution that is better than any of its predecessors.
- Models of all kinds are important for testing solutions.
- ETS1.C
 - Although one design may not perform the best across all tests, identifying the characteristics of the design that performed the best in each test can provide useful information for the redesign process.
 - The iterative process of testing the most promising solutions and modifying what is proposed on the basis of test results leads to greater refinement and ultimately to an optimal solution.





Science and Engineering Practices

- Analyzing and Interpreting Data
- Asking Questions and Defining Problems
- Constructing Explanations and Designing Solutions
- Developing and Using Models
- Engaging in Argument from Evidence
- Obtaining, Evaluating, and Communicating Information
- Planning and Carrying Out Investigations
- Using Mathematics and Computational Thinking





Crosscutting Concepts

- Cause and Effect
- Energy and Matter
- Patterns
- Scale, Proportion, and Quantity
- Stability and Change
- Structure and Function
- Systems and System Models





Performance Expectations

- Middle school examples:
 - MS-ETS1-2 Evaluate competing design solutions using a systematic process to determine how well they meet the criteria and constraints of the problem
 - MS-ETS1-3 Analyze data from tests to determine the similarities and differences among several design solutions to identify the best characteristics of each that can be combined into a new solution to better meet the criteria for success





Engineering Design

Designing and testing an artificial limb in life science





Designing an energy bar

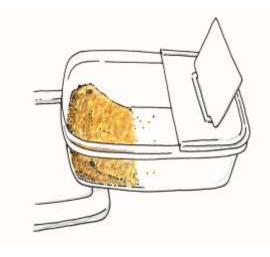
Testing, redesigning, and retesting a solar collector in physical science





Engineering Design





Designing a structure to prevent beach erosion in earth science.





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This slide show can be found at sepuplhs.org/news



