

THEME MODULE TITLE: Problem-Solving and Innovation

MODULE DESCRIPTION

This module introduces students to problem solving methods and research. Problem solving can be proactive through design or reactive through troubleshooting. This module will relate invention and innovation to problem solving processes. Students will learn to acquire, critically evaluate, and apply the products of research to make informed problem solving decisions. Problem solving skills are essential for all students to develop; they can use formal, iterative, and systemic approaches to solve real world problems.

Current issues related to problem solving processes, research processes, information access, and information literacy will be examined.

Students will have the opportunity to explore the wide variety of career options related to technological invention, innovation, and research and identify the knowledge, skills, education and training necessary for success within these fields.

ESSENTIAL QUESTION

What knowledge and skills are necessary to demonstrate introductory understanding of the application of problem solving processes and the acquisition, evaluation, and application of the products of research for informed decision making?

MODULE CONTENT

Problem Solving Skills and Methods

1. Problem Solving

Students will

- Describe the scientific method of inquiry as it relates to real-world problem solving
- Define technological problem solving in the context of design and troubleshooting
- Define invention as new designs for technologies and systems
- Define innovation as new applications for existing technologies and systems
- Demonstrate personal development of problem solving skills through practice of these skills in a variety of classroom applications

2. Design Process (Proactive)

Students will

- Implement a formal design process to solve a given problem, by:
 - Defining the problem being addressed
 - Defining criteria that must be met through the finished design
 - Defining constraints that must be adhered to
 - Brainstorming and examining possible solutions
 - Selecting the best solution for evaluation
 - Developing and constructing a prototype or model of the selected design
 - Testing and evaluating the prototype and model against the design criteria and constraints
 - Optimizing the solution for best form and function
 - Evaluating their use of the design process and how it impacted their final solutions

Demonstrate personal development of design skills through practice of these skills in a variety of classroom applications

3. Troubleshooting Process (Reactive)

Students will

Implement a formal troubleshooting process to solve a given problem, by:

Defining the problem being addressed

Identifying criteria and specifications for the desired outcomes or operation

Testing and evaluating to isolate the problem

Correcting the problem by implementing changes or repairs

Validating that the corrective action produced desired outcomes or operation

Identifying strategies to prevent future problems

Demonstrate personal development of troubleshooting skills through practice of these skills in a variety of classroom applications

Research Applications in CTE

Students will

Locate and gather information about a problem, by:

Defining the problem being researched

Utilizing search tools to locate information, data, or reference materials

Implementing search refinement tools (such as Boolean functions and keywords to narrow results)

Saving, archiving, or bookmarking information sources for future retrieval

Evaluate information sources for value and applicability toward a problem, by:

Identifying the source of the information, data, and reference material

Evaluating the source to determine if the author(s) or publisher can be considered an authoritative source for the desired content

Evaluating the value of the of research sources toward a given problem

Apply the products of research for informed decisions, by:

Locating and retrieving information, data, or reference materials to be applied to a given problem

Applying the research sources for decision making when solving a given problem

Rationalizing the selection of sources used in problem solving when differing or conflicting sources are found

Crediting information sources when documenting the results of a problem solving effort

Demonstrate personal development of research application skills through practice of these skills in a variety of classroom applications

Careers in Problem Solving, Invention, and Innovation

Students will

Investigate knowledge, skills, and practices needed for a career utilizing problem solving, invention, and innovation skills

Analyze career paths requiring skills for problem solving, invention, and innovation

Evaluate personal skills, abilities, and interests for employment opportunities utilizing skills for problem solving, invention, and innovation

ACTIVITIES

Agricultural Education(Trouble shooting)

Students identify a system that is not functioning properly. Students observe, identify and document the individual system components, how they operate, and how they interact.

Students locate the system component that is not functioning, implement a change or repair, and evaluate the system to ensure that it is functioning properly. Students document the repair and propose preventive maintenance solutions

Business and Marketing Education (Troubleshooting)

Prepare a list of the most common computer and technology problems students encounter in class daily. Divide the class into small teams. Pass out copies of the common problems. Have each team complete a troubleshooting process and prepare a write-up showing how to solve one of the common problems. Have a different team apply the solution to determine whether the corrective action solved the problem and led to the desired outcome

Family and Consumer Sciences Education(Design)

Students work with the school leaders to identify areas in their school that are not functioning well due to space issues. Examples might be slow-moving cafeteria lines, overcrowded storage areas for sports or music equipment, lack of classroom space for group work, etc. Students apply the design process to create plans to rework the spaces to improve functioning. Students present their interior design plans to school leaders for consideration and possible implementation

Health Science Education(Research)

Students identify medical inventions that have had an impact on human life. Students research information on how the invention was developed and what desirable and undesirable impacts it created. Students create a report and/or presentation that includes multiple information sources

Technology Education (Design)

Students identify a problem that requires a designed solution such as a new product that can be made from recycled materials. Students develop a problem statement, constraints and parameters, and proposed solutions. Students develop a model or prototype for testing and optimization, record the process, and present results. Examples of design problems could include a structure, a household item, a planting container, or others

Trade and Technical Education (Careers)

Students will define the term "branding" and examine the role of the graphic designer in the development of brand logos. Students will trace the design changes in a company's logo over time and research company innovations that led to these design changes.

STANDARDS ADDRESSED

New York State Career Development and Occupational Studies (CDOS) Standards Intermediate Level

Standard 1: Career Development

Students will be knowledgeable about the world of work, explore career options, and relate personal skills, aptitudes, and abilities to future career decisions

Standard 2: Integrated Learning

Students will demonstrate how academic knowledge and skills are applied in the workplace and other settings

Standard 3a: Universal Foundation Skills

Students will demonstrate mastery of the foundation skills and competencies essential for success in the workplace

Common Career Technical Core Standards

<https://www.careertech.org/career-ready-practices>

Career Ready Practices

1. Act as a responsible and contributing citizen and employee
2. Apply appropriate and academic and technical skills
4. Communicate clearly and effectively and with reason
5. Consider environmental, social, and economic impacts of decisions
6. Demonstrate creativity and innovation
7. Employ valid and reliable research strategies
8. Utilize critical thinking to make sense of problems and persevere in solving them
11. Use technology to enhance productivity
12. Work productively in teams while using cultural global competence

National Agricultural Education Standards

https://www.ffa.org/the_council/afnr

PST.01 Apply physical science principles and engineering applications to solve problems and improve performance AFNR power, structural, and technical systems

CRP.02 Apply appropriate academic and technical skills

CRP.06 Demonstrate creativity and innovation

CRP.07 Employ valid and reliable research strategies

CRP.08 Utilize critical thinking to make sense of problems and persevere in solving them

CRP.11 Use technology to enhance productivity

Note: National Agricultural Education Standards CRP .01-.12 coincide with Common Core Technical Core Standards

National Business Education Standards

<https://www.nbea.org/newsite/curriculum/standards/index.html>

Computation

- I. Mathematical Foundations Achievement Standard
Apply basic mathematical operations to solve problems
- II. Number Relationships and Operations Achievement Standard
Solve problems involving whole numbers, decimals, fractions, percents, ratios, averages, and proportions
- III. Patterns, Functions, and Algebra
Use algebraic operations to solve problems
- V. Measurements Achievement Standard
Use common international standards of measurement when solving problems
- V. Statistics and Probability Achievement Standard
Analyze and interpret data using common statistical procedures
- VI. Problem-Solving Applications Achievement Standard
Use mathematical procedures to analyze and solve business problems

National Family and Consumer Sciences Standards

<https://www.nasafacs.org/national-standards-and-competencies.html>

3.0 Consumer Services

Integrate knowledge, skills, and practices needed for a career in consumer services

3.5 Demonstrate skills needed for product development, testing, and presentation

3.5.1 Conduct market research to determine consumer trends and product development needs

3.5.2 Design or analyze a consumer product

3.5.3 Analyze features, prices, product information, styles, and performance of

consumer goods for potential global impact and trade-offs among the components

11.0 Housing and Interior Design

Integrate knowledge, skills, and practices needed for a career in housing and interior design

11.3 Apply residential and commercial interior design knowledge, skills and processes to meet specific design needs

11.3.6 Demonstrate design processes such as determining the scope of the project, programming, research, concept development, schematic design, design drawing, and design development and presentation

11.5 Analyze design and development of architecture, interiors, and furnishings through the ages

11.5.5 Predict future design and development trends in architecture, interiors, and furnishings

16.0 Textiles, Fashion, and Apparel

Integrate knowledge, skills, and practices needed for a career in textiles, fashion, and apparel

16.3 Demonstrate textiles, fashion, and apparel design skills

16.3.4 Demonstrate design concepts using fiber, fabric, or digital means, employing draping and/or flat pattern making techniques

16.3.7 Demonstrate ability to use technology for fashion, apparel, and textile design

National Consortium for Health Science Education

<https://www.healthscienceconsortium.org/national-health-science-standards/>

Foundation Standard 11: Information Technology Applications

Utilize and understand information technology applications common across health professions

11.3 Basic Computer Skills

11.31 Apply basic computer concepts and terminology necessary to use computers and other mobile devices

11.32 Demonstrate basic computer troubleshooting procedures

11.33 Demonstrate use of file organization and information storage

11.34 Identify uses of basic word processing, spreadsheet, and database applications

11.35 Evaluate validity of web-based resources

International Technology and Engineering Educators Association

Standards for Technological Literacy

<https://www.iteea.org/39197.aspx>

Design

8. Students will develop an understanding of the attributes of design

E. Design is a creative planning process that leads to useful products and systems

F. There is no perfect design

G. Requirements for a design are made up of criteria and constraints

9. Students will develop an understanding of engineering design

F. Design involves a set of steps which can be performed in different sequences and repeated as needed

G. Brainstorming is a group problem solving design process in which each person in the group presents his or her ideas in an open forum

H. Modeling, testing, evaluating, and modifying are used to transform ideas into practical solutions

10. Students will develop an understanding of the role of troubleshooting, research and development, invention, innovation, and experimentation in problem solving

F. Troubleshooting is a problem solving method used to identify the cause of a malfunction in a technological system

G. Invention is a process of turning ideas and imagination into devices and systems.

Innovation is the process of modifying an existing product or system to improve it

H. Some technological problems are best solved through experimentation

Abilities for a Technological World

11. Students will develop abilities to apply the design process

H. Apply a design process to solve problems in and beyond the laboratory-classroom

I. Specify criteria and constraints for the design

J. Make two-dimensional and three-dimensional representations of the designed solution

K. Test and evaluate the design in relation to pre-established requirements, such as criteria and constraints, and refine as needed

L. Make a product or system and document the solution

USDOE Employability Skills

http://cte.ed.gov/employability_skills/

Applied Knowledge

The thoughtful integration of academic knowledge and technical skills put to practical use

Applied Academic Skills

Uses reading skills

Uses writing skills

Uses mathematical strategies and procedures

Uses scientific principles and procedures

Critical Thinking Skills

Thinks critically

Thinks creatively

Solves problems

Reasons

Effective Relationships

The skills that enable individuals to interact effectively with clients, coworkers, and supervisors

Personal Qualities

Demonstrates a willingness to learn

Takes initiative

Works independently

Workplace Skills

The skills employees need to successfully perform work tasks

Technology use

Understands and uses technology

Communication Skills

Comprehends written material

Observes carefully

Information Use

Locates information

Organizes information

Analyzes information

Communicates information

Resource Management

Manages time

Manages materials

RESOURCES

United States Department of Education

Green Strides: Environment, Health, and Facilities at ED

STEM Programs at ED

<https://www2.ed.gov/about/inits/ed/green-strides/stem.html>

Federal resources are helping to assist educators in implementing effective approaches for improving STEM teaching and learning; facilitating the dissemination and adoption of effective STEM instructional practices nationwide; and promoting STEM education experiences that prioritize hands-on learning to increase student engagement and achievement

Brookings Institute

Teaching problem solving: Let students get 'stuck' and 'unstuck'

<https://www.brookings.edu/blog/education-plus-development/2017/10/31/teaching-problem-solving-let-students-get-stuck-and-unstuck/>

Resource describing ways to create a classroom culture of problem solvers

TEDEd

<https://ed.ted.com/lessons?category=problem-solving>

TEDEd has an extensive website section dedicated to problem solving skills including videos and interactive tasks. Teachers can use these free materials as resources to build lessons for their individual CTE classrooms