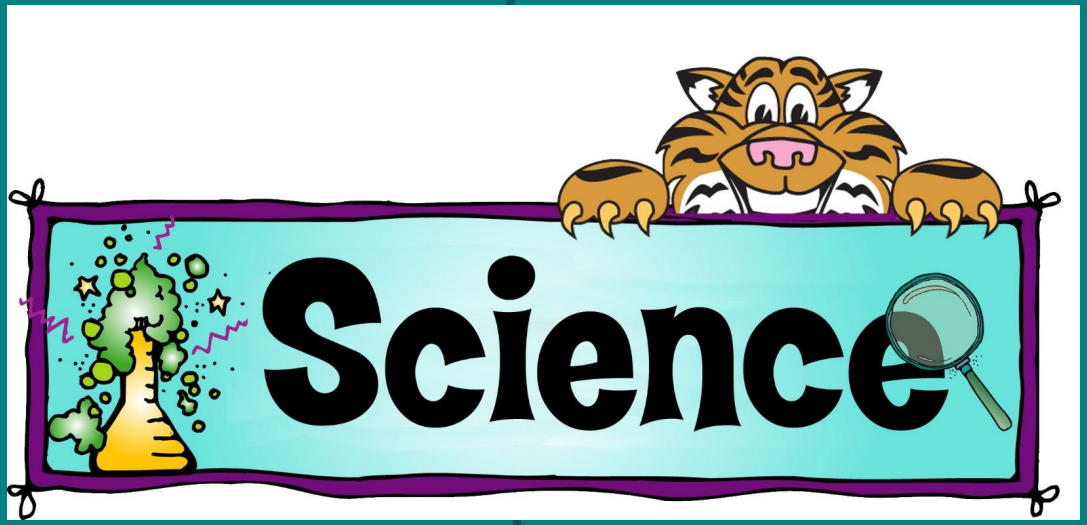
Think like A Scientist and An Engineer

1. Science

1. Using useful observations (evidence) to gain an understanding of the world around us



2. Observation (Evidence)

2. Using one or more of your five senses to gather information about the world (must be factual)

Observation Guidelines

1. Slow your brain down
2. Usually is something simple
3. Is an absolute fact
4. Can not be just one word, be more descriptive
5. Can not be an opinion

Observation?

1. Mr. Hunter is a nice guy
2. This classroom has two doors
3. There are 13 tables in this classroom
4. Science is cool
5. This classroom is cold


Prugh and Lenon Architects | Date: 5/25/2005 | File: nature14.max | View: Camera01 | Render Time: 5h 50m 23.6s

3. List three examples of an observation from our classroom

*be careful, they must be absolutely true!

3.

- Our Classroom has 13 tables
- There are two doors
- There is a projector on the ceiling

4. Claim

4. Inferences and predictions that can be supported with evidence and reasoning

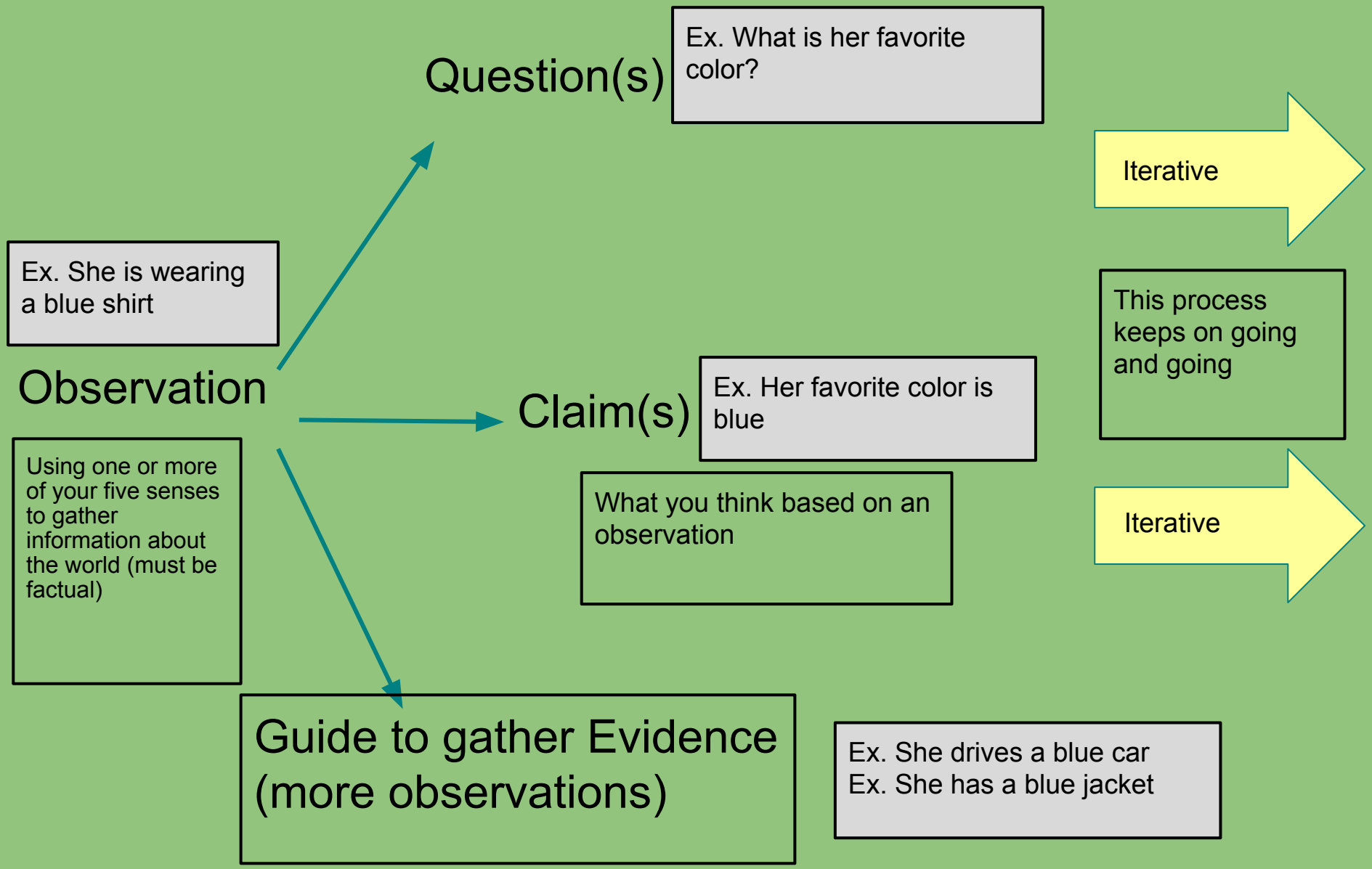
5. Record one claim for the following observation.

<u>Observation:</u>
Mr. Hunter is wearing a T-shirt that says Eagles on the front.

5.
<u>Possible Claims:</u>

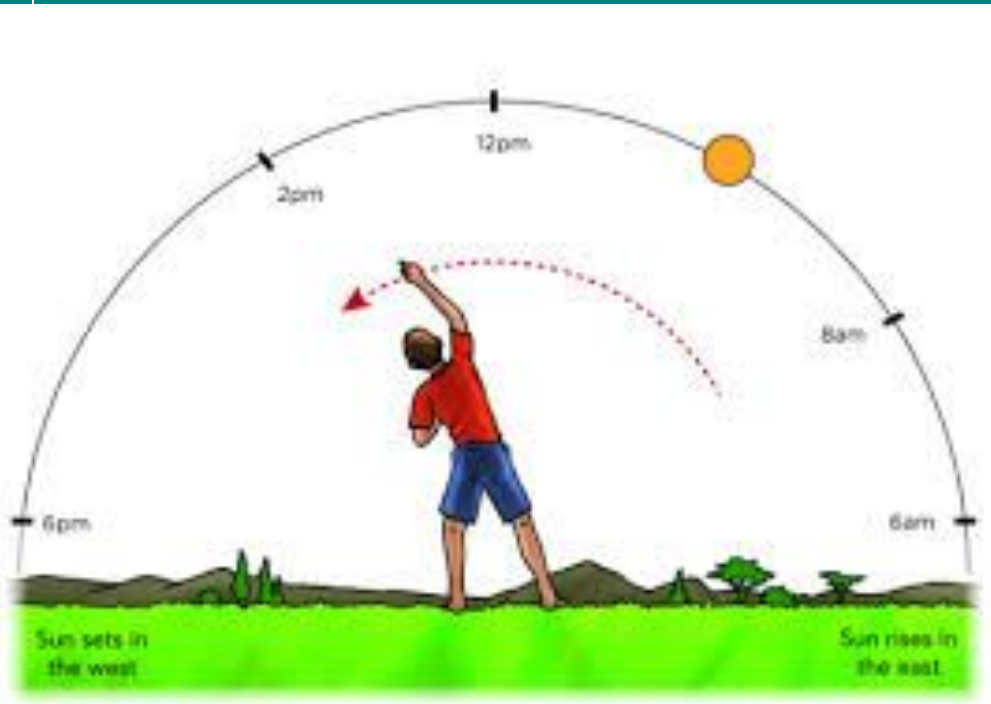
- Mr. Hunter Likes the Philadelphia Eagles
- Mr. Hunter lives in Pennsylvania
- Mr. Hunter has season tickets for the Eagles games

Science Process



6. Phenomenon

6. Something that occurs in our world that can be observed and studied in an attempt to gain understanding



7. Engineering

7. Using science, math, and technology to solve problems that exist in our world