POE Blueprint The purpose of this assessment is to						Table of Specifications																
Day % of Co					Item Type (ex. multiple choice,	Complexity Webb's DOK				Total #												
Unit	Lesson	Unit	Lesson	Knowledge and Skills	performance, true false, essay, etc.)	#Level 1 (Recall)	<pre>#Level 1 (Recall) (Recall) #Level 2 (Skill/ Concept)</pre>	#Level 3 (Strategic Thinking)	Item Name(s)	of Items	% Lesson	% Unit										
49	17	1	1	K1 - Describe the job responsibilities of various types of engineers and engineering technicians.						0	#DIV/o!	#DIV/o!										
				K2 – Know the six simple machines, their attributes, and components. K3 – Know the equations to solve for mechanical advantage, work, and power.				1		0	#DIV/0! #DIV/0!	#DIV/0! #DIV/0!										
				KS = Know the equations to solve for mechanical available, work, and power. S1 = Differentiate among the various types of engineering careers and engineering technicians.						0	#DIV/0!	#DIV/0!										
33%	11%			S2 - Measure forces and distances related to mechanisms.						0	#DIV/0!	#DIV/0!										
				S3- Distinguish among the six simple machines, their attributes, and components. S4 - Calculate mechanical advantage and drive ratios of mechanisms.						0	#DIV/0! #DIV/0!	#DIV/0! #DIV/0!										
				54 - Vacuate internancia auvantage and unive ratios of internanisms. 55 - Design, create, and test systems using simple machines and drive mechanisms.						0	#DIV/0!	#DIV/0!										
				S6 - Calculate work and power in mechanical systems.						0	#DIV/0!	#DIV/0!										
				S7 - Determine efficiency in a mechanical system. S8 - Design, create, test, and evaluate a compound machine design.						0	#DIV/0! #DIV/0!	#DIV/0! #DIV/0!										
				59 - Design, treate, test, and evaluate a compound mathine design. S9 - Communicate a design for a machine using annotated sketches and other documentation.						0	#DIV/0!	#DIV/0!										
				S10 - Collaborate effectively with others in a design team.						0	#DIV/0!	#DIV/o!										
	9	1	2	K1 – Describe the characteristics of various sources of energy. K2 – Know types of nonrenewable, renewable, and inexhaustible energy sources.						0	#DIV/0! #DIV/0!	#DIV/0! #DIV/0!										
				$R_2 - Know types of nonrenewable, renewable, and mexical balance energy sources.K_3 - Know the equations for work and power.$						0	#DIV/0!	#DIV/0!										
				K4 – Know the equation for calculation the efficiency of a system.						0	#DIV/o!	#DIV/o!										
				K5 – Know the equations related to describing the characteristics of simple circuits.						0	#DIV/0! #DIV/0!	#DIV/0! #DIV/0!										
	6%			S1 – Prepare and deliver a brief summary based on research. S2 – Calculate work and power.						0	#DIV/0! #DIV/0!	#DIV/0! #DIV/0!										
				83 – Correctly use a digital multimeter as a voltmeter, ohmmeter, or ammeter.						0	#DIV/0!	#DIV/0!										
				S4 – Calculate electrical power developed in a circuit.				1		0	#DIV/0!	#DIV/0!										
				S5 – Calculate mechanical power developed when lifting an object. S6 – Determine efficiency of a system that converts an electrical energy to a mechanical energy.						0	#DIV/0! #DIV/0!	#DIV/o! #DIV/o!										
				S7 – Calculate circuit resistance, current, and voltage using Ohm's law, including circuits with elements in series and/or parallel.						0	#DIV/0!	#DIV/o!										
				88 – Compare and contrast the behavior of electrical circuits with parallel and series circuit designs.						0	#DIV/0!	#DIV/0!										
	10	1	3	K1 – Explain that hydrogen fuel cells transform chemical energy stored in hydrogen gas to electrical energy and heat, converting hydrogen and oxygen into water.						0	#DIV/0!	#DIV/0!										
				K2 – Describe the use of reversible fuel cells as electrolyzers to store electrical energy for later use.						0	#DIV/o!	#DIV/o!										
	7%			K3 – Describe the use of solar cells to convert light energy into electricity. K4 – Describe convection, conduction, and radiation as they relate to thermal energy transfer.	-					0	#DIV/0!	#DIV/0!										
				S1 – Test and apply the relationships among voltage, current, and resistance in series and parallel circuits that incorporate photovoltaic cells and						0	#DIV/o!	#DIV/0!										
				hydrogen fuel cells.						0	#DIV/o!	#DIV/o!										
				S2 – Design a system to convert solar power to mechanical power using photovoltaic and fuel cells. S3 – Design, construct, and test insulation materials for reducing thermal energy transfer.						0	#DIV/0! #DIV/0!	#DIV/0! #DIV/0!										
				53 – Design, construct, and test instruction materials for reducing incrimar energy transfer. 54 – Calculate the rate at which energy is transferred by conduction and radiation through materials having various R-values.						0	#DIV/0!	#DIV/0!										
	13	1	4	K1 – Know the purpose of each part of a design brief.						0	#DIV/0!	#DIV/0!										
	9%			K2 – Describe a step-by-step, iterative design process. S1 – Brainstorm and sketch possible solutions to an existing design problem.				1		0	#DIV/0! #DIV/0!	#DIV/0! #DIV/0!										
	970			S1 – Granistorin and sketch possible solutions to an existing design problem. S2 – Create a decision making matrix for their design problem.						0	#DIV/0: #DIV/0!	#DIV/0!										
				S3 – Select an approach that meets or satisfies the constraints provided in a design brief.						0	#DIV/0!	#DIV/0!										
													-	S4 – Create a detailed pictorial sketch or use 3D modeling software to document a proposed design. S5 – Present a workable solution to a design problem.						0	#DIV/0! #DIV/0!	#DIV/0! #DIV/0!
40	14	2	1	Firsten a workable source and vector quantities. Since the source of the sour						0	#DIV/0!	#DIV/0!										
				K2 – Identify magnitude, direction, and sense of a vector.						0	#DIV/0!	#DIV/0!										
27%	9%			K3 - Know beam deflection is related to cross sectional geometry and material properties. K4 – Know the moment of inertia is related cross sectional geometry.						0	#DIV/o! #DIV/o!	#DIV/o! #DIV/o!										
				$R_3 - Know the modulus of elasticity defines the stiffness of an object related to material and chemical properties.$						0	#DIV/0!	#DIV/0!										
				K6 – Know the forces acting on an object are in equilibrium.						0	#DIV/0!	#DIV/0!										
				K7 – Understand how Newton's Laws are applied to determine the forces acting on an object. S1 – Create free body diagrams of objects, identifying all forces acting on the object.						0	#DIV/0! #DIV/0!	#DIV/0! #DIV/0!										
				S2 - Mathematically locate the centroi of structural members.						0	#DIV/0!	#DIV/0!										
				S3 – Calculate the area moment of inertia of structural members.						0	#DIV/0!	#DIV/0!										
				S4 – Calculate the deflection of a center-loaded beam from the beam's geometry and material properties. S5 – Calculate the x- and y-components of a given vector.						0	#DIV/o! #DIV/o!	#DIV/0! #DIV/0!										
				S6 – Calculate moments or torques given a force and a point of application relative to a specified axis.						0	#DIV/0!	#DIV/0!										
				S7 – Use equations of equilibrium to calculate unknown external forces on a truss.						0	#DIV/0!	#DIV/0!										
				S8 – Use the method of joints to calculate tension and compression forces in the members of a statically determinate truss. S9 – Construct and destructively test a truss, and relate observations to calculated predications.						0	#DIV/o! #DIV/o!	#DIV/0! #DIV/0!										
	11	2	2	Ki – List material properties that are important too design including mechanical, chemical, electrical, and magnetic.						0	#DIV/0! #DIV/0!	#DIV/0!										
				K2 – Know common manufacturing processes related to create a product from raw materials.						0	#DIV/o!	#DIV/o!										

POE Blueprint The purpose of this assessment is to							Table of Specifications							
	ys & overage				Item Type (ex. multiple choice, performance, true false, essay, etc.)	Complexity Webb's DOK				_ Total #				
Unit	Lessor	Unit	Lesson	Knowledge and Skills		#Level 1 (Recall)	#Level 2 (Skill/ Concept)	#Level 3 (Strategic Thinking)	Item Name(s)	of Items	% Lesson	% Unit		
				K3 - Know the steps of product life cycle for a common product.						0	#DIV/o!	#DIV/o!		
				S1 – Conduct non-destructive tests for material properties on selected common household products including tests for continuity, ferrous metal, hardness, and flexure.						0	#DIV/0!	#DIV/0!		
	7%			S2 – Measure or calculate weight, volume, mass, density, and surface area of selected common household products.						0	#DIV/0!	#DIV/0!		
				S3 – Identify the manufacturing processes used to create the selected common household product. S4 – Identify materials that can be recycled.						0	#DIV/0! #DIV/0!	#DIV/0! #DIV/0!		
	10	2	3	K1 – Distinguish between stress and strain.						0	#DIV/0!	#DIV/0!		
				K2 – Distinguish between elastic and plastic deformation.						0	#DIV/0!	#DIV/0!		
	7%			K3 – Describe the relationship between the tensile force applied to a material and the elongation of the material as it deforms elastically, plastically, and then ruptures.							#DIV/o!	#DIV/o!		
				K4 – Define the modulus of elasticity.							#DIV/0!	#DIV/0!		
				S1 – Calculate minimum or maximum design parameters to ensure a safe or reliable product using material strength properties.						0	#DIV/o!	#DIV/0!		
				S2 – Measure axial force and elongation data of material samples and create stress-strain diagrams describing the intrinsic properties of the materials.						0	#DIV/0!	#DIV/o!		
				83 – Identify and calculate test sample material properties using a stress-strain curve.						0	#DIV/o!	#DIV/o!		
	5	2	4	K1 – Know the purpose of each part of a design brief.						0	#DIV/0!	#DIV/0!		
				K2 – Describe a step-by-step, iterative design process. S1 – Brainstorm and sketch possible solutions to an existing design problem.						0	#DIV/0! #DIV/0!	#DIV/0! #DIV/0!		
				S2 – Create a decision-making matrix for a design problem.						0	#DIV/0!	#DIV/0!		
	3%			83 – Select an approach that meets or satisfies the constraints provided in a design brief.						0	#DIV/0!	#DIV/0!		
46	16	0	1	S4 – Create a detailed pictorial sketch or use 3D-modeling software to document a proposed design. K1 – Distinguish between digital and analog data, and between the inputs and outputs of a computational system.						0	#DIV/0! #DIV/0!	#DIV/0! #DIV/0!		
46	10	3	1	Ki – Distinguish between tugtai and analog data, and between the inputs and outputs of a computational system. K2 – Distinguish open and closed loop systems based on whether decisions are made using time delays or sensor feedback.						0	#DIV/0!	#DIV/0!		
31%	11%			K3 – Identify the relative advantage of an open-loop or closed-loop control system for a given technological problem.						0	#DIV/o!	#DIV/o!		
				K4 – Describe the market demand and salary range for one type of engineer or engineering technician, and understand the education path that leads to that career.						0	#DIV/o!	#DIV/0!		
				SI – Choose appropriate input and output devices based on the need of a technological system.						0	#DIV/0!	#DIV/o!		
				S2 – Create a flow chart to describe an algorithm.						0	#DIV/o!	#DIV/0!		
				S3 – Create pseudocode to describe an algorithm. S4 – Analyze and describe an algorithm represented as a flowchart or as programming code.						0	#DIV/0! #DIV/0!	#DIV/0! #DIV/0!		
				54 - Xnatyze and ucescribe an agorithm represented as a novement of as programming cours. 55 - Create a computer program to implement an algorithm, including conditional statements and iterations.						0	#DIV/0!	#DIV/0!		
				S6 – Predict the behavior of a control system by examining the program it is going to execute.						0	#DIV/o!	#DIV/0!		
				 S7 – Evaluate algebraic and logical expressions involving programming variables. S8 – Use a variety of methods for finding, identifying, and correcting bugs in a program. 						0	#DIV/0! #DIV/0!	#DIV/0! #DIV/0!		
				So – Ose a variety of methods for mining, identifying, and correcting bugs in a program. So – Design and create a control system, including the inputs, computer program, and outputs, based on given needs and constraints.						0	#DIV/0!	#DIV/0!		
				S10 – Brainstorm and sketch possible solutions to an existing design problem.						0	#DIV/o!	#DIV/o!		
				S11 – Create a decision making matrix for a design problem.						0	#DIV/0! #DIV/0!	#DIV/0! #DIV/0!		
				 S12 – Select an approach that meets or satisfies the constraints provided in a design brief. S13 – Create a detailed pictorial sketch or use 3D modeling software to document a proposed design. 						0	#DIV/0!	#DIV/0!		
				S14 – Present a workable solution to a design problem.						0	#DIV/o!	#DIV/0!		
	15	3	2	K1 – Identify the advantages of hydraulic and pneumatic systems relative to each other.						0	#DIV/0!	#DIV/0!		
	10%			K2 – Identify and explain basic components and functions of fluid power devices. K3 – Distinguish between pressure and absolute pressure.						0	#DIV/0! #DIV/0!	#DIV/0! #DIV/0!		
				K4 – Distinguish between temperature and absolute temperature.						0	#DIV/o!	#DIV/o!		
				S1 – Identify devices that utilize hydraulic and pneumatic power.						0	#DIV/0!			
				S2 – Distinguish between hydrodynamic and hydrostatic systems. S3 – Design, create, and test a hydraulic device.						0	#DIV/0! #DIV/0!	#DIV/0! #DIV/0!		
				S4 – Design, create, and test a pneumatic device.						0	#DIV/0!	#DIV/0!		
				S5 – Calculate design parameters in a fluid power system utilizing Pascal's Law.						0	#DIV/0!	#DIV/0!		
				S6 – Calculate values in a pneumatic system utilizing the ideal gas laws. S7 – Calculate flow rate, flow velocity, power, and mechanical advantage in a fluid power system.						0	#DIV/0! #DIV/0!	#DIV/0! #DIV/0!		
	15	3	3	K1 – Know the purpose of each part of a design brief.						0	#DIV/0!	#DIV/0!		
				K2 – Describe a step-by-step, iterative design process.						0	#DIV/0!	#DIV/0!		
				S1 – Brainstorm and sketch possible solutions to an existing design problem. S2 – Create a decision making matrix for a design problem.						0	#DIV/0! #DIV/0!	#DIV/0! #DIV/0!		
	10%			S2 – Create a decision making matrix for a design problem. S3 – Select an approach that meets or satisfies the constraints provided in a design brief.						0	#DIV/0!	#DIV/0!		
				S4 – Create a detailed pictorial sketch or use 3D modeling software to document a proposed design.						0	#DIV/o!	#DIV/0!		
		$\left \right $		S5 – Present a workable solution to a design problem.						0	#DIV/0!	#DIV/0!		
15	5	4	1	K1 – Name measures of central tendency and variation and describe their meaning. K2 – Distinguish between sample statistics and population statistics and know appropriate applications of each.						0	#DIV/0! #DIV/0!	#DIV/0! #DIV/0!		
				SI – Evaluate how personal career interests align or do not align with one or more fields of engineering or engineering technology.						0	#DIV/0!	#DIV/0!		

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Days & % of Coverag					Item Type (ex. multiple	Complexity Webb's DOI														
Unit	Lesson	Unit	Lesson	Lesson	Lesson	Lesson	Lesson	Lesson	Lesson	Lesson	Lesson	Knowledge and Skills	choice, performance, true false, essay, etc.)	#Level 1 (Recall)	#Level 2 (Skill/ Concept)	#Level 3 (Strategic Thinking)	Item Name(s)	Total # of Items	% Lesson	% Unit
10%	3%			S2 – Calculate the theoretical probability that a simple event will occur.						0	#DIV/0!	#DIV/0!								
				S3 – Produce a frequency distribution to describe experimental results and create a histogram to communicate these results.						0	#DIV/0!	#DIV/0!								
				S4 – Calculate the probability of making a set of observations in a series of trials where each trial has two distinct possible outcomes.						0	#DIV/0!	#DIV/0!								
				S5 – Apply AND, OR, and NOT logic to probability.						0	#DIV/0!	#DIV/0!								
				S6 – Apply Bayes' Theorem to calculate a probability in a manufacturing context.						0	#DIV/0!	#DIV/0!								
				S_7 – Calculate the central tendency of a data set, including mean, median, and mode.						0	#DIV/0!	#DIV/o!								
				S8 – Calculate the variation in a set of data, including range, standard deviation, and variance.						0	#DIV/o!	#DIV/o!								
	10	4	2	K1 – Describe freefall motion of a projectile as having constant velocity in the horizontal direction and uniformly accelerating motion in the vertical direction.						0	#DIV/o!	#DIV/o!								
				K2 – Know the purpose of each part of a design brief.						0	#DIV/0!	#DIV/0!								
	7%			K3 – Describe a step-by-step, iterative design process.						0	#DIV/0!	#DIV/0!								
				S1 – Calculate distance, displacement, speed, velocity, and acceleration from data.						0	#DIV/0!	#DIV/0!								
				S2 - Design, build, and test a machine that efficiently channels mechanical energy when friction and limited input energy are significant constraints.						0	#DIV/0!	#DIV/o!								
				S3 – Calculate acceleration due to gravity given data from a free-fall trajectory.						0	#DIV/0!	#DIV/o!								
				S4 – Calculate the x- and y-components of a projectile motion.						0	#DIV/0!	#DIV/o!								
				S_5 – Determine the angle needed to launch a projectile a specific range given the projectile's initial velocity.						0	#DIV/o!	#DIV/o!								
				S6 – Brainstorm and sketch possible solutions to an existing design problem.						0	#DIV/0!	#DIV/o!								
				S7 – Create a decision making matrix for a design problem.						0	#DIV/0!	#DIV/o!								
				S8 – Select an approach that meets or satisfies the constraints provided in a design brief.						0	#DIV/0!	#DIV/o!								
				89 – Create a detailed pictorial sketch or use 3D modeling software to document a proposed design.						0	#DIV/0!	#DIV/o!								
				S10 – Present a workable solution to a design problem.						0	#DIV/0!	#DIV/o!								
Total Da	ays			Total		0	0	0		0										
150				% of Total		#DIV/0!	#DIV/0!	#DIV/0!	-											