



Iridescent's Learning Outcomes

based on A Framework for K-12 Science Education, 2012

Competence	Outcomes	Curiosity. Asking questions	Developing and using models	Engineering Design Cycle	Persistence. Analysis. Redesign.
Level 1	Notice features, patterns, or contradictions in one's world.		Students use diagrams, maps, drawings, photographs, 3D models as tools to elaborate on and present their ideas.	Solve design problems by applying their scientific knowledge.	Students persist through failing designs and models.
Level 2	Ask questions about the phenomena being observed.		Make and use a model to test a design and to compare the effectiveness of different solutions.	Engage in all steps of the design cycle and produce a plan that meets specific design criteria.	Students compare designs through repeated testing, troubleshooting, recording and analyzing results and finally identifying the best.
Level 3	Ask questions about the need to be met in order to define specifications for a solution.		Discuss the limitations and precision of a model and suggest improvements.	Construct a device or implement a design solution.	After repeated development and testing, students invent a totally new design based on the characteristics of the best design.