### To Boldly Go . . . and Return

#### By Brendan Carroll Teacher - Franklin Elementary



### RET Summer 2013

#### RET Participant: Brendan Carroll Location: Dr. Joel Rothman's Lab UCSB Department of Molecular Cellular and Developmental Biology







Mentor: Dr. Pan Young Jeong

C. elegans

Dr. Joel Rothman

### *C. elegans*: A Model Organism for Research

#### Ideal subject for genetics research;



- Life span 2-3 weeksAdults 1mm
- Transparent



#### hermaphrodite

male

- RNAi (introduced via inoculated bacteria)
- Genome completely mapped
- Hermaphroditic

#### INTERESTING FACTS:

- Survives -80° C for 10 years
- Survived 2003 space shuttle Challenger disaster
- Descendants of the Challenger survivors traveled to space on the Endeavour in 2011



### PCD model in *C. elegans*

Pathway to Apoptosis (programmed cell death) discovered in C elegans



Cancer
Genetic birth
disorders
Parkinson's disease



Diagram by Dr.Pan Young Jeong

### Cell Corpse Observations Post-Heat Shock Treatment



## Unit Focus: Engineering

Designed for Elementary Students Kindergarten - Fourth Grade



Flowchart from Engineering is Elementary

### K-2 NGSS Engineering Design Standards

- Ask questions, make observations, and gather information about a situation people want to change to define a simple problem that can be solved through the development of a new or improved object or tool.
- Develop a simple sketch, drawing, or physical model to illustrate how the shape of an object helps it function as needed to solve a given problem.
- Analyze data from tests of two objects designed to solve the same problem to compare the strengths and weaknesses of how each performs.

### NGSS Grade Level Standards

#### Kindergarten

- Plan and conduct an investigation to compare the effects of different strengths or different directions of pushes and pulls on the motion of an object.
- Analyze data to determine if a design solution works as intended to change the speed or direction of an object with a push or a pull.

#### **First Grade**

• Use materials to design a solution to a human problem by mimicking how plants and/or animals use their external parts to help them survive, grow, and meet their needs.

#### Second Grade

- Plan and conduct an investigation to describe and classify different kinds of materials by their observable properties
- Analyze data obtained from testing different materials to determine which materials have the properties that are best suited for an intended purpose.
- Make observations to construct an evidence-based account of how an object made of a small set of pieces can be disassembled and made into a new object.

### NGSS Grade Level Standards

### 3rd Grade

1. Make observations and/or measurements of an object's motion to provide evidence that a pattern can be used to predict future motion.

### 4th Grade

- 1. Use evidence to construct an explanation relating the speed of an object to the energy of that object.
- 2. Apply scientific ideas to design, test, and refine a device that converts energy from one form to another.

#### Engineering Project Rubric

Engineering Design Process	1	2	3	4
Identifying the problem	Vague of understanding problem	Can describe one element of problem	Clearly articulates problem	Clearly articulates problem and foresees relevant issues that might also arise
Identify the engineering criteria (goals) and design constraints	Only identifies one goal or one design constraint	Identifies just the goals or just the constraints	Identifies all the goals and constraints	Identifies all goals and constraints and suggests new goals / considerations in resolving the problem
Imagine possible solutions	Unable to think of a solution or copies someone else's idea	Thinks of one solution	Thinks of more than one solution	Thinks of more than one solution and articulates the benefits or trade- offs of each solution, including those of others
Make a plan for a possible solution	Draws a solution	Uses a labeled diagram	Uses a labeled diagram and can explain their plan	Uses a labeled diagram, can clearly explain plan and rationale for their design choices.
Test ideas and improve design based on results	Narrowly focuses on one solution and makes no adjustments based on results	Tests ideas, but makes improvements based on subjective opinion rather than data	Tests ideas and makes appropriate improvements based on results	Tests ideas and is able to narrow variables in order to more precisely identify areas for design improvement

#### Engineering Notebook

Engineer(s)										DATE								
Projec	t Title																	
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What did you discover after testing your ideas? What did you change to make it work better?

## Vehicle Designs

- Launch
- Re-Entry
- Emergency Rescue





## Launch Vehicles

#### Antacid Rockets

Compare effects of . . . Varying amounts of Water



Pop!



Compare effects of . . . Fishing Line vs. Cotton String Fins and Stabilizers



## Antacid Rockets



# Balloon Rockets





### Rocket Balloons



## Re-Entry Vehicles



### Wind Tube Open-ended Flight Experimentation

**Parachute** Parachute Designs Canopy Materials





### **Gliders** Paper Airplane Designs

### Parachutes



## Wind Tube

Engineering Criteria: Make something that flies! Design Limitations: Materials Concept developed by San Francisco Exploratorium



## Wind Tube Flying Designs



### Testing Helicopter Designs





## Emergency Rescue Vehicle

**Engineering Criteria:** Make a buoyant craft that supports the weight of astronauts when they land in water. **Design Limitations**: Materials







# Lifeboat Engineering Teams



## Lifeboat Capacity Tests



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• UCSB