

Interconnectedness: Common Themes

STANDARD 6



MST Standards

Students will understand the relationships and common themes that connect mathematics, science, and technology and apply the themes to these and other areas of learning.



Alternate Assessment Standards for Students with Severe Disabilities

Standard 6: [Models](#)

Standard 6: [Magnitude and Scale](#)

Standard 6: [Equilibrium and Stability](#)

Standard 6

Systems Thinking

Interconnectedness: Common Themes

Students will: understand the relationships and common themes that connect mathematics, science, and technology and apply the themes to these and other areas of learning.

Key Idea: Through systems thinking, people can recognize the commonalities that exist among all systems and how parts of a system interrelate and combine to perform specific functions.

Performance Indicators--Students will:

Elementary

- observe and describe interactions among components of simple systems
- identify common things that can be considered to be systems (e.g., a plant population, a subway system, human beings)

Intermediate

- describe the differences between dynamic systems and organizational systems
- describe the differences and similarities between engineering systems, natural systems, and social systems
- describe the differences between open- and closed loop systems
- describe how the output from one part of a system (which can include material, energy, or information) can become the input to other parts

Commencement

- explain how positive feedback and negative feedback have opposite effects on system outputs
- use an input-process output-feedback diagram to model and compare the behavior of natural and engineered systems
- define boundary conditions when doing systems analysis to determine what influences a system and how it behaves

Standard 6

Interconnectedness: Common Themes

Students will: understand the relationships and common themes that connect mathematics, science, and technology and apply the themes to these and other areas of learning.

Key Idea: Models are simplified representations of objects, structures, or systems used in analysis, explanation, interpretation, or design.

Performance Indicators--Students will:

Elementary

- analyze, construct, and operate models in order to discover attributes of the real thing
- discover that a model of something is different from the real thing but can be used to study the real thing
- use different types of models, such as graphs, sketches, diagrams, and maps, to represent various aspects of the real world

Intermediate

- select an appropriate model to begin the search for answers or solutions to a question or problem
- use models to study processes that cannot be studied directly (e.g., when the real process is too slow, too fast, or too dangerous for direct observation)
- demonstrate the effectiveness of different models to represent the same thing and the same model to represent different things

Commencement

- revise a model to create a more complete or improved representation of the system
- collect information about the behavior of a system and use modeling tools to represent the operation of the system
- find and use mathematical models that behave in the same manner as the processes under investigation
- compare predictions to actual observations using test models

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Students will: understand the relationships and common themes that connect mathematics, science, and technology and apply the themes to these and other areas of learning.

Magnitude and Scale

Key Idea: The grouping of magnitudes of size, time, frequency, and pressures or other units of measurement into a series of relative order provides a useful way to deal with the immense range and the changes in scale that affect the behavior and design of systems.

Performance Indicators--Students will:

Elementary

- provide examples of natural and manufactured things that belong to the same category yet have very different sizes, weights, ages, speeds, and other measurements
- identify the biggest and the smallest values as well as the average value of a system when given information about its characteristics and behavior

Intermediate

- cite examples of how different aspects of natural and designed systems change at different rates with changes in scale
- use powers of ten notation to represent very small and very large numbers

Commencement

- describe the effects of changes in scale on the functioning of physical, biological, or designed systems
- extend their use of powers of ten notation to understanding the exponential function and performing operations with exponential factors

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Equilibrium and Stability

Interconnectedness: Common Themes

Students will: understand the relationships and common themes that connect mathematics, science, and technology and apply the themes to these and other areas of learning.

Key Idea: Equilibrium is a state of stability due either to a lack of changes (static equilibrium) or a balance between opposing forces (dynamic equilibrium).

Performance Indicators--Students will:

Elementary

- cite examples of systems in which some features stay the same while other features change
- distinguish between reasons for stability—from lack of changes to changes that counterbalance one another to changes within cycles

Intermediate

- describe how feedback mechanisms are used in both designed and natural systems to keep changes within desired limits
- describe changes within equilibrium cycles in terms of frequency or cycle length and determine the highest and lowest values and when they occur

Commencement

- describe specific instances of how disturbances might affect a system's equilibrium, from small disturbances that do not upset the equilibrium to larger disturbances (threshold level) that cause the system to become unstable
- cite specific examples of how dynamic equilibrium is achieved by equality of change in opposing directions

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Patterns of Change

Key Idea: Identifying patterns of change is necessary for making predictions about future behavior and conditions.

Performance Indicators--Students will:

Elementary

- use simple instruments to measure such quantities as distance, size, and weight and look for patterns in the data
- analyze data by making tables and graphs and looking for patterns of change

Intermediate

- use simple linear equations to represent how a parameter changes with time
- observe patterns of change in trends or cycles and make predictions on what might happen in the future

Commencement

- use sophisticated mathematical models, such as graphs and equations of various algebraic or trigonometric functions
- search for multiple trends when analyzing data for patterns, and identify data that do not fit the trends

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Optimization

Key Idea: In order to arrive at the best solution that meets criteria within constraints, it is often necessary to make trade-offs.

Performance Indicators--Students will:

Elementary

- determine the criteria and constraints of a simple decision making problem
- use simple quantitative methods, such as ratios, to compare costs to benefits of a decision problem

Intermediate

- determine the criteria and constraints and make tradeoffs to determine the best decision
- use graphs of information for a decision making problem to determine the optimum solution

Commencement

- use optimization techniques, such as linear programming, to determine optimum solutions to problems that can be solved using quantitative methods
- analyze subjective decision making problems to explain the trade-offs that can be made to arrive at the best solution

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Models

Interconnectedness: Common Themes



Students will understand the relationships and common themes that connect mathematics, science and technology and apply the themes to these and other areas of learning.

Key Idea: Models are simplified representations of objects, structures or systems used in analysis, explanation, interpretation or design.

ALTERNATE ASSESSMENT

Performance Indicators--Students:

- reconstruct and operate models in order to discover attributes of the real thing
 - discover that a model of something is different from the real thing but can be used to study the real thing
 - use different types of models, such as graphs, sketches, diagrams, dioramas and maps, to represent various aspects of the real world
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STANDARD 6

Magnitude and Scale

Interconnectedness: Common Themes

Students will understand the relationships and common themes that connect mathematics, science and technology and apply the themes to these and other areas of learning.



Key Idea: The grouping of magnitudes of size, time, frequency and pressures or other units of measurement into a series of relative order provides a useful way to deal with the immense range and the changes in scale that affect the behavior and design of systems.

ALTERNATE ASSESSMENT

Performance Indicators--Students:

- provide examples of natural and manufactured things that belong to the same category yet have very different sizes, weights, ages, speeds and other measurements
 - identify the biggest and the smallest values of a system when given information about its characteristics and behavior
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STANDARD 6

Equilibrium and Stability

Interconnectedness: Common Themes

Students will understand the relationships and common themes that connect mathematics, science and technology and apply the themes to these and other areas of learning.



Key Idea: Equilibrium is a state of stability due either to a lack of changes (static equilibrium) or a balance between opposing forces (dynamic equilibrium).

ALTERNATE ASSESSMENT

Performance Indicators--Students:

- observe a balance and notice what happens when objects are placed on the balance
 - record body temperature, etc.
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