

Challenge 2

uEngineer It! (Grades 6-8)

Directions

1. On Savvas Realize, navigate to the Engineering Design Handbook for your grade level. To find this notebook, log in to Savvas Realize, navigate to the program, and under Table of Contents, click the **Program Resources** folder. Select the **Engineering Design Notebook** folder.
2. Read The Engineering Design Process and list the six steps of the process below, documenting important notes to describe the step.
3. Next, on Savvas Realize, find the Lesson that contains the uEngineer It! Activity within the Topic. Review the Activity in Savvas Realize to see how the information supports the lab in the Engineering Design Handbook. Is there an accompanying video to use in your classroom to support this lab. Find the uEngineer It! Material in the Print Student Edition. Make notes on these uEngineer It! resources in the chart below so it is useful to you throughout the school year.
4. Take this one last step and learn how to Assign these activities to your students using the information found on page 3 below. Click [here](#) for more information on Creating and Assigning Content.

The Engineering and Design Process	
Name of Step	Description/Notes

uEngineer It! Material – Digital and Print

Topic # & Topic Name	Lesson # where uEngineer It! Activities are found	Video or Interactivity?	Print Material page #:

Create and Assign Content to Students

After you create your classes and groups, you can create assignments for the students in these classes and groups. You can also give assignments to individual students.

You create assignments by using and customizing the table of contents (TOC) in your programs, and by using all the accompanying content support such as lessons, search for content results, search for standards and search for leveled readers results, eTexts, tools, and so on.

To create and assign content to your classes, groups, and individual students, do the following:

1. Click **PROGRAMS** from the menu bar at the top of the page. The **Browse Programs** page will open and display all of the programs available for your use.
2. Select the program that you want to use to assign content for your class, group, or individual student. The program you select opens a **TOC** page. You can get information on the various types of content available by clicking the **Info** link below the chapter or item name in the TOC. If you are using the Thumbnail view, click **Options** first. The images or icons next to some of the items in the TOC identify the type of content that it contains.

You can also [search for specific content](#) by clicking the search button at the top of the page and then entering a keyword in the search box.

3. Click the **Assign** link under the chapter or item name in the TOC to assign this item to a class, group, or student.

Some TOC items are for teacher use only and cannot be assigned to students, while some TOC items can only be seen by a student when a teacher assigns them. At the beginning of the name of the TOC item, you will see a lock icon if the item is only for teacher use or an icon of a student with a line through it if the student will see the item only if a teacher assigns it. See [Content Item Status Icons](#) for more information.

4. In the **Create an Assignment** dialog box, set a **Start date and Due date** for the assignment.
5. Optionally, select the **Set start and end times** check box to select or enter the start and end times for the assignment. Students can still turn in an assignment after the assigned due date and time have passed, however the assignment status will show that the assignment was late.
6. Add any instructions that you would like to give your students. Then, assign this work to classes, groups, and students by entering a class, group, or student name using smart search. Enter the first letter and scroll to the class, student, or group for which you are looking. Search for students using "last, first" names. Click the **Assign** button when you have finished completing the required information.

You can temporarily hide an assignment to prevent students from accessing tests or assignments after the due date/time. After you grade the assignment, you can then unhide the assignment.