

HS-ESS3-3

Students who demonstrate understanding can:

- HS-ESS3-3. Create a computational simulation to illustrate the relationships among management of natural resources, the sustainability of human populations, and biodiversity.**
[Clarification Statement: Examples of factors that affect the management of natural resources include costs of resource extraction and waste management, per-capita consumption, and the development of new technologies. Examples of factors that affect human sustainability include agricultural efficiency, levels of conservation, and urban planning.] [Assessment Boundary: Assessment for computational simulations is limited to using provided multi-parameter programs or constructing simplified spreadsheet calculations.]

The performance expectation above was developed using the following elements from *A Framework for K-12 Science Education*:

Science and Engineering Practices	Disciplinary Core Ideas	Crosscutting Concepts
<p>Using Mathematics and Computational Thinking</p> <p>Mathematical and computational thinking in 9–12 builds on K–8 experiences and progresses to using algebraic thinking and analysis; a range of linear and nonlinear functions including trigonometric functions, exponentials and logarithms; and computational tools for statistical analysis to analyze, represent, and model data. Simple computational simulations are created and used based on mathematical models of basic assumptions.</p> <ul style="list-style-type: none"> • Create a computational model or simulation of a phenomenon, designed device, process, or system. 	<p>ESS3.C: Human Impacts on Earth Systems</p> <ul style="list-style-type: none"> • The sustainability of human societies and the biodiversity that supports them requires responsible management of natural resources. 	<p>Stability and Change</p> <ul style="list-style-type: none"> • Change and rates of change can be quantified and modeled over very short or very long periods of time. Some system changes are irreversible. <p>-----</p> <p>Connections to Engineering, Technology, and Applications of Science</p> <p>Influence of Science, Engineering, and Technology on Society and the Natural World</p> <ul style="list-style-type: none"> • Modern civilization depends on major technological systems. • New technologies can have deep impacts on society and the environment, including some that were not anticipated. <p>-----</p> <p>Connections to Nature of Science</p> <p>Science is a Human Endeavor</p> <ul style="list-style-type: none"> • Science is a result of human endeavors, imagination, and creativity.

Observable features of the student performance by the end of the course:

1	Representation
a	Students create a computational simulation (using a spreadsheet or a provided multi-parameter program) that contains representations of the relevant components, including:
	i. A natural resource in a given ecosystem;
	ii. The sustainability of human populations in a given ecosystem;
	iii. Biodiversity in a given ecosystem; and
	iv. The effect of a technology on a given ecosystem.

2	Computational modeling	
a	Students describe simplified realistic (corresponding to real-world data) relationships between simulation variables to indicate an understanding of the factors (e.g., costs, availability of technologies) that affect the management of natural resources, human sustainability, and biodiversity. <i>(For example, a relationship could be described that the amount of a natural resource does not affect the sustainability of human populations in a given ecosystem without appropriate technology that makes use of the resource; or a relationship could be described that if a given ecosystem is not able to sustain biodiversity, its ability to sustain a human population is also small.)</i>	
b	<p>Students create a simulation using a spreadsheet or provided multi-parameter program that models each component and its simplified mathematical relationship to other components. Examples could include:</p> <p>i. $S=C*B*R*T$, where S is sustainability of human populations, C is a constant, B is biodiversity, R is the natural resource, and T is a technology used to extract the resource so that if there is zero natural resource, zero technology to extract the resource, or zero biodiversity, the sustainability of human populations is also zero; and</p> <p>ii. $B=B1+C*T$, where B is biodiversity, B1 is a constant baseline biodiversity, C is a constant that expresses the effect of technology, and T is a given technology, so that a given technology could either increase or decrease biodiversity depending on the value chosen for C.</p>	
c	The simulation contains user-controlled variables that can illustrate relationships among the components (e.g., technology having either a positive or negative effect on biodiversity).	
3	Analysis	
a	<p>Students use the results of the simulation to:</p> <p>i. Illustrate the effect on one component by altering other components in the system or the relationships between components;</p> <p>ii. Identify the effects of technology on the interactions between human populations, natural resources, and biodiversity; and</p> <p>iii. Identify feedbacks between the components and whether or not the feedback stabilizes or destabilizes the system.</p>	
b	Students compare the simulation results to a real world example(s) and determine if the simulation can be viewed as realistic.	
c	Students identify the simulation's limitations relative to the phenomenon at hand.	