

5.2.2 Disciplinary Practice (DP)

For guidance on choosing disciplinary practice, refer to [Chapter 2.3 - Disciplinary Practice \(DP\)](#)

Adding a New DP

Disciplinary Practice

+ ADD

You don't have any disciplinary practice. Let's create one!

Open our LDS assistant if you need guidance.

CREATE

Figure 5.17: Adding a New DP

If you have not added any DP before, please click the **+ ADD** or **CREATE** button to add a new DP. However, creating a DP from scratch can be challenging. We highly recommend starting with our DP patterns available in the Learning Design Facilitator.

The screenshot displays the Learning Design Facilitator interface. On the left, a list of recommended disciplinary practices is shown, each with a copy icon. The 'Engineering Design' practice is highlighted, and its copy icon is circled in red. On the right, a detailed view of the 'Engineering Design' practice is shown, with a 'COPY' button circled in red. The detailed view includes a description and a list of workflow steps.

Engineering Design COPY

Description:



The disciplinary practice of 'Engineering Design' supports our young learners to apply their knowledge and skills in developing effective solutions to real-world problems. Like engineers and inventors, learners will engage in identifying problems, then ideate, design, create, and optimize solutions to address those challenges.

Workflow steps

1. Identify the problem
2. Generate ideas for solutions
3. Design the solution
4. Construct a prototype
5. Test the prototype's performance and optimize the product

Figure 5.18: The DP Patterns in the Learning Design Facilitator


Figure 5.19: Details of the Targeted DP Pattern






- By clicking the  button, you can explore the details of the targeted DP pattern.
- You can use the targeted DP pattern directly by clicking "**COPY**" button in the pop-up window, or by clicking the  button in the Learning Design Facilitator. The DP pattern details will be automatically appear in the LDS.

Name * : Engineering Design

Description : The disciplinary practice of 'Engineering Design' supports our young learners to apply their knowledge and skills in developing effective solutions to real-world problems. Like engineers and inventors, learners will engage in identifying problems, then ideate, design, create, and optimize solutions to address those challenges.

Role of Learner: Engineer, Inventor

Workflow steps : 

1. Identify the problem 
2. Generate ideas for solutions 
3. Design the solution 
4. Construct a prototype 
5. Test the prototype's performance and optimize the product 


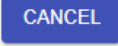
 

Figure 5.20: An Example of a Completed DP

🔄Revision #9

★Created 2025-12-02 04:18:06 UTC by Oscar LO

✎Updated 2025-12-18 03:36:33 UTC by Oscar LO