

### Goals

#### Science teachers and parents:

- Educate about nanotechnology
- Provide tools, techniques & resources
- Provide social networking facilities

#### Middle school children:

- Inspire and stimulate interest
- Educate about underlying concepts
- Raise level of awareness
- Engage in online simulations

input

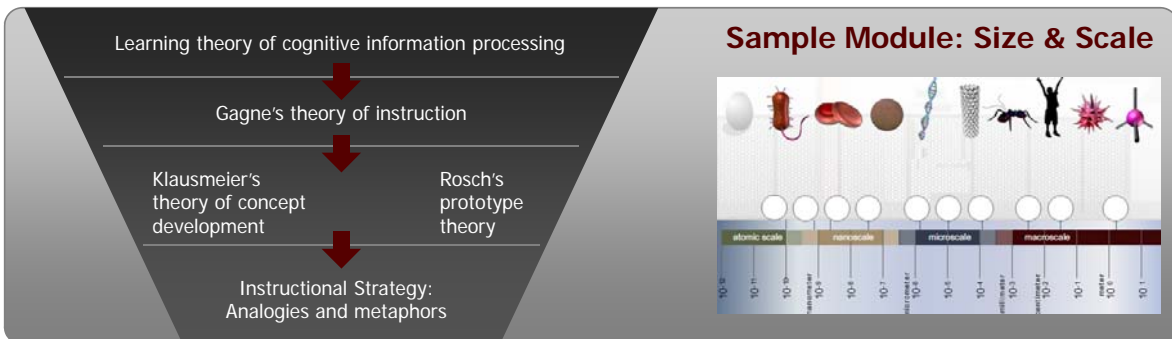
feedback

### Strategy

- Identifying well documented topic related problems and solutions in science teaching.
- Aligned with Science Standards, Project 2061's Benchmark, etc.
- Getting input and collaboration from organizations working in conveying the underlying concepts of nanoscience
- Conducting formative and summative evaluations

### Content: the Big Ideas of Nanoscience

- Size & scale
- Properties of matter
- Particulate nature of matter
- Tool & technique
- Modeling
- Dominant forces



- story-based design
- game-like learning environment
- scene takes place at the virtual Birck Nanotechnology Center at Purdue
- users can enroll as agents into a special training program to become nanoscientists
- completing activities advances users to the next level and grants them access to virtual cleanroom and labs

### Design Concept

