Aligned to the Next Generation Science Standards (NGSS) ENGAGING STUDENTS • FOSTERING ACHIEVEMENT • CULTIVATING 21ST CENTURY GLOBAL SKILLS

Introduction

There is no doubt that science—and, therefore, science education—is central to the lives of all Americans. Never before has our world been so complex and science knowledge so critical to making sense of it all. When comprehending current events, choosing and using technology, or making informed decisions about one's healthcare, science understanding is key. Science is also at the heart of the United States' ability to continue to innovate, lead, and create the jobs of the future.

Through a collaborative, state-led process, new K–12 science standards have been developed that are rich in content and practice and arranged in a coherent manner across disciplines and grades to provide all students an internationally benchmarked science education. The Next Generation Science Standards are based on the Framework

for K-12 Science Education developed by the National Research Council. Every NGSS standard has three dimensions: disciplinary core ideas (content), scientific and engineering practices, and cross-cutting concepts.

The NGSS focus on a smaller set of Disciplinary Core Ideas (DCI) that students should know by the time they graduate from high school, focusing on deeper understanding and application of content. ¬ Science and engineering are integrated into science education by raising engineering design to the same level as scientific inquiry in science classroom instruction at all levels, and by emphasizing the core ideas of engineering design and technology applications

The NGSS content is focused on preparing students for college and careers. The NGSS are aligned, by grade level and cognitive demand with the English Language Arts and Mathematics Common Core State Standards. This allows an opportunity both for science to be a part of a child's comprehensive education as well as ensuring an aligned sequence of learning in all content areas. The three sets of standards overlap and are reinforcing in meaningful and substantive ways.

Coupling practice with content gives the learning context, whereas practices alone are activities and content alone is memorization. It is through integration that science begins to make sense and allows students to apply the material.

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Unit A Overview

Content Area: Science

Unit Title: Unit A Science, Engineering, and Technology

Target Course/Grade Level: 1

Unit Background

Scientific inquiry is a process that involves a series of steps. Although these steps are often taught in a sequence, they can be carried out in various orders, and all steps are not necessary in every investigation. Nevertheless, the first step in scientific inquiry always involves identification of a problem to be explored. Next, information about the problem is gathered from appropriate reference materials. This information is used to plan and carry out an investigation. Data gathered through the investigation are organized, interpreted, and analyzed. Conclusions are then drawn and shared. Often, the conclusions trigger identification of a related problem – and the process begins again.

The design process is an inherent part of STEM education – Science, Technology, Engineering, and Mathematics. these four strands are interconnected. Without engineering, electricity may have remained an exciting lab trick. Engineering is the link between a scientific discovery and a practical, real product. These products fuel scientific discovery, which inspires engineering, which results in new technology and products. The underpinning of this cycle is mathematics. Whether measuring the ingredients of a recipe, balancing a chemical equation, or determining the wattage of a light bulb, every product uses math in the process of its design and construction.

In addition to the application of science, technology, engineering, and mathematics concepts, creativity and imagination are essential for designing successful solutions for real-world problems. Allowing children to work collaboratively enhances the design process and leads to richer, more creative outcomes.

Primary interdisciplinary connections: Reading, Math, Art, Health, Writing, Language Arts, Social Studies

21st century themes:

- Creativity and Innovation
 - Think Creatively
 - Work Creatively with Others
 - Implement Innovations
- Critical Thinking and Problem Solving
 - o Reason Effectively
 - Use Systems Thinking
 - Make Judgments and Decisions
 - Solve Problems
- Communication and Collaboration
 - Communicate Clearly
 - o Collaborate with Others

Standard(s)

• K-2-ETS1 Engineering Design

Performance Expectations

• **K-2-ETS1-1** Ask questions, make observations, and gather information about a situation people want to change to define a simple problem that can be solved through the development of a new or improved

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object or tool.

- **K-2-ETS1-2** Develop a simple sketch, drawing, or physical model to illustrate how the shape of an object helps it function as needed to solve a given problem.
- **K-2-ETS1-3** Analyze data from tests of two objects designed to solve the same problem to compare the strengths and weaknesses of how each performs.

Science and Engineering Practices

Asking Questions and Defining Problems

• Asking questions and defining problems in K-2 builds on prior experiences and progresses to simple descriptive questions.

Developing and Using Models

• Modeling in K-2 builds on prior experiences and progresses to include using and developing models (i.e., diagram, drawing, physical replica, diorama, dramatization, or storyboard) that represent concrete events or design solutions.

Analyzing and Interpreting Data

• Analyzing data in K-2 builds on prior experiences and progresses to collecting, recording, and sharing observations.

Disciplinary Core Ideas

- ETS1.A: Defining and Delimiting Engineering
- ETS1.B: Developing Possible Solutions
- ETS1.C: Optimizing the Design Solution

ETS1.C: Optimizing the Design Solution					
Performance Expectations (PE)	Supporting Concepts, Practices, and Ideas				
K-2-ETS1-1	Ask questions based on observations to find more information about the natural and/or designed world(s).				
	Define a simple problem that can be solved through the development of a new or improved object or tool.				
	A situation that people want to change or create can be approached as a problem to be solved through engineering.				
	Asking questions, making observations, and gathering information are helpful in thinking about problems.				
	Before beginning to design a solution, it is important to clearly understand the problem.				
K-2-ETS1-2	Develop a simple model based on evidence to represent a proposed object or tool.				
	Designs can be conveyed through sketches, drawings, or physical models. These representations are useful in communicating ideas for a problem's solutions to other people.				
	The shape and stability of structures of natural and designed objects are related to their function(s).				
K-2-ETS1-3	Analyze data from test of an object or tool to determine if it works as intended.				
	Because there is always more than one possible solution to a problem, it is useful to compare and test designs.				

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Related Common Core ELA Standards							
	Ask and answer such questions as <i>who</i> , <i>what</i> , <i>where</i> , <i>when</i> , <i>why</i> , and <i>how</i> to demonstrate understanding of key details in a text. (K-2-ETS1-1)						
	With guidance and support from adults, use a variety of digital tools to produce and bublish writing, including in collaboration with peers (K-2-ETS1-3)						
		Recall information from experiences or gather information from provided sources to inswer a question. (K-2-ETS1-1) (K-2-ETS1-3)					
		Create audio recordings of stories or poems; add drawings or other visual displays to stories or recounts of experiences when appropriate to clarify ideas, thoughts, and					
Related Common Core M	athematics Standards						
MP.2	Reason abstractly and qua	antitatively (K-2-ETS1-1) (K-2-ETS1-3)					
MP.4	Model with mathematics.	. (K-2-ETS1-1) (K-2-ETS1-3)					
MP.5	Use appropriate tools stra	ntegically. (K-2-ETS1-1) (K-2-ETS1-3)					
2.MD.D.10	Draw a picture graph and a bar graph (with single-unit scale) to represent a data set with up to four categories. Solve simple put-together, take-apart, and compare problems using information presented in a bar graph. (K-2-ETS1-1) (K-2-ETS1-3)						
Crosscutting Concepts Structure and Function							
 Structure and Function Unit Essential Questions What is science? What questions do scientists ask? What skills do scientists use? How do scientists use tools? How do scientists find answers? How do scientists share data? How can you design a tap? What is technology? What are objects made of? What is the design process? What are objects made of? What is the design process? What is the design process? 		 Unit Enduring Understandings Scientific inquiry involves asking scientifically oriented questions, collecting evidence, forming explanations, connecting explanations to scientific knowledge and theory, and communicating and justifying explanations. Understanding the development of scientific ideas is essential for building scientific knowledge. Mathematics is a tool used to model objects, events, and relationships in the natural and designed world. The development of technology and advances in science are mutually supportive in driving innovation in both fields. Thinking systematically me ans looking for the relationships between parts. 					
Unit Learning Targets Students will be Able To:							

Students will be Able To:

- recognize that scientists ask questions about the world
- identify skills scientists use to learn about new things
- demonstrate how to use some science equipment and tools safely
- describe the steps scientists use to ask questions and find answers

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- identify how scientists share the data they collect
- identify how technology can help people solve problems
- explain what materials some objects are made of
- describe the design process and explain how to use it to find a solution

Evidence of Learning

Summative Assessments at the end of each chapter.

Equipment needed: See teacher's edition

Teacher Resources: Pearson Interactive Science

https://www.pearsonsuccessnet.com/snpapp/login/PsnLandingPage.jsp?showLandingPage=true&ticket=ST-1368125-E9Ki92wc0g5CVII9xxk5-b3-rumba-prod-01-01

Formative Assessments

- teacher observation
- student responses to questions
- student participation in inquiry activities
- student interactive science journal
- •

Lesson Plans						
Chapter 1: The Nature of Science	Time frame					
Lesson 1 What Questions Do Scientists Ask?	20 minutes					
Lesson 2 What Skills Do Scientists Use?	20 minutes					
Lesson 3 How Do Scientists Use Tools?						
Lesson 4 How Do Scientists Find Answers?						
Lesson 5 How Do Scientists Share Data?						

Inquiry:

- Chapter 1
 - How do you use your senses to identify objects?
 - How do you know the mass of objects?
 - How can the mass of a liquid be found?
 - How could you further explore the weight of an object?
 - Lightning Lab: Science Questions
 - How can you observe objects?
 - At-Home Lab: Classify Objects
 - Why do scientists use tools?
 - Lightning Lab: Measure Temperature
 - How do scientists answer questions?
 - Lightning Lab: Fast Claps
 - What are some ways to record and share data?
 - At-Home Lab: Favorite Pet Name

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Chapter 2: The Design Process	Timeframe						
Lesson 1							
What is Technology?							
Lesson 2							
What are Objects Made Of?							
Lesson 3							
What is the Design Process?							
Inquiry:							
• Chapter 2							
\circ How can you design a top?							
• How can you build a boat?							
• How can you make a clay boat?							
• How can you compare boat designs?							
• Which tool works better?	• • •						
• Go Green: Helping Earth							
• At-Home Lab: Materials							
• Which design works best?							
 Lightning Lab: Make a Plan 							
• What do pill bugs need?							
Teacher Notes:							
Curriculum Development Resources							
Click the links below to access additional resources used to d	lesign this unit:						
Next Generation Science Standards (NGSS) <u>http://ww</u>	ww.nextgenscience.org/						
• 21 st Century Skills http://www.p21.org/our-work/p2							
New Jersey Standards Clarification Project <u>http://ww</u>							
Pearson Interactive Science							

https://www.pearsonsuccessnet.com/snpapp/login/PsnLandingPage.jsp?showLandingPage=true&ticket =ST-1368125-E9Ki92wc0g5CVII9xxk5-b3-rumba-prod-01-01

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	The Nature of Science: Lesson 1						
С	Content Area: Science						
L	Lesson Title: What Questions Do Scientists Ask? Time frame: 3-4 class periods					3-4 class periods	
	Lesson Co	omp	onents [Each * Item is O	pti	onal, and "As Need	led	"]
			*21 st Century T	hen	<u>nes</u>		
	Global AwarenessFinancial, Economic, Business, and Entrepreneurial LiteracyCivic LiteracyHealth I		Health Literacy				
			*21 st Century S	Skil	<u>ls</u>		
х	Creativity and Innovation	x	Critical Thinking and Problem Solving	and x Communication Information and Collaboration Literacy			
	Media Literacy		ICT Literacy	х	Life and Career Skil	ls	
*I	*Interdisciplinary Connections: see unit overview						
*I	*Integration of Technology: Pearson Interactive Science Program						
*I	*Equipment needed: see teacher's edition						
Vo	Vocabulary: inquiry, scientist						

Learning Outcomes (Note: Each outcome should include a formative assessment)	Learning Activities/Instructional Strategies
 Students Will Be Able To: recognize that scientists ask questions about the world 	 Lesson Sequence Engage: Activate prior knowledge. Explain that scientists wonder about the things in the world around them and then work to answer those questions. Explore: Read selection about George Washington Carver and have children share what they know about the products he made from peanuts and how those products are used. Students choose one product and write about it. Explain:
	 a. Read <i>I</i> will know scientists ask questions about the world and help students connect this idea to their world. b. Explain that a scientist is a person who observes, describes, tests, and draws conclusions about the world. c. Scientists ask questions about how and why things happen, and work to find the

	 answers. 4. Lightning Lab: Science Questions 5. Elaborate: Students write a question in their science notebook and generate ideas for answering it. 6. Evaluate: a. Students answer the question <i>What questions do scientists answer</i>? Develop a class answer and record on board. b. Students complete the Lesson Check blackline master.
 Differentiation: Embedded in the program are strategies for English Language Learners leveled readers resources to address multiple intelligences Resources Provided: Pearson Interactive Sciences 	ence

	The Nature of Science: Lesson 2						
Co	Content Area: Science						
Le	Lesson Title: What Skills do Scientists Use? Time frame: 3-4 class periods						
	Lesson Co	omp	onents [Each * Item is O	pti	onal, and "As Need	led	"]
			*21 st Century T	hen	<u>ies</u>		
	Global AwarenessFinancial, Economic, Business, and Entrepreneurial LiteracyCivic LiteracyHealth		Health Literacy				
			*21 st Century S	Skil	ls		
х	Creativity and Innovation	x	Critical Thinking and Problem Solving	x Communication Information and Collaboration Literacy		Information Literacy	
	Media Literacy		ICT Literacy	x	Life and Career Skil	ls	
*I	nterdisciplinary Conne	ctio	ns: see unit overview				
*I	*Integration of Technology: Pearson Interactive Science Program						
*F	*Equipment needed: see teacher's edition						
Vo	Vocabulary: observe, predict						

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Learning Outcomes	Learning Activities/Instructional Strategies
(Note: Each outcome should include a formative assessment)	
Students Will Be Able To:	Lesson Sequence
• identify skills scientists use to learn about	1. Engage:
new things	a. Activate prior knowledge.
	b. Invite students to suppose they are standing in a rain forest. Encourage them to think about what they might hear or how the water might feel.
	2. Explore:
	a. Inquiry: Explore It! How can you observe objects?
	3. Explain:
	a. Read <i>I</i> will know skills scients use to learn about new things and help students connect this idea to their world.
	b. List the five senses on the board. Ask students to identify the body part they use for each sense, such as eyes for sight.
	c. Students will read information on using the senses to observe, predict, compare, and classify, then answer questions.
	d. Discuss that scientists observe things and make predictions so they can test their ideas. Tell students that as scientists, they will observe, predict, compare, and classify.
	 Elaborate: Students describe an object in detail and record observations in science notebook. Evaluate:
	a. Students answer the question <i>What skills do scientists use?</i> Develop a class answer and record on board.
	b. Students complete the Lesson Check blackline master.
Differentiation:	
Embedded in the program are	
 strategies for English Language Learners leveled readers 	
• resources to address multiple intelligences	ionaa
Resources Provided: Pearson Interactive So	nence

	The Nature of Science: Lesson 3						
С	Content Area: Science						
Le	Lesson Title: How Do Scientists Use Tools? Timeframe: 3-4 class periods						
	Lesson Co	omp	onents [Each * Item is O	pti	onal, and "As Need	led	"]
			*21 st Century T	hen	<u>les</u>		
	Global AwarenessFinancial, Economic, Business, and Entrepreneurial LiteracyCivic Literation		Civic Literacy		Health Literacy		
			*21 st Century S	Skil	l <u>s</u>		
х	Creativity and Innovation	X	Critical Thinking and Problem Solving	X	Communication and Collaboration		Information Literacy
	Media Literacy		ICT Literacy	x	Life and Career Skil	ls	
*I	nte rdis ciplinary Conne	ctio	ns: see unit overview				
*I	*Integration of Technology: Pearson Interactive Science Program						
*F	*Equipment needed: see teacher's edition						
Vo	Vocabulary: tool, measure, safety						

Learning Outcomes (Note: Each outcome should include a formative assessment)	Learning Activities/Instructional Strategies
Students Will Be Able To:	Lesson Sequence
• demonstrate how to use some science	1. Engage:
equipment and tools safely	a. Activate prior knowledge.
	 b. Discuss different tools used in science. Review their names and how scientists use them.
	2. Explore:
	a. Inquiry: Explore It! Why do scientists use tools?
	3. Explain:
	 a. Read I will know how to use some science tools. I will know how to do science safely. Help students connect these ideas to their world.
	b. Remind students that they use tools in their daily lives such as spoons and pencils.
	These tools make it easier for people to get jobs done. Ask students to name other

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	 tools and how they make work easier. c. Discuss lab safety rules and what they mean. 4. Lightning Lab: <i>Measure Temperature</i> 5. Elaborate: Students write something new they learned about being safe in their science notebook. 6. Evaluate: a. Students answer the question <i>How do scientists use tools</i>? Develop a class answer and record on board. b. Students complete the Lesson Check blackline master.
Differentiation:	
Embedded in the program are	
• strategies for English Language Learners	
• leveled readers	
• resources to address multiple intelligences	
Resources Provided: Pearson Interactive Scient	nce

	The Nature of Science: Lesson 4						
С	Content Area: Science						
Le	Lesson Title: How Do Scientists Find Answers? Timeframe: 3-4 class periods						
	Lesson Components [Each * Item is Optional, and "As Needed"]						
	* <u>21st Century Themes</u>						
	Global AwarenessFinancial, Economic, Business, and Entrepreneurial LiteracyCivic LiteracyHealth Literacy						Health Literacy
			*21 st Century S	Skil	<u>ls</u>		
х	Creativity and Innovation	x	Critical Thinking and Problem Solving	x	Communication and Collaboration		Information Literacy
	Media Literacy		ICT Literacy	x	Life and Career Skill	s	
*I	nterdisciplinary Conne	ctio	ns: see unit overview				
*I	ntegration of Technolo	gy:	Pears on Interactive Science	æ P	rogram		
*I	Equipment needed: see	tea	cher's edition				
Vo	ocabulary: investigate,	scie	ntific method				

Learning Outcomes (Note: Each outcome should include a formative assessment)	Learning Activities/Instructional Strategies
Students Will Be Able To:	Lesson Sequence
• describe the steps scientists use to ask	1. Engage:
questions and find answers	a. Activate prior knowledge.
	 b. Students view a photo of a scientist studying plants and tell what the scientist might want to find out.
	2. Explore:
	a. Inquiry: Explore It! <i>How do scientists</i> <i>answer questions</i> ? Lab objective: Students will predict and test how sunlight affects the temperature of an object.
	3. Explain:
	a. Read <i>I</i> will know how scientists ask questions and find answers. Help students connect these ideas to their world.
	 Remind students that the five senses can help them learn about the world. Students identify the sense that the scientist who is studying plants is using.
	c. Students read information about the scientific method and answer questions.
	4. Lightning Lab: Fast Claps: How many times can you clap your hands in one minute?
	5. Elaborate: Students use scientific methods to plan an investigation and formulate their own questions. Students write their hypothesis and plan for testing in their Science Notebook.
	6. Evaluate:
	a. Students answer the question <i>How do</i> scientists find answers? Develop a class answer and record on board.
	b. Students complete the Lesson Check blackline master.
Differentiation:	
Embedded in the program are	
• strategies for English Language Learners	
• leveled readers	
• resources to address multiple intelligences	
Resources Provided: Pearson Interactive So	ience

	The Nature of Science: Lesson 5						
C	Content Area: Science						
L	Lesson Title: How Do Scientists Share Data?Time frame: 3-4 class periods						
	Lesson Components						
	* <u>21st Century Themes</u>						
	Global AwarenessFinancial, Economic, Business, and Entrepreneurial LiteracyCivic Literacy					Health Literacy	
			*21 st Century S	Skil	<u>s</u>		
x	Creativity and Innovation	X	Critical Thinking and Problem Solving	X	Communication and Collaboration		Information Literacy
x	Media Literacy		ICT Literacy	х	Life and Career Skil	ls	
*I	nte rdis ciplinary Conne	ctio	ns: see unit overview				
*I	ntegration of Technolo	gy:	Pears on Interactive Science	æ Pi	rogram		
*I	Equipment needed: see	tead	cher's edition				
Ve	ocabulary: data, record	!					

Learning Outcomes (Note: Each outcome should include a formative assessment)	Learning Activities/Instructional Strategies
Students Will Be Able To:	Lesson Sequence
• identify how scientists share the data they	1. Engage:
collect	a. Activate prior knowledge.
	 b. Students view a photo of a dog in motion and discuss why a scientist observing this dog might find it useful to write down or photograph what is observed.
	2. Explore:
	a. Inquiry: Explore It! <i>What are some ways</i> <i>to record and share data?</i> Lab objective: Students will collect and record data in two ways (tally marks and totals written as numerals).
	3. Explain:
	a. Read <i>I</i> will know how scientists share the data they collect. Help students connect these ideas to their world.
	b. Students learn that data are information

	 that can come from what people observe with their senses. Sometimes the information involves counting. c. Students learn the parts of a graph or chart, then créate a picture graph with provided data. 4. At-Home Lab: <i>Favorite Animals:</i> Students survey people at home about pets and make a chart to record the data. 5. Elaborate: Students draw a picture of the favorite animal from their survey and write a sentence telling how they know it is the favorite in their Science Notebook. 6. Evaluate: a. Students answer the question <i>How do scientists share data</i>? Develop a class answer and record on board. b. Students complete the Lesson Check blackline master.
Differentiation:	
Embedded in the program are	
• strategies for English Language Learners	
leveled readers	
• resources to address multiple intelligences	
Resources Provided: Pearson Interactive Scie	ence

	The Design Process: Lesson 1							
C	Content Area: Science							
L	Lesson Title: How Do Scientists Share Data?Timeframe: 3-4 class periods							
	Lesson Components							
	*21 st Century Themes							
	Global Awareness		Financial, Economic, Business, and Entrepreneurial Literacy		Civic Literacy		Health Literacy	
	·		*21 st Century S	Skil	<u>ls</u>		·	
х	Creativity and Innovation	X	Critical Thinking and Problem Solving	x	Communication and Collaboration		Information Literacy	
X	Media Literacy		ICT Literacy	x	Life and Career Skills			

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*Interdisciplinary	Connections:	see unit overview
inter and exprimery	connections.	

*Integration of Technology: Pearson Interactive Science Program

*Equipment needed: see teacher's edition

Vocabulary: data, record

Learning Outcomes	Learning Activities/Instructional Strategies
Students Will Be Able To:	Lesson Sequence
• identify how technology can help people	1. Engage:
solve problems	 a. Activate prior knowledge. b. Discuss tools children use in school to learn, to investigate, and to share ideas. Students tell how these tools help them solve problems.
	2. Explore:
	a. Inquiry: Explore It! <i>Which tool works</i> <i>better</i> ? Lab objective: Students will predict and then observe which tool works better for performing a specific task.
	3. Explain:
	 a. Read <i>I will know how technology can help people solve problems</i>. Help students connect these ideas to their world. b. Students learn that long ago, the bicycle was new technology that helped people travel faster than walking from place to place. Discuss other technologies that help people travel even faster today. c. Students study a timeline of technology. 4. Elaborate: Students draw a picture of their favorite technology in their Science Notebook. Children
	write a sentence telling how this technology helps them.
	5. Evaluate:
	a. Students answer the question <i>What is</i> <i>technology</i> ? Develop a class answer and record on board.
	b. Students complete the Lesson Check blackline master.
Differentiation: Embedded in the program are	
• strategies for English Language Learners	

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- leveled readers
- resources to address multiple intelligences

Resources Provided: *Pearson Interactive Science*

	The Design Process: Lesson 2						
Co	Content Area: Science						
Le	Lesson Title: What Are Objects Made Of?Time frame: 3-4 class periods						
	Lesson Components						
	*21 st Century Themes						
	Global AwarenessFinancial, Economic, Business, and Entrepreneurial LiteracyCivic Literacy				Health Literacy		
			*21 st Century S	Skil	l <u>s</u>		
х	Creativity and Innovation	х	Critical Thinking and Problem Solving	X	Communication and Collaboration		Information Literacy
х	Media Literacy		ICT Literacy	х	Life and Career Skil	ls	
*I	nte rdis ciplinary Conne	ctio	ns: see unit overview				
*I	ntegration of Technolog	gy:	Pears on Interactive Science	æ P	rogram		
*F	Equipment needed: see	tead	cher's edition				
Vo	ocabulary: natural, hun	ıan-	made				

Learning Outcomes	Learning Activities/Instructional Strategies
Students Will Be Able To:identify how technology can help people solve problems	 Lesson Sequence Engage: Activate prior knowledge. Students view a picture of a playground and identify human-made objects. Discuss differences between objects found in nature and those that people make. Explore: Read about how Orville Redenbacher wanted to find the kind of corn that made the best popcorn and understand that not only can people invent, build, and test

Wandell Scho	ool Science Curricula
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	things, but they can test things found in
	nature and think of ways to make them
	better.
	3. Explain:
	a. Read I will what some objects are made of.
	Help students connect these ideas to their
	world.
	b. Students learn that their five senses can be
	used to determine whether objects are
	natural or made by people.
	c. Students brainstorm a list of natural
	materials and identify how each of these
	materials is used to make common objects.
	4. Elaborate: Students draw pictures of three
	common objects in their Science Notebook. One
	object is made of all natural materials, one is made
	of all man-made materials, and one is made of
	both. Students label the materials that make up
	each object.

5. **At-Home Lab:** Students find two objects and tell what materials the objects are made of, and tell if the materials are natural or made by people.

- 6. Evaluate:
 - a. Students answer the question *What are objects made of?* Develop a class answer and record on board.
 - b. Students complete the Lesson Check blackline master.

Differentiation:

Embedded in the program are

- strategies for English Language Learners
- leveled readers
- resources to address multiple intelligences

Resources Provided: Pearson Interactive Science

The Design Process: Lesson 3							
Content Area: Science							
Lesson Title: What Is The Design Process?	Time frame: 3-4 class periods						
Lesson Components							
* <u>21st Century Themes</u>							

	Global Awareness		Financial, Economic, Business, and Entrepreneurial Literacy		Civic Literacy		Health Literacy
			*21 st Century S	Skil	s		
X	Creativity and Innovation	x	Critical Thinking and Problem Solving	X	Communication and Collaboration		Information Literacy
X	Media Literacy		ICT Literacy	x	Life and Career Skil	ls	
*I	*Interdisciplinary Connections: see unit overview						
*I	*Integration of Technology: Pearson Interactive Science Program						
*H	*Equipment needed: see teacher's edition						
Vo	Vocabulary: goal, solution						

Learning Outcomes	Learning Activities/Instructional Strategies
Students Will Be Able To:	Lesson Sequence
• describe the design process and explain	1. Engage:
how to use it to find a solution	a. Activate prior knowledge.
	 b. Students discuss what objects might be in a fishbowl and understand that each object should serve a purpose, whether functional or decorative.
	2. Explore:
	a. Inquiry: <i>Explore It! Which design works</i> <i>best?</i> Lab objective: Students will build a bird feeder for a specific type of bird.
	3. Explain:
	a. Read <i>I will know how to find a solution</i> . Help students connect these ideas to their world.
	b. Students learn that solutions to problems can be a physical object or a plan of action.
	c. Students learn that the design process includes a series of steps. The development of a plan involves both writing and drawing. Plans also involve choosing materials to make the object.
	d. Students learn that the design process requires collaboration.
	4. Elaborate: Students duplicate their original drawings and descriptions of their Wood duck

	 house in their Science Notebook. Make revisions after viewing a photograph of a Wood duck house. Students learn the importance of record keeping and sharing information about their designs and revisions are made. 5. Evaluate: a. Students answer the question <i>What is the design process?</i> Develop a class answer and record on board. b. Students complete the Lesson Check blackline master.
Differentiation: Embedded in the program are • strategies for English Language Learners • leveled readers • resources to address multiple intelligences	

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Unit B Overview

Content Area: Science

Unit Title: Unit B Life Science: Living Things and Their Environments, and Plants and Animals

Target Course/Grade Level: 1

Unit Background

Much of the human body is made up of water. In fact, water is a major component of every cell in the body. In addition, water is used to regulate body temperature, digest foods, transport oxygen and nutrients to cells, protect organs and tissues, and remove waster materials.

Each day an adult loses about 1.5 liters (6.3 cups) of the body's water through respiration, excretion, and perspiration. This water needs to be replenished daily. The recommended daily intake for children is 6 cups, while adults should drink 8 cups. People who exercise a lot should drink even more.

More than 2,000 years ago, ancient Greeks classified living things into two basic groups - plants and animals. These early scientists then divided animals into three smaller groups - land animals, water animals, and air animals.

Since that time, scientists have identified more than 1.5 million types of animals and roughly 400,000 plant species. It is thought that these numbers represent only a fraction of life on Earth and that millions of plant and animal species remain undiscovered.

Primary interdisciplinary connections: Reading, Math, Critical Thinking, Art, Music, Social Studies, Health, Physical Education, Rhyme

21st century themes:

- Creativity and Innovation
 - Think Creatively
 - Work Creatively with Others
 - Implement Innovations
- Critical Thinking and Problem Solving
 - Reason Effectively
 - Use Systems Thinking
 - Make Judgments and Decisions
 - Solve Problems
- Communication and Collaboration
 - Communicate Clearly
 - Collaborate with Others

Standard(s)

- 1-LS1 From Molecules to Organisms: Structures and Processes
- 1-LS3 Heredity: Inheritance and Variation of Traits

Performance Expectations

• 1-LS1-1: Use materials to design a solution to a human problem by mimicking how plants and/or animals use their external parts to help them survive, grow, and meet their needs.

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- 1-LS1-2: Read texts and use media to determine patterns in behavior of parents and offspring that help offspring survive.
- 1-LS3-1: Make observations to construct an evidence-based account that young plants and animals are like, but not exactly like, their parents.

Science and Engineering Practices

- <u>Constructing Explanations and Designing Solutions</u>
 - Constructing explanations and designing solutions in K-2 builds on prior experiences and progresses to the use of evidence and ideas in constructing evidence-based accounts of natural phenomena and designing solutions.
- Obtaining, Evaluating, and Communicating Information
 - Obtaining, evaluating, and communicating information in K-2 builds on prior experiences and uses observations and texts to communicate new information.
- Scientific Knowledge is Based on Empirical Evidence

Disciplinary Core Ideas

- LS1.A: Structure and Function
- LS1.B: Growth and Development of Organisms
- LS1.D: Information Processing
- LS3.A: Inheritance of Traits
- LS3.B: Variation of Traits.

• LSS.B. Variation of Traits.				
Performance Expectations (PE)	Supporting Practices, Ideas, and Concepts			
1-LS1-1	Use materials to design a device that solves a specific problem or a solution to a specific problem.			
	All organisms have external parts. Different animals use their body parts in different ways to see, hear, grasp objects, protect themselves, move from place to place, and seek, find, and take in food, water, and air. Plants also have different parts (roots, stems, leaves, flowers, fruits) that help them survive and grow.			
	Animals have body parts that capture and convey different kinds of information needed for growth and survival. Animals respond to these inputs with behaviors that help them survive. Plants also respond to some external inputs.			
	The shape and stability of structures of natural and designed objects are related to their function(s).			
	Every human-made product is designed by applying some knowledge of the natural world and is built using materials derived from the natural world.			
1-LS1-2	Read grade-appropriate texts and use media to obtain scientific information to determine patterns in the natural world.			
	Scientists look for patterns and order when making observations about the world.			
	Adult plants and animals can have young. In many kinds of animals, parents and the offspring themselves engage in behaviors that help the offspring to survive.			
	Patterns in the natural and human-designed world can be observed, used to describe phenomena, and used as evidence.			
1-LS3-1	Make observations (firsthand or from media) to construct an evidence-based			

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	account for natural pher	nomena.				
	Young animals are very very much, but not exact	much, but not exactly like, their parents. Plants also are ctly, like their parents.				
	Individuals of the same also vary in many ways	e kind of plant or animal are recognizable as similar but can s.				
	Patterns in the natural a phenomena, and used as	and human-designed world can be observed, used to describe as evidence.				
Related Common Core E	LA Standards					
RI.1.1	Ask and answer questions	about key details in a text. (1-LS1-2)				
RI.1.2	Identify the main topic and	retell key details of a text. (1-LS1-2)				
RI.1.10	With prompting and suppo (1-LS1-2)	rt, read informational texts appropriately complex for grade.				
W.1.7	Participate in shared resear	rch and writing projects. (1-LS1-1)				
W.1.8		from adults, recall information from experiences or gather sources to answer a question. (1-LS3-1)				
Related Common Core M	Iathematics Standards					
MP.2	Reason abstractly and qua	antitatively. (1-LS3-1)				
MP.5	Use appropriate tools stra	ategically. (1-LS3-1)				
1.NBT.B.3		mbers based on the meanings of the tens and ones digits, comparisons with $<$, $>$, or =. (1-LS1-2)				
1.NBT.C.4	two-digit number and a n strategies based on place	g adding a two-digit and a one-digit number, and adding a nultiple of ten, using concrete models or drawings and value, properties of operations, and/or the relationship ptraction; relate the strategy to a written method and explain \$1-2)				
1.NBT.C.5	e	r, mentally find 10 more or 10 less than the number, without the reasoning used. (1-LS1-2)				
1.NBT.C.6	90 (positive or zero differ based on place value, pro	in the range of 10-90 from multiples of 10 in the range 10- rences) using concrete models or drawings and strategies perties of operations, and/or the relationship between and explain the reasoning used. (1-LS1-2)				
1.MD.A.1	Order three objects by ler third object. (1-LS3-1)	ngth; compare the length of two objects indirectly by using a				
	 Patterns Structure and Function 					
Unit Essential Questions		Unit Enduring Understandings				
 What are nonliving and What do living things n How do plants and anim 	eed?	• The natural world is defined by organisms and life processes which conform to principles regarding conservation and transformation of matter and energy. Knowledge about life processes can be				

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environments?	applied to improving human health and well-being.				
• How do plants and animals live in water environments?	• All organisms transfer matter and convert energy from one form to another. Both matter and energy				
What plants and animals no longer live on	are necessary to build and maintain structures within				
Earth?	the organism.				
• How are flowers alike and different?	Organisms are grouped in taxonomy based upon				
• What are some groups of living things?	similarity.				
• What are some parts of plants?					
How do plants grow?					
• How do some animals grow?					
• How are living things like their parents?					
• How are groups of living things different?					
Unit Learning Targets Students will be Able To:					
• differentiate living and nonliving things					
• identify air, water, light, food and space as needs of living things					
• describe how some plants and animals can live in lan	nd environments				
• explain how some plants and animals can live in water environments					
• describe some plants and animals that no longer live on Earth					
• describe ways to group living things					
• identify some parts of plants and what those parts do					
• understand how plants grow					
• describe how some animals grow and change	describe how some animals grow and change				
• know that plants and animals look like their parents	• know that plants and animals look like their parents				
• understand how groups of living things are alike and different					
Evidence of Learning					
Summative Assessments at the end of each chapter	Summative Assessments at the end of each chapter.				
Equipment needed: See teacher's edition					
Teacher Resources: Pears on Interactive Science					
https://www.pearsonsuccessnet.com/snpapp/login/PsnLandingPage.jsp?showLandingPage=true&ticket=ST-					
<u>1368125-E9Ki92wc0g5CVII9xxk5-b3-rumba-prod-01-01</u>					

 Formative Assessments

 • teacher observation
 • student interactive science journal

 • student responses to questions
 •

 • student participation in inquiry activities
 •

 • student participation in inquiry activities
 •

 Lesson Plans
 Timeframe

 Chapter 3: Living Things and Their
 Timeframe

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Lesson 1 What Are Nonliving and Living Things?	3-4 class periods
Lesson 2 What Do Living Things Need?	3-4 class periods
Lesson 3 How Do Plants and Animals Live in Land Environments?	3-4 class periods
Lesson 4 How Do Plants and Animals Live in Water Environments?	3-4 class periods
Lesson 5 What Plants and Animals No Longer Live on Earth?	3-4 class periods
Inquiry Questions/Labs: • Chapter 3	
 Identify things a cow needs. What does a cricket need? Do plants need light? What will happen if you move the What could you further explore to Which is a living thing? At-Home Lab: Living and Nonlivition Do plants need water? Lightning Lab: Play a Plant At-Home Lab: Local Environment How do some turtles stay warm into Go Green: Wetlands Lightning Lab: Extinct Animals 	ing nts a winter?
Chapter 4: Plants and Animals	Timeframe
Lesson 1 What Are Some Groups of Living Things?	3-4 class periods
Lesson 2 What Are Some Parts of Plants?	3-4 class periods
Lesson 3 How Do Plants Grow?	3-4 class periods
Lesson 4 How Do Some Animals Grow?	3-4 class periods
Lesson 5 How Are Living Things Like Their Parents?	3-4 class periods
Lesson 6 How Are Groups of Living Things Different?	3-4 class periods

Inquiry Questions/Labs:

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Chapter 4

- How are the mother and baby alike?
- How are flowers alike and different?
- How do different seeds grow?
- How do seeds grow in soil?
- What do seeds need to grow?
- At-Home Lab: Plant Groups
- Lighting Lab: Grow a Plant
- How does a seed grow?
- Go Green: Helpful Houseplants
- At-Home Lab: *Life Cycle*
- How are babies and parents alike and different?
- At-Home Lab: Parents and Young
- How are bodies different?
- Lightning Lab: Alike and Different

Teacher Notes:

Curriculum Development Resources

Click the links below to access additional resources used to design this unit:

- Next Generation Science Standards (NGSS) <u>http://www.nextgenscience.org/</u>
- 21st Century Skills <u>http://www.p21.org/our-work/p21-framework</u>
- New Jersey Standards Clarification Project http://www.nj.gov/education/aps/njscp/Phase1allAreas.pdf
- Pearson Interactive Science <u>https://www.pearsonsuccessnet.com/snpapp/login/PsnLandingPage.jsp?showLandingPage=true&ticket</u> <u>=ST-1368125-E9Ki92wc0g5CVII9xxk5-b3-rumba-prod-01-01</u>

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	Living Things and Their Environments: Lesson 1						
C	Content Area: Science						
Le	Lesson Title: What Are Nonliving and Living Things?Timeframe: 3-4 class periods						
	Lesson Components						
	* <u>21st Century Themes</u>						
	Business,		Financial, Economic, Business, and Entrepreneurial Literacy		Civic Literacy		Health Literacy
			*21 st Century S	Skil	l <u>s</u>		
Х	Creativity and Innovation	X	Critical Thinking and Problem Solving	X	Communication and Collaboration		Information Literacy
x	Media Literacy		ICT Literacy	х	Life and Career Skil	ls	
*I	*Interdisciplinary Connections: see unit overview						
*I	*Integration of Technology: Pearson Interactive Science Program						
*F	*Equipment needed: see teacher's edition						
Vo	Vocabulary: nonliving, living						

Learning Outcomes	Learning Activities/Instructional Strategies
Students Will Be Able To: • differentiate living and nonliving things	 Lesson Sequence Engage: Activate prior knowledge. Students discuss the different objects in a fish tank and are reminded that plants and animals are living things. Explore: Inquiry: Explore It! Which is a living thing? Lab objective: Students will observe a living thing and a nonliving thing and distinguish between the two. Explain: Read I will know how nonliving things are different from living things Help students connect these ideas to their world. Students name various living and nonliving things in the classroom and read information on living things.
	4. Elaborate:

Aligned to the Next G	hool Science Curricula eneration Science Standards (NGSS) EVEMENT • CULTIVATING 21 ST CENTURY GLOBAL SKILLS a. Students name different places they have
	visited where they have seen living things. They choose a location and draw and write about the living things they saw in their Science Notebook.
	5. At-Home Lab: <i>Living and Nonliving</i> . Students créate a chart of living and nonliving things and tell how they know which is living and which is nonliving.
	 6. Evaluate: a. Students answer the question <i>What are nonliving and living things</i>? Develop a class answer and record on board. b. Students complete the Lesson Check blackline master.
Differentiation: Embedded in the program are	
strategies for English Language Learnersleveled readers	
• resources to address multiple intelligences	

Resources Provided: Pearson Interactive Science

	Living Things and Their Environments: Lesson 2						
Co	Content Area: Science						
Le	Lesson Title: What do Living Things Need?Timeframe: 3-4 class periods						
	Lesson Components						
	* <u>21st Century Themes</u>						
	Global Awareness		Financial, Economic, Business, and Entrepreneurial Literacy		Civic Literacy		Health Literacy
			*21 st Century S	Skil	s		
X	Creativity and Innovation	X	Critical Thinking and Problem Solving	X	Communication and Collaboration		Information Literacy
х	x Media Literacy ICT Literacy x Life and Career Skills						
*I	*Interdisciplinary Connections: see unit overview						
*I	*Integration of Technology: Pearson Interactive Science Program						
*F	*Equipment needed: see teacher's edition						

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Vocabulary: need, nutrients

Learning Activities/Instructional Strategies
Lesson Sequence
 Engage: Activate prior knowledge. Students discuss different plants they know and review parts of plants, then draw a full-grown plant with stems and leaves in a pot.
2. Explore:
a. Inquiry: <i>Explore It! Do plants need water?</i> Lab objective: Students will predict and then observe what happens when a wilted plant is given water.
3. Explain:
a. Read <i>I will know that living things need</i> <i>air, wáter, food, and space</i> . Help students connect these ideas to their world.
b. Students learn that plants are living things that grow and change, then discuss ways to take care of plants.
c. Students read information on the needs of living things. Then discuss how plants need energy from the food they make as well as the right temperatura for growth, repair, maintenance, health, and development.
d. Students draw a web that shows diffrent ways that plants might get water, or light, then write a short paragraph on what plants need to live based on their web.
e. Students write sentences describing how named animals gets air, food, water, and shelter in their Scienc Notebook.
4. Elaborate:
 a. Students draw a plant in their Science Notebook and show what it needs to live and grow – include information on water, air, light,nutrients, and space.
 Lightning Lab: <i>Play a Plant</i>. Students sit on the floor and raise both hands and pretend to be a plant – they then show what happens when there is no

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	 water. Evaluate: a. Students answer the question <i>What do living things need</i>? Develop a class answer and record on board. b. Students complete the Lesson Check blackline master.
Differentiation:	
Embedded in the program are	
 strategies for English Language Learners 	
• leveled readers	
• resources to address multiple intelligences	

Resources Provided: Pearson Interactive Science

	Living Things and Their Environments: Lesson 3							
С	Content Area: Science							
L	Lesson Title: How Do Plants and Animals Live in Land Environments? Timeframe: 3-4 class periods							
			Lesson Compor	nen	ts			
			*21 st Century T	hen	<u>ies</u>			
	Global AwarenessFinancial, Economic, Business, and Entrepreneurial LiteracyCivic LiteracyHealth Literacy							
			*21 st Century S	Skil	l <u>s</u>			
Х	Creativity and Innovation	X	Critical Thinking and Problem Solving	x	Communication and Collaboration		Information Literacy	
x	Media Literacy		ICT Literacy	x	Life and Career Sl	cills		
*]	nterdisciplinary Conne	ctio	ns: see unit overview					
*]	ntegration of Technolo	gy:	Pearson Interactive Science	æ P	rogram			
*1	Equipment needed: see	etea	cher's edition					
V	ocabulary: environmen	t, pr	airie, forest, desert					

Learning Outcomes	Learning Activities/Instructional Strategies
Students Will Be Able To:	Lesson Sequence
• describe how someplants and animals can live in land environments	 Engage: a. Activate prior knowledge.

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		Science Standards (NGSS) • CULTIVATING 21 ST CENTURY GLOBAL SKILLS				
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	2.	 b. Students describe a horse's environment based on the observation of a picture and learn that an <i>environment</i> is made up of all the living and nonliving things in the area. Explore: a. Students read information on bighorn 				
	2	sheep and tell how its horns are beneficial.				
	3.	Explain:				
		 a. Read I will know how some plants and animals can live in land environemnts. Help students connect these ideas to their world. 				
		b. Students learn that it is important that environments have food, water, and air.c. Students learn that <i>habitat</i> is another word for <i>environment</i>.				
		d. Students read information on various environments. (prairie, desert)				
		e. Students use observation to identify things in the environmet of a bear as presented in a picture.				
	4.	At-Home Lab: <i>Local Environments</i> . Students go outside with an adult and look around and note the plants and animals they see, writing what helps the plants and animals live in their environment.				
	5.	Elaborate:				
		a. Students draw a picture of one of the living things they described in the At-Home Lab and label a feature they think helps the planto r animal survive in its environment.				
	6.	Evaluate:				
		a. Students answer the question <i>How do</i> <i>plants and animals live in land</i> <i>environments</i> ? Develop a class answer and record on board.				
		b. Students complete the Lesson Check blackline master.				
Differentiation:						
Embedded in the program are						
• strategies for English Language Learners						
• leveled readers						
• resources to address multiple intelligences						
Resources Provided: Pearson Interactive Sc.	ience					

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	Living Things and Their Environments: Lesson 4						
Co	Content Area: Science						
Le	Lesson Title: How Do Plants and Animals Live in Water Environments? Timeframe: 3-4 class periods						
			Lesson Compor	nen	ts		
			*21 st Century T	hen	<u>ies</u>		
	Global AwarenessFinancial, Economic, Business, and Entrepreneurial LiteracyCivic LiteracyHealth Literacy						
			*21 st Century S	Skil	l <u>s</u>		
X	Creativity and Innovation	X	Critical Thinking and Problem Solving	X	Communication and Collaboration		Information Literacy
х	Media Literacy		ICT Literacy	х	Life and Career Ski	lls	
*I	nte rdis ciplinary Conne	ctio	ns: see unit overview				
*I	ntegration of Technolog	gy:	Pears on Interactive Science	e P	rogram		
*F	Equipment needed: see	tead	cher's edition				
Vo	ocabulary: wetland, oce	ran					

Learning Outcomes	Learning Activities/Instructional Strategies				
 Students Will Be Able To: explain how some plants and animals can live in water environments 	 Lesson Sequence Engage: Activate prior knowledge. Students discuss the types of animals and plants they know that live in or near the water, then draw an animal that might live in this type of environment. Explore: Inquiry: Explore It! How do some turles stay warm in winter? Lab objective: Students will predict and observe how temperature affects soil. Explain: Read I will know how some plants and animals can live in water environments. Help students connect these ideas to their world. 				

	hool Science Curricula eneration Science Standards (NGSS)
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	 b. Students learn that more than half of Earth's surface is covered with water, and that many different types of water environments exist in that vast area. c. Students learn that i. A newt is a small animal that lives in a water environment. ii. The roots of a plant absorb the water and nutrients a plant needs to live. iii. Most plants absorb air through their leaves, and most animals breathe in air through their nose and mouth. d. Students read information on water environments. (marsh, swamp and ocean) e. Students look at a map to learn the names of the oceans and see that oceans cover most of the Earth. 4. Elaborate: a. Students find pictures of additional marsh-dwelling plants and animals in books or online, then draw pictures of one plant and one animal in their Scienc Notebook and write a sentence about each. 5. Go Green: Welands Students find out about wetlands in New Jersey and write about the plants and animals that live there and how the state protects this water environment. 6. Evaluate: a. Students answer the question How do plants and animals live in water environments? Develop a class answer and record on board. b. Students complete the Lesson Check blackline master.
Differentiation: Embedded in the program are	
strategies for English Language Learnersleveled readers	
• resources to address multiple intelligences	
Resources Provided: Pearson Interactive Sc	ience

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	Living Things and Their Environments: Lesson 5								
C	Content Area: Science								
Le	Lesson Title: What Plants and Animals No Longer Live On Earth? Time frame: 3-4 class periods								
			Lesson Compor	nen	ts				
			*21 st Century T	hen	<u>nes</u>				
	Global Awareness Financial, Economic, Business, and Entrepreneurial Literacy Civic Literacy Health Literacy								
			*21 st Century S	Skil	<u>s</u>		·		
X	Creativity and Innovation	X	Critical Thinking and Problem Solving	X	Communication and Collaboration		Information Literacy		
X	Media Literacy		ICT Literacy	х	Life and Career S	skills			
*I	nte rdis ciplinary Conne	ctio	ns: see unit overview						
*I	ntegration of Technolo	gy:	Pearson Interactive Science	e P	rogram				
*H	Equipment needed: see	tead	cher's edition						
Vo	ocabulary: extinct, fossi	l							

	Living Things and Their Environments: Lesson 5							
C	Content Area: Science							
Le	Lesson Title: What Plants and Animals No Longer Live On Earth? Time frame: 3-4 class periods							
			Lesson Compor	nen	ts			
			*21 st Century T	hen	nes			
	Global AwarenessFinancial, Economic, Business, and Entrepreneurial LiteracyCivic LiteracyHealth Literacy							
			*21 st Century S	Skil	<u>s</u>			
X	Creativity and Innovation	X	Critical Thinking and Problem Solving	X	Communication and Collaboration		Information Literacy	
х	Media Literacy		ICT Literacy	х	Life and Career	r Skills		
*I	nte rdis ciplinary Conne	ctio	ns: see unit overview					
*I	ntegration of Technolog	gy:	Pears on Interactive Science	e P	rogram			
*F	Equipment needed: see	tead	cher's edition					
Vo	ocabulary: extinct, fossi	l						

Learning Outcomes	Learning Activities/Instructional Strategies
Students Will Be Able To: • describe some plants and animals that no longer live on Earth	 Lesson Sequence Engage: Activate prior knowledge. Students identify animals they think no longer live on Earth from pictures. Students learn that some living things that once lived on Earth looked very similar to the plants and animals living on Earth now, and others looked very different from today's plants and animals. Discuss which pictured animals would likely be seen living on Earth now. Explore: Students read about seed ferns, a plant that no longer lives on Earth. Explain: Read I will know some plants and animals that no longer live on Earth. Help students connect these ideas to their world. Students learn that a plant or an animal becomes extinct when all members of its kind disappear from Earth. Students read information on extinct plants and animals and their fossils. Elaborate: Students write a short story about the pictured dinosaur pictured and discuss what information a scientist might learn about an animal from its footprints. Students write a short story about the pictured dinosaur including details about how looked, what it ate, and how it used its horns. Lightning Lab: Extinct Animals Students find out about an extinct animal and share their knowledge with the class. Evaluate: Students no longer live on Earth? Develop a class answer and record on
	board.b. Students complete the Lesson Check

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	blackline master.
Differentiation:	
Embedded in the program are	
• strategies for English Language Learners	
• leveled readers	
• resources to address multiple intelligences	
Resources Provided: Pearson Interactive Science	

	Plants and Animals: Lesson 1						
С	Content Area: Science						
L	Lesson Title: What Are Some Groups of Living Things?Timeframe: 3-4 class periods						
			Lesson Compor	nen	ts		
			*21 st Century T	hen	<u>ies</u>		
	Global AwarenessFinancial, Economic, Business, and Entrepreneurial LiteracyCivic LiteracyHealth Literacy						Health Literacy
			*21 st Century S	Skil	<u>ls</u>		
X	Creativity and Innovation	X	Critical Thinking and Problem Solving	X	Communication and Collaboration		Information Literacy
х	Media Literacy		ICT Literacy	х	Life and Career Ski	lls	
*I	nte rdis ciplinary Conne	ctio	ns: see unit overview				
*I	*Integration of Technology: Pears on Interactive Science Program						
*I	Equipment needed: see	tead	cher's edition				
Vo	ocabulary: backbone, m	amn	nals				

Learning Outcomes	Learning Activities/Instructional Strategies
Students Will Be Able To:describe ways to group living things	 Lesson Sequence Engage: Activate prior knowledge. Students tell one way to group the animals in the picture. Students learn that group (v) means "to put together," and that items are grouped by
	how they are alike. d. Discuss how the animals pictured are alike

	and ways they might be grouped.
2.	Explore:
	a. Students read about brain coral and are
	shown pictures of the human brain then
	discuss why the coral has the name brain
	coral.
3.	
	a. Read I will know ways to group living
	things. Help students connect these ideas
	to their world.
	b. Discuss ways that students group things in
	their lives. Look around the classroom for
	ideas.
	c. Students learn that grouping things are a
	way to organize things and that scientists
	group living things based on similar characteristics.
	d. Students read about plants with flowers and plants without flowers.
	e. Students create a two-column chart in
	their Science Notebook to list
	characteristics of plants with flowers and
	plants without flowers.
	f. Students read information about animal groups.
4.	At-Home Lab: Plant Groups Students collect
	pictures of plants and work with an adult to group
	the pictures into plants with flowers and plants
	without flowers.
5.	
	a. Students learn that how young animals
	develop is another way to be grouped.
	Animals that lay eggs are in one group
	while animals that give birth to live young
	are in another group.
	b. Students identify the group of animals that
	are shown based on how their young develop.
6.	Evaluate:
0.	
	a. Students answer the question <i>What are some groups of living things?</i> Develop a
	class answer and record on board.
	b. Students complete the Lesson Check
	blackline master.
Differentiation:	

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Embedded in the program are

- strategies for English Language Learners
- leveled readers
- resources to address multiple intelligences

Resources Provided: Pearson Interactive Science

	Plants and Animals: Lesson 2						
Co	ontent Area: Science						
Le	esson Title: What Are S	Some	Parts of Plants?		Timef	rame	e: 3-4 class periods
			Lesson Compor	nen	ts		
	*21 st Century Themes						
	Global AwarenessFinancial, Economic, Business, and Entrepreneurial LiteracyCivic LiteracyHealth Literacy				Health Literacy		
			*21 st Century S	Skil	s	•	
X	Creativity and Innovation	x	Critical Thinking and Problem Solving	X	Communication and Collaboration		Information Literacy
х	Media Literacy		ICT Literacy	х	Life and Career Sk	ills	
*I	nterdisciplinary Conne	ectio	ns: see unit overview				
*I	*Integration of Technology: Pears on Interactive Science Program						
*F	Equipment needed: see	e teac	cher's edition				
Vo	ocabulary: root, leaf, s	tem					

Learning Outcomes	Learning Activities/Instructional Strategies
Students Will Be Able To:identify some parts of plants and what those parts do	Lesson Sequence 1. Engage: a. Activate prior knowledge. b. Students identify plant parts in the picture. c. Students discuss and describe different plants they know focusing on the plant parts.
	 Explore: a. Students read about the tundra and the kinds of plants found there. Explain: a. Read <i>I</i> will know some parts of plants and what the parts do. Help students connect

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ENGAGING STODENTS + FOSTERING ACHI	EVENIENT COLITIVATING 21 CENTORY GLODAL SKILLS
	 these ideas to their world. b. Students observe and name different parts of the plants pictured in the lesson and identify flowers, stems, leavers, and roots. c. Students read about roots, stems, and leaves.
	4. Elaborate:
	a. Students learn that plants may look very different from each other, but most have roots, stems, and leaves.
	 b. Students draw a picture of a plant in their Science Notebook and label all the parts.
	c. Students write a sentence describing the function of each part.
	 Lightning Lab: Grow a Plant. Students plant a seed, watch it grow and tell others what parts are growing,
	6. Evaluate:
	a. Students answer the question <i>What are some parts of plants?</i> Develop a class answer and record on board.
	b. Students complete the Lesson Check blackline master.
Differentiation: Embedded in the program are	
• strategies for English Language Learners	
leveled readers	
• resources to address multiple intelligences	

Plants and Animals: Lesson 3					
Content Area: Science					
Lesson Title: How Do Plants Grow? Time frame: 3-4 class periods					
Lesson Components					
* <u>21st Century Themes</u>					

Resources Provided: Pearson Interactive Science

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	Global Awareness		Financial, Economic, Business, and Entrepreneurial Literacy		Civic Literacy		Health Literacy
			*21 st Century S	Skil	s		
X	Creativity and Innovation	x	Critical Thinking and Problem Solving	X	Communication and Collaboration		Information Literacy
X	Media Literacy		ICT Literacy	x	Life and Career Skil	ls	
*I	nterdisciplinary Conne	ctio	ns: see unit overview				
*I	*Integration of Technology: Pearson Interactive Science Program						
*H	*Equipment needed: see teacher's edition						
Vo	Vocabulary: life cycle, seedling						

Learning Outcomes	Learning Activities/Instructional Strategies
Students Will Be Able To:	Lesson Sequence
• understand how plants grow	1. Engage:
	a. Activate prior knowledge.
	b. Students tell what they know about seeds and plants.
	c. Students tell that they know that many plants grow from seeds and tell about their experiences with seeds.
	2. Explore:
	a. Inquiry: Explore It! <i>How does a seed</i> <i>grow?</i> Lab objective: Students will observe and describe changes to a pinto bean seed as it sprouts into a seedling.
	3. Explain:
	a. Read <i>I will know how plants grow</i> . Help students connect these ideas to their world.
	b. Students learn that plants are living things and that all living things change as they grow (<i>life cycle</i>).
	c. Students read about the life cycle of plants.
	4. Elaborate:
	 Students learn that seeds have an outer coating called a seed coat that protects the seed until it is ready to sprout.
	b. Students describe the life cycle of a pepper plant and draw the life cycle in their

		Science Notebook. Lightning Lab: Grow a Plant. Students plant a seed, watch it grow and tell others what parts are growing, Evaluate: a. Students answer the question How do plants grow? Develop a class answer and record on board. b. Students complete the Lesson Check blackline master.
Differentiation:		
Embedded in the program are		
• strategies for English Language Learners		
• leveled readers		
• resources to address multiple intelligences		
Resources Provided: Pearson Interactive Sci	ence	

	Plants and Animals: Lesson 4						
С	ontent Area: Science						
L	esson Title: How Do sor	ne a	nimals grow?		Timefr	ame	e: 3-4 class periods
			Lesson Compor	nen	ts		
	* <u>21st Century Themes</u>						
	Global AwarenessFinancial, Economic, Business, and Entrepreneurial LiteracyCivic LiteracyHealth Literacy					Health Literacy	
			*21 st Century S	Skil	l <u>s</u>		
х	Creativity and Innovation	х	Critical Thinking and Problem Solving	х	Communication and Collaboration		Information Literacy
X	Media Literacy		ICT Literacy	Х	Life and Career Ski	lls	
*I	nterdisciplinary Conne	ctio	ns: see unit overview				
*I	*Integration of Technology: Pearson Interactive Science Program						
*I	*Equipment needed: see teacher's edition						
Vo	ocabulary: life cycle, ny	mpl	1				

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Learning Outcomes	Learning Activities/Instructional Strategies
Students Will Be Able To:	Lesson Sequence
• describe how some animals grow and change	 Engage: Activate prior knowledge. Students draw how a pig will look when i grown. Students are reminded that all living thing grow and change and the way they do that
	is called its <i>life cycle</i> .
	 2. Explore: a. Students read about bird eggs and talk about the size, shape, and color of difference eggs.
	3. Explain :
	a. Read <i>I will know how some animals grow</i> <i>and change</i> . Help students connect these ideas to their world.
	b. Students describe any baby animals they know about and tell how these animals changed as they grew.
	c. Students read about the life cycle of a sea turtle and draw its life cycle in their Science Notebook.
	d. Students read about the life cycle of a grasshopper.
	4. Elaborate:
	a. Students learn that grown sea turtle emerge from the ocean to lay their eggs in the sand. After 7-12 weeks the baby turtles hatch and go back into the ocean.
	 5. At-Home Lab: <i>Life Cycle</i> Students create a post at home about the life cycle of an animal. 6. Evaluate:
	 a. Students answer the question <i>How do sor</i> animals grow? Develop a class answer and record on board. b. Students complete the Lesson Check blackline master.

• strategies for English Language Learners

• leveled readers

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• resources to address multiple intelligences

Resources Provided: *Pearson Interactive Science*

	Plants and Animals: Lesson 5						
С	Content Area: Science						
Le	Lesson Title: How Are Living Things Like Their Parents? Timeframe: 3-4 class periods						
			Lesson Compor	nen	ts		
			* <u>21st Century T</u>	hen	<u>nes</u>		
	Global AwarenessFinancial, Economic, Business, and Entrepreneurial LiteracyCivic LiteracyHealth Literacy					Health Literacy	
			*21 st Century S	Skil	<u>s</u>		
X	Creativity and Innovation	х	Critical Thinking and Problem Solving	X	x Communication Information and Collaboration Literacy		
х	Media Literacy		ICT Literacy	х	Life and Career SI	cills	
*I	nte rdis ciplinary Conne	ctio	ns: see unit overview				
*I	*Integration of Technology: Pears on Interactive Science Program						
*I	*Equipment needed: see teacher's edition						
Vo	ocabulary: young, paren	nt					

Learning Outcomes	Learning Activities/Instructional Strategies
Students Will Be Able To:	Lesson Sequence
• identify how plants and animals look like	1. Engage:
their parents	a. Activate prior knowledge.
	b. Students tell how a cow and a calf are alike and different.
	c. Students that baby cows are called calfves
	2. Explore:
	a. Inquiry: Explore It! How are babies and parents alike and different? Lab objective: Students will observe parents and offspring and describe their similarities and differences.
	3. Explain:
	a. Read I will plants and animals look like

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	<i>their parents</i> . Help students connect these ideas to their world.		
	b. Students compare and contrast young and adult animals they have seen.		
	c. Students read information on how animals and their parents are alike and different.		
	4. Elaborate:		
	a. Students learn some animal parents may have more than one young at a time and these offspring may be like their parents as well as like each other.		
	b. Students compare and contrast young an adult animals in their Science Notebook		
	5. At-Home Lab: <i>Parents and Young.</i> Students find a picture of an animal and its young and write about how the animals are alike and different.		
	6. Evaluate:		
	 a. Students answer the question <i>How are</i> <i>living things like their parents</i>? Develop a class answer and record on board. b. Students complete the Lesson Check blackline master. 		
Differentiation:			
Embedded in the program are			
• strategies for English Language Learners			
• leveled readers			
• resources to address multiple intelligences			
Resources Provided: Pearson Interactive Science	nce		

	Plants and Animals: Lesson 6						
C	Content Area: Science						
Le	Lesson Title: How Are Groups of Living Things Different?Time frame: 3-4 class periods						
	Lesson Components						
	*21 st Century Themes						
Global AwarenessFinancial, Economic, Business, and Entrepreneurial LiteracyCivic Liter		Civic Litera	су	Health Literacy			
	*21 st Century Skills						
х	Creativity and	х	Critical Thinking and	х	Communicat	tion	Information

	Innovation	Problem Solving		and Collaboration	Literacy		
x Media Literacy ICT Literacy x Life and Career Skills							
*Interdisciplinary Connections: see unit overview							
*Integration of Technology: Pearson Interactive Science Program							
*Equipment needed: see teacher's edition							
Vocabulary: herd, different, alike							

Learning Outcomes	Learning Activities/Instructional Strategies			
Students Will Be Able To:	Lesson Sequence			
Students Will Be Able To: • understand how groups of living things are alike and different	 Lesson Sequence Engage: Activate prior knowledge. Students learn that living things of the same kind can vary in color. Explore: Inquiry: Explore It! How are bodies different? Lab objective: Students will compare feet to recognize body variations within a group. Explain: Read I will know how groups of living things are alike and different. Help students connect these ideas to their world. Students read information on kinds of animals, and different animals of one kind. Elaborate: Students draw two of the same kind of animal in their Science Notebook and different from each other. Lightning Lab: Alike and Different. Students find two of the same kind of plant or animal and 			
	tell how they are alike and different.			
	6. Evaluate:			
	a. Students answer the question <i>How are</i> groups of living things different? Develop a class answer and record on board.			
	b. Students complete the Lesson Check blackline master.			

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Differentiation:

Embedded in the program are

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Resources Provided: Pearson Interactive Science

Unit C Overview

Content Area: Science

Unit Title: Unit C Earth Science: Earth and Sky, and Weather

Target Course/Grade Level: 1

Unit Background

Scientists classify rocks into three classes according to the way they form. Igneous rocks form when melted rocl cools and hardens. Some igneous rocks form at Earth's surface as lava hardens. Other igneous rocks form underground. Granite pumice, and basalt are types of gineous rocks. Sedimentary rocks form when bits of sediment are cemented together. Sedimentary rocks also form when animals precipitate out of water. Limestone, sandstone, and coquina are sedimentary rocks. Metamorphic rocks form when heat and pressure change existing rocks. Metamorphic rocks include gneiss and schist.

Natural processes on Earth's surface and deep inside our planet are continually changing rock from one class to another. This cycle of change is called the rock cycle.

The National Weather Service is a government agency that monitors worldwide weather conditions and advises communities of approaching severe weather. When such conditions arise, the forecasters first issure a weather watch. This means that conditions are suitable for a specific type of severe weather to occure in the next few days. In the case of a hurricane, the watch indicates that people should prepare for evacuation. As the severe weather draws closer and begins to threaten a community, the National Weather Service issues a weather warning. This indicates that the severe weather is about to strike. Local officials may evacuate communities when a hurricane warning is issued.

Primary interdisciplinary connections: Reading, Writing, Social Studies, Language Arts, Art, Music, Health 21st century themes:

• Creativity and Innovation

- Think Creatively
- Work Creatively with Others
- Implement Innovations
- Critical Thinking and Problem Solving
 - Reason Effectively
 - Use Systems Thinking
 - Make Judgments and Decisions
 - Solve Problems

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Communication and Collaboration

- Communicate Clearly
- Collaborate with Others

Standard(s)

- K-ESS3 Earth and Human Activity
- 1-ESS1 Earth's Place in the Universe

Performance Expectations

- 1-ESS1 -1 Use observations of the sun, moon, and stars to describe patterns that can be predicted.
- K-ESS3-1 Use a model to represent the relationship between the needs of different plants and animals (including humans) and the places they live.
- K-ESS3-2 Ask questions to obtain information about the purpose of weather forecasting to prepare for, and respond to, severe weather. [Clarification Statement: Emphasis is on local forms of severe weather.]
- K-ESS3-3 Communicate solutions that will reduce the impact of humans on the land, water, air, and/or other living things in the local environment. [Clarification Statement: Examples of human impact on the land could include cutting trees to produce paper and using resources to produce bottles. Examples of solutions could include reusing paper and recycling cans and bottles.]

Science and Engineering Practices

- <u>Asking Questions and Defining Problems</u>
 - Asking questions and defining problems in K-2 builds on prior experiences and progresses to simple descriptive questions that can be tested.
- Developing and Using Models
 - Modeling in K-2 builds on prior experiences and progresses to include using and developing models (i.e., diagram, drawing, physical replica, diorama, dramatization, storyboard) that represent concrete events or design solutions.
- Obtaining, Evaluating, and Communicating Information
 - Obtaining, evaluating, and communicating information in K-2 builds on prior experiences and uses observations and texts to communicate new information.
- Analyzing and Interpreting Data
 - Analyzing data in K-2 builds on prior experiences and progresses to collecting, recording, and sharing observations.

Disciplinary Core Ideas

- ESS1.A: The Universe and its Stars
- ESS1.B: Earth and the Solar System
- ESS3.A: Natural Resources
- ESS3.B: Natural Hazards
- ESS3.C: Human Impacts on Earth Systems
- ETS1.A: Defining and Delimiting an Engineering Problem
 - ETS1.B: Developing Possible Solutions

Performance Expectations (PE)	Supporting Practices, Ideas, and Concepts
K-ESS3-1	Use a model to represent relationships in the natural world.
	Living things need water, air, and resources from the land, and they live in places that have the things they need. Humans use natural resources for everything they

	do.			
	Systems in the natural and designed world have parts that work together.			
K-ESS3-2	Ask questions based on observations to find more information about the designed world.			
	Read grade-appropriate texts and/or use media to obtain scientifiic information to describe patterns in the natural world.			
	Some kinds of severe weather are more likely than others in a given region. Weather scientists forecast severe weather so that the communities can prepare for, and respond to, these events.			
	Asking questions, making observations, and gathering information are helpful in thinking about problems.			
	Events have causes that generate observable patterns.			
	People encounter questions about the natural world every day.			
	People depend on various technologies in their lives; human life would be very different without technology.			
K-ESS3-3	Communicate solutions with others in oral and/or written forms using models and/or drawings that provide detail about scientific ideas.			
	Things that people do to live comfortably can affect the world around them, but they can make choices that reduce their impacts on the land, water, air, and other living things.			
	Designs can be conveyed through sketches, drawings, or physical models. These representations are useful in communicating ideas for a problem's solution to other people.			
	Events have causes that generate observable patterns.			
1-ESS1 -1	Use observation (firsthand or from media) to describe patterns in the natural world in order to answer scientific questions.			
	Patterns of the motion of the sun, moon, and stars in the sky can be observed, described, and predicted.			
	Patterns in the natural world can be observed, used to describe phenomena, and used as evidence.			
	Science assumes natural events happen today as they happenend in the past.			
	Many events are repeated.			
	Core ELA Standards			
	With prompting and support, ask and answer questions about key details in text. (K-ESS3-2)			
whi	Use a combination of drawing, dictating, and writing to compose informative/explanatory texts in which they name what they are writing about and supply some information about the topic. (K-ESS3-3)			
	Ask and answer questions in order to seek help, get information, or clarify something that is not understood. (K-ESS3-2)			
SL.K.5 Add	Add drawings or other visual displays to descriptions as desired to provide additional detail. (K-			

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	ESS3-1)			
W.1.7	Participate in shared research and writing projects. (1-ESS1-1), (1-ESS1-2)			
W.1.8	With guidance and support from adults, recall information from experiences or gather information from provided sources to answer a question. (1-ESS1-2)			
Related Common Core Mathematics Standards				
MP.2	Reason abstractly and quantitatively. (K-ESS3-1)			
MP.4	Model with mathematics. (K-ESS3-1) (K-ESS3-2)			

K.CC Counting and Cardinality (K-ESS3-1) (K-ESS3-2)

Crosscutting Concepts

- Cause and Effect
- Systems and Systems Models
- Interdependence of Science, Engineering, and Technology
- Influence of Engineering, Technology, and Science on Society and the Natural World
- Scientific Knowledge Assumes an Order and Consistency in Natural Systems

Unit Essential Questions	Unit Enduring Understandings
• What is on Earth?	• Earth systems can be broken down into individual
• What are rocks and soil?	components that have observable measurable
• What changes land?	properties.
How do people use natural resources?	• Earth's components form systems. These systems
• What is the sun?	continually interact at different rates of time affecting the Earth regionally and globally.
• What causes day and night?	 Observable, predictable patterns of movement in the
• What is the water cycle?	Sun, Earth, Moon system occur because of
• What is the weather?	gravitational interaction and energy from the Sun.
• How can you measure weather?	• The Sun is star.
• What are the four seasons?	

Unit Learning Targets

Students will be Able To:

- describe the land, water, and living things found on Earth
- describe rocks and soil
- identify some of the fast and slow ways that Earth changes
- describe how people use natural resources
- understand ways the sun helps and harms things on Earth
- explain what causes day and night

Evidence of Learning

Summative Assessments at the end of each chapter.

Equipment needed: See teacher's edition

Teacher Resources: Pearson Interactive Science

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https://www.pearsonsuccessnet.com/snpapp/login/PsnLandingPage.jsp?showLandingPage=true&ticket=ST-1368125-E9Ki92wc0g5CVII9xxk5-b3-rumba-prod-01-01

Formative Assessments

- teacher observation
- student responses to questions
- student participation in inquiry activities
- student interactive science journal

- student participation in inquity detivities					
Lesson Plans					
Chapter 5: Earth and Sky	Timeframe				
Lesson 1	3-4 class periods				
What Is on Earth?					
Lesson 2 What Are Rocks and Soil?	3-4 class periods				
Lesson 3					
What Changes Land?	3-4 class periods				
Lesson 4	3-4 class periods				
How Do People Use Natural Resources?	J-4 class perious				
Lesson 5	3-4 class periods				
What is the Sun?					
Lesson 6	3-4 class periods				
What Causes Day and Night?	•				

Inquiry Questions/Labs:

- Chapter 5
 - How much water and land are on Earth?
 - How can rocks crack?
 - How might more thawing and freezing of water change the model rock?
 - How could you further explore other effects that freezing and thawing could have?
 - At-Home Lab: Types of Landforms
 - What are soils like?
 - At-Home Lab: Describe Soil
 - How does Earth's surface move during an earthquake?
 - Lightning Lab: Erosion
 - How does a well work?
 - Go Green: Care for Earth
 - How can the sun make temperatures change?
 - Lightning Lab: *Heat from the Sun.*
 - At-Home Lab: Changes in the Sky.

Chapter 6: Weather	Time frame
Lesson 1 What is the water cycle?	3-4 class periods
Lesson 2 What is weather?	3-4 class periods

Lesson 3 How can you measure weather?	3-4 class periods					
Lesson 4	2. 4 aloga novieda					
What are the four seanons?	3-4 class periods					
Inquiry Questions/Labs:						
Chapter 6						
• What is the weather like in different	nt seasons?					
• How does water vapor condense?						
• How can you use ice cubes to show	v condensation?					
• How else does water vapor conden	ise?					
• How can water change?	• How can water change?					
• At-Home Lab: Evaporation						
Lightning Lab: Weather Safety						
• When is it warm or cool?	• When is it warm or cool?					
• Lightning Lab: The Seasons						
Teacher Notes:						
Curriculum Development Resources						
Click the links below to access additional resources u	C C					
Next Generation Science Standards (NGSS) <u>http://www.nextgenscience.org/</u>						
• 21 st Century Skills <u>http://www.p21.org/our-work/p21-framework</u>						
New Jersey Standards Clarification Project http://www.nj.gov/education/aps/njscp/Phase1allAreas.pdf						
Pearson Interactive Science						
https://www.pearsonsuccessnet.com/snpapp/login/PsnLandingPage.jsp?showLandingPage=true&ticket						
<u>=ST-1368125-E9Ki92wc0g5CVII9xxk5-b3-rumba-prod-01-01</u>						

	Earth and Sky: Lesson 1							
C	Content Area: Science							
L	Lesson Title: What is on Earth?Timeframe: 3-4 class periods							
	Lesson Components							
	* <u>21st Century Themes</u>							
	Global AwarenessFinancial, Economic, Business, and Entrepreneurial LiteracyCivic LiteracyHealth Literacy						Health Literacy	
			*21 st Century S	Skil	<mark>IS</mark>			
x	Creativity and Innovation	X	Critical Thinking and Problem Solving					
x	Media Literacy		ICT Literacy	X	Life and Career Sk	ills		
*I	*Interdisciplinary Connections: see unit overview							
*I	*Integration of Technology: Pearson Interactive Science Program							
*I	*Equipment needed: see teacher's edition							
Vo	Vocabulary: soil, rocks							

Learning Outcomes	Learning Activities/Instructional Strategies
 Students Will Be Able To: describe the land, water, and living things found on Earth 	 Lesson Sequence Engage: Activate prior knowledge. Students identify landforms in a picture and talk about how air is all around but cannot be seen. Explore: Students read about how the Inca changed their land to help them grow food. Explain: Read I will know that land, water, and living things are found on Earth. Help students connect these ideas to their world. Students describe the different kinds of land and water they have seen, such as mountains, deserts, the ocean, lakes, or rivers. Students read information on water and air and color a map showing land and water.

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	d. Students read information on landforms.					
	e. Students read information about the water					
	on Earth.					
4.	Elaborate:					
	 Students learn that geologists are scientists who study landforms.Students choose a landform and describe it in their Science Notebook. 					
	b. Students read information on rocks and soil.					
5.	At-Home Lab: <i>Kinds of Landforms</i> . Students draw two different landforms and write how they are alike and different					
6.	Evaluate:					
	a. Students answer the question <i>What is on Earth?</i> Develop a class answer and record on board.					
	b. Students complete the Lesson Check blackline master.					
Differentiation:						
Embedded in the program are						
• strategies for English Language Learners						
leveled readers						
• resources to address multiple intelligences						
Resources Provided: Pearson Interactive Science						

	Earth and Sky: Lesson 2						
С	ontent Area: Science						
L	esson Title: What are Ro	ocks	and Soil?			Timefram	e: 3-4 class periods
			Lesson Compor	nen	ts		
	*21 st Century Themes						
	Global Awareness		Financial, Economic, Business, and Entrepreneurial Literacy		Civic Litera	cy	Health Literacy
	* <u>21st Century Skills</u>						
Х	Creativity and Innovation	х	Critical Thinking and Problem Solving	X	Communicat and Collabor		Information Literacy

X	Media Literacy		ICT Literacy	X	Life and Career Skills		
*I	*Interdisciplinary Connections: see unit overview						
*I	*Integration of Technology: Pearson Interactive Science Program						
*I	*Equipment needed: see teacher's edition						
Vo	ocabulary: humus, loam	Į	Vocabulary: humus, loam				

Learning Outcomes	Learning Activities/Instructional Strategies
Students Will Be Able To:	Lesson Sequence
• describe rocks and soil	 Engage: Activate prior knowledge. Students tell how to group rocks they see in a picture.
	2. Explore:
	a. Inquiry: Explore It! <i>What are soils like?</i> Lab Objective: Students will observe, record and compare two types of soil.
	3. Explain:
	a. Read <i>I</i> will know how to describe rocks and soil. Help students connect these ideas to their world.
	b. Students describe a rock they have seen including the color, shape, hardness, and smoothness.
	c. Students learn about a type of rock called a geode.
	d. Students read about a the parts of soil.
	e. Students read about clay soil.
	f. Students read about soil with silt, and sandy soil.
	g. Students read about <i>loam</i> .
	4. Elaborate:
	a. Students learn some worms wiggle through soil and loosen it to make room for air and water.
	b. Students learn that:
	i. Clay soil packs together tightly because it is sticky and bits of clay

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	are very small.
	ii. Water cannot drain through clay
	soil easily and there is little space for air.
	iii. Most plants cannot grow well in clay soil.
	c. Students write a sentence about clay soil in their Science Notebook.
	5. At-Home Lab: <i>Describe Soil</i> Students work with an adult to observe and describe soil.
	6. Evaluate:
	a. Students answer the question <i>What are</i> <i>rocks and soil</i> ? Develop a class answer and record on board.
	b. Students complete the Lesson Check blackline master.
Differentiation:	
Embedded in the program are	
• strategies for English Language Learners	
• leveled readers	
• resources to address multiple intelligences	
Resources Provided: Pearson Interactive Sci	ience

	Earth and Sky: Lesson 3						
Co	ontent Area: Science						
Le	esson Title: What Chang	ges L	_and?		Timefr	ame	e: 3-4 class periods
			Lesson Compor	nen	ts		
	* <u>21st Century Themes</u>						
	Global Awareness		Financial, Economic, Business, and Entrepreneurial Literacy		Civic Literacy		Health Literacy
		•	*21 st Century S	Skil	ls	•	
X	Creativity and Innovation	X	Critical Thinking and Problem Solving	X	Communication and Collaboration		Information Literacy
X	Media Literacy		ICT Literacy	x	Life and Career Skil	lls	
*I	*Interdisciplinary Connections: see unit overview						
*I	ntegration of Technolo	gy:	Pears on Interactive Science	e P	rogram		

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*Equipment needed: see teacher's edition

Vocabulary: weathering, erosion

Learning Outcomes	Learning Activities/Instructional Strategies
Students Will Be Able To:	Lesson Sequence
• identify some of the fast and slow ways that Earth changes	 Engage: Activate prior knowledge. Students tell how the land changed in before and after pictures of the eruption of a volcano.
	 2. Explore: a. Inquiry: Explore It! How does Earth's surface move during an Earthquake? Lab Objective: Students will demonstrate that when there is friction, two surfaces may move suddenly and quickly.
	 3. Explain: a. Read <i>I will know some fast and slow ways</i> <i>Earth changes</i>. Help students connect these ideas to their world. b. Students tell about earth-moving equipment they might have seen and talk about ways that this equipment is used to change the land. c. Students read about human-created changes and naturally occurring changes to the land. d. Students read information on earthquakes, volcanoes, weathering, and erosion.
	 4. Elaborate: a. Students complete a Frayer model to differentiate between erosion and weathering, then copy the model into their Science Notebook. 5. Lightning Lab: <i>Erosion</i> Students pour sand into the raised end of a pan, then slowly pour water over the sand and document where the sand goes. 6. Evaluate: a. Students answer the question <i>What changes land</i>? Develop a class answer and record on board.

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	b. Students complete the Lesson Check blackline master.				
Differentiation:					
Embedded in the program are					
• strategies for English Language Learners					
• leveled readers					
• resources to address multiple intelligences					
Resources Provided: Pearson Interactive Sci	ence				

	Earth and Sky: Lesson 4						
Conten	t Area: Science						
Lesson	Title: How Do Pe	ople	Use Natural Resources?		Time	e frame	e: 3-4 class periods
			Lesson Compor	nen	ts		
			*21 st Century T	hen	nes		
Glob	Global AwarenessFinancial, Economic, Business, and Entrepreneurial LiteracyCivic LiteracyHealth Literacy				Health Literacy		
			*21 st Century S	Skil	<u>s</u>		
	tivity and vation	X	Critical Thinking and Problem Solving	X	Communication and Collaboration	ı	Information Literacy
x Med	ia Literacy		ICT Literacy	х	Life and Career S	Skills	
*Interd	*Interdisciplinary Connections: see unit overview						
*Integr	*Integration of Technology: Pearson Interactive Science Program						
*Equip	nent needed: see	tead	cher's edition				
Vocabu	l <mark>ary:</mark> natural, reso	ourc	e, reduce, reuse, recycle				

Learning Outcomes	Learning Activities/Instructional Strategies
Students Will Be Able To:describe how people use natural resources	Lesson Sequence 1. Engage:
	a. Activate prior knowledge.b. Students tell why they think people collect

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	 cans. c. Students learn that many cans are made of aluminum, a metal that can be reused to make new cans or other objects.
	2. Explore:
	a. Inquiry: Explore It! How does a well work? Lab Objective: Students will make and use a model of a well to observe how groundwater flows into a well.
	3. Explain:
	a. Read <i>I will know how people use natural</i> <i>resources</i> . Help students connect these ideas to their world.
	b. Students name some natural resources they have observed and discuss the connection between <i>nature and natural</i> .
	c. Students learn that natural resources come from different parts of nature.
	d. Students read about natural resources.
	e. Students read information on sunlight and wood; discuss that wood is a renewable resource.
	f. Students read information on oil and copper.
	g. Students read information on reducing, reusing, and recycling.
	4. Elaborate:
	 a. Students list four things in their Science Notebook they throw away in one day; identify ways that some of the items may be reused.
	5. Go Green: <i>Care for Earth</i> . Students write a plan for how people can care for Earth.
	6. Evaluate:
	a. Students answer the question <i>How do</i> <i>people use natural resources?</i> Develop a class answer and record on board.
	b. Students complete the Lesson Check blackline master.
Differentiation: Embedded in the program are	l

• strategies for English Language Learners

• leveled readers

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• resources to address multiple intelligences

Resources Provided: *Pearson Interactive Science*

	Earth and Sky: Lesson 5								
Co	Content Area: Science								
Le	Lesson Title: What is the Sun?Timeframe: 3-4 class periods								
			Lesson Compor	nen	ts				
	* <u>21st Century Themes</u>								
	Global AwarenessFinancial, Economic, Business, and Entrepreneurial LiteracyCivic LiteracyHealth Literacy								
			*21 st Century S	Skil	<u>ls</u>	•			
X	Creativity and Innovation	X	Critical Thinking and Problem Solving	X	Communication and Collaboration		Information Literacy		
х	Media Literacy		ICT Literacy	х	Life and Career	Skills			
*I	nte rdis ciplinary Conne	ctio	ns: see unit overview						
* I 1	ntegration of Technolo	gy:	Pears on Interactive Scien	ce P	rogram				
*E	quipment needed: see	teac	cher's edition						
Vo	cabulary: sun								

Learning Outcomes	Learning Activities/Instructional Strategies					
 Students Will Be Able To: understand ways the sun helps and harms things on Earth 	 Lesson Sequence Engage: Activate prior knowledge. Students identify what items in a picture are being warmed by the sun. Explore: Inquiry: Explore It! How can the sun make temperatures change? Lab Objective: Students will observe the sun's effect on temperature. 					
	a. Read <i>I will know ways the sun helps and harms things on Earth</i> . Help students connect these ideas to their world.					

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	4.	 b. Students learn that the sun is a star, and that stars give off light and heat. c. Students read about the sun, and about why people need the sun. 					
		 a. Students observe the sun at different times of the day and write a sentence in their Science Notebook telling where the sun is at each time. 					
		b. Students read information on being out in the sun.					
	5.	Lightning Lab: <i>Heat from the Sun</i> . Students observe two pieces of clay – one that has been put in the sun and one in the shade and write how each feels after 10 minutes.					
	6.	Evaluate:					
		a. Students answer the question <i>What is the Sun?</i> Develop a class answer and record on board.					
		b. Students complete the Lesson Check blackline master.					
Differentiation: Embedded in the program are							
 strategies for English Language Learners 							
leveled readers							

• resources to address multiple intelligences

Resources Provided: *Pearson Interactive Science*

	Earth and Sky: Lesson 6								
С	Content Area: Science								
Le	esson Title: What Cause	s Da	ay and Night?		Ti	ime frame	: 3-4 class periods		
			Lesson Compor	nen	ts				
* <u>21st Century Themes</u>									
	Global Awareness		Financial, Economic, Business, and Entrepreneurial Literacy		Civic Literacy	7	Health Literacy		
			*21 st Century S	Skil	ls	·			
x	Creativity and Innovation	X	Critical Thinking and Problem Solving	X	Communication and Collaborat		Information Literacy		
х	Media Literacy		ICT Literacy	х	Life and Caree	er Skills			

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*Interdisciplinary Connections: see unit overview

*Integration of Technology: Pearson Interactive Science Program

*Equipment needed: see teacher's edition

Vocabulary: rotation, moon

Learning Outcomes	Learning Activities/Instructional Strategies
Students Will Be Able To:	Lesson Sequence
• explain what causes day and night	1. Engage:
	a. Activate prior knowledge.
	b. Students tell how day and night are different using their senses.
	2. Explore:
	a. Students read information about telescopes and learn that telescopes make objects that are far away appear bigger and closer than they really are.
	3. Explain:
	a. Read <i>I</i> will know what causes day and night. Help students connect these ideas to their world.
	 b. Students discuss what they see in the day sky, then read information about the day sky.
	 c. Students read information about the night sky and discuss.
	d. Students read information about the moon and discuss.
	4. Elaborate:
	a. Students learn that the different ways the moon looks are called the <i>phases of the moon</i> .
	b. Students learn what the moon looks like during each phase.
	c. Students write a sentence about what a full moon looks like.
	d. Students read information on sunrise and sunset, then discuss.
	e. Students read information on day and night, then discuss.
	5. At-Home Lab: <i>Changes in the Sky.</i> Students observe the sky at sunrise and at sunset and describe it to their families.

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	6.	Evalua	ate:
		a.	Students answer the question <i>What causes day and night?</i> Develop a class answer and record on board.
		b.	Students complete the Lesson Check blackline master.
Differentiation:			
Embedded in the program are			
• strategies for English Language Learners			
• leveled readers			
• resources to address multiple intelligences			
Resources Provided: Pearson Interactive Sci	ience		

	Weather: Lesson 1						
Co	ontent Area: Science						
Le	esson Title: What is the	Wat	er Cycle?		Timefr	ame	e: 3-4 class periods
			Lesson Compor	nen	ts		
			*21 st Century T	hen	<u>nes</u>		
	Global AwarenessFinancial, Economic, Business, and Entrepreneurial LiteracyCivic LiteracyHealth Literacy						
			*21 st Century S	Skil	l <u>s</u>		
X	Creativity and Innovation	X	Critical Thinking and Problem Solving	X	Communication and Collaboration		Information Literacy
x	Media Literacy		ICT Literacy	x	Life and Career Ski	lls	
*I	*Interdisciplinary Connections: see unit overview						
*I	ntegration of Technolo	gy:	Pears on Interactive Science	æ P	rogram		
*F	Equipment needed: see	tead	cher's edition				
Vo	ocabulary: evaporate, w	vatei	r vapor, condensation				

Learning Outcomes	Learning Activities/Instructional Strategies
Students Will Be Able To:	Lesson Sequence

• identify how water changes form	1.	Engage:
		a. Activate prior knowledge.
		b. Students draw a picture of where rain comes from.
		c. Discuss that clouds form in the sky before
		a storm comes.
	2.	Explore:
		a. Inquiry: Explore It! <i>How can water change</i> ? Lab objective: Students will observe how water changes states.
	3.	Explain:
		a. Read <i>I will know how water changes form</i> .
		Help students connect these ideas to their world.
		b. Students learn the difference between a solid, liquid and gas. The solid form of
		water is ice; the liquid form is rain, and when water changes to a gas, it cannot be
		seen.
		c. Students read information on how water changes.
		d. Students read information on the water cycle and study the diagram.
		e. Students learn what condensation is, that clouds form from condensation, and that water falls back to Earth as snow, hail, rain, or sleet.
	4.	Elaborate:
		a. Students learn that the word <i>cycle</i> comes from a Greek word meaning "circle".
		b. Students write why the word " <i>cycle</i> " is appropriate to describe what happens to water on Earth.
	5.	At-Home Lab: Evaporation. Students place an ice
		cube in the sunlight and observe and document what happens.
	6.	Evaluate:
		a. Students answer the question <i>What is the water cycle?</i> Develop a class answer and record on board.
		b. Students complete the Lesson Check blackline master.
Differentiation:		
Embedded in the program are		

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- strategies for English Language Learners
- leveled readers
- resources to address multiple intelligences

Resources Provided: *Pearson Interactive Science*

	Weather: Lesson 2								
C	Content Area: Science								
Le	Lesson Title: What is Weather?Time frame: 3-4 class periods								
			Lesson Compor	nen	ts				
			*21 st Century T	hen	nes				
	Global AwarenessFinancial, Economic, Business, and Entrepreneurial LiteracyCivic LiteracyHealth Literacy								
			*21 st Century S	Skil	l <u>s</u>				
X	Creativity and Innovation	X	Critical Thinking and Problem Solving	X	Communication and Collaboration		Information Literacy		
X	Media Literacy		ICT Literacy	х	Life and Career Ski	lls			
*I	*Interdisciplinary Connections: see unit overview								
*I	*Integration of Technology: Pears on Interactive Science Program								
*H	Equipment needed: see	tea	cher's edition						
Vo	ocabulary: hurricane, w	veati	her						

Learning Outcomes	Learning Activities/Instructional Strategies
 Students Will Be Able To: describe weather and explain how to stay safe in bad weather 	 Lesson Sequence Engage: Activate prior knowledge. Students tell about a picture of a snowscape. Explore: Students read about snowflakes, then discuss. Explain: Read I will know how to describe weather. I will know how to stay safe in bad

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	 <i>weather.</i> Help students connect these ideas to their world. b. Students tell how they would dress for different kinds of weather. c. Students read about weather, then discuss. d. Students observe and describe the weather outside the classroom. e. Students read information on safety in bad weather, then discuss. 4. Lightning Lab: Weather Safety. Students put on a skit showing how to stay safe in stormy weather. 5. Elaborate: a. Students learn that the word <i>cycle</i> comes from a Greek word meaning "circle". b. Students write why the word "<i>cycle</i>" is appropriate to describe what happens to water on Earth. c. Students learn that it is important to stay safe in good weather also; students draw in their Science Notebook a picture of a person staying safe outside in good weather. 6. Evaluate: a. Students answer the question What is weather? Develop a class answer and record on board. b. Students complete the Lesson Check blackline master.
Differentiation: Embedded in the program are • strategies for English Language Learners • leveled readers • resources to address multiple intelligences	

Resources Provided: Pearson Interactive Science

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			Weather: Less	on	3		
С	ontent Area: Science						
Le	esson Title: How Can Y	ou N	leasure Weather?		Timefr	ame	e: 3-4 class periods
	Lesson Components						
			*21 st Century T	hen	<u>ies</u>		
	Global Awareness		Financial, Economic, Business, and Entrepreneurial Literacy		Civic Literacy Health Literac		Health Literacy
			*21 st Century S	Skil	<u>s</u>		
X	Creativity and Innovation	X	Critical Thinking and Problem Solving	X	Communication and Collaboration		Information Literacy
х	Media Literacy		ICT Literacy	x	Life and Career Ski	lls	
*I	nterdisciplinary Conne	ctio	ns: see unit overview				
*I	ntegration of Technolo	gy:	Pearson Interactive Science	æ P	rogram		
*F	Equipment needed: see	tead	cher's edition				
Vo	Vocabulary: temperature, wind vane						

Learning Outcomes	Learning Activities/Instructional Strategies
Students Will Be Able To: • find out how to meaure weather	 Lesson Sequence Engage: Activate prior knowledge. Students think about when it rains, then tell what kind of tool could collect rainwater to measure how much water fell. Explore: Inquiry: Explore It! When Is It Warm or Cool? Lab objective: Students will observe that outdoor temperature changes throughout the day. Explain: Read I will know how to measure weather. Help students connect these ideas to their world. Students talk about the different activities they do in different weather. Students read the information on weather tools, then discuss.

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	4. Elaborate:
	a. Students learn about a wind vane and the directions words <i>north</i> , <i>south</i> , <i>east</i> , <i>west</i> .
	 b. Students draw a simple compass in their Science Notebook
	5. Evaluate:
	a. Students answer the question <i>How can you measure weather</i> ? Develop a class answer and record on board.
	b. Students complete the Lesson Check blackline master.
Differentiation:	
Embedded in the program are	
 strategies for English Language Learners 	
• leveled readers	
• resources to address multiple intelligences	

Resources Provided: *Pearson Interactive Science*

		Weather: Less	on	4		
Content Area: Science						
Lesson Title: What Are	the Fo	our Seasons?		Timefr	rame: 3-4 class periods	
	Lesson Components					
		*21 st Century T	hen	<u>ies</u>		
Global Awareness		Financial, Economic, Business, and Entrepreneurial Literacy		Civic Literacy	Health Literacy	
		*21 st Century S	Skil	s	• •	
X Creativity and Innovation	X	Critical Thinking and Problem Solving	x	Communication and Collaboration	Information Literacy	
X Media Literacy		ICT Literacy	x	Life and Career Ski	ills	
*Interdisciplinary Con	ne ctio	ns: see unit overview	1			
*Integration of Techno	logy:	Pears on Interactive Scien	ce P	rogram		
*Equipment needed: s	ee tea	cher's edition				
Vocabulary: season						

Learning Outcomes	Learning Activities/Instructional Strategies
Students Will Be Able To:	Lesson Sequence
• describe how weather changes from season to season	 Engage: a. Activate prior knowledge.
	 b. Students name the four seasons and discuss the kind of weather common during each season.
	2. Explore:
	a. Students read to find out that weather is opposite in the southern hemisphere.
	3. Explain:
	a. Read <i>I will know how weather changes</i> from season to season. Help students connect these ideas to their world.
	b. Students tell about the activities they do in different seasons.
	c. Students learn that seasons are a time of year and follow the same sequential order.
	d. Students read the information on weather in different seasons, then discuss.
	4. Elaborate:
	 a. Students use their five senses to describe the current weather and draw a chart in their Science Notebook to record their descriptions.
	5. Evaluate:
	a. Students answer the question <i>What are the four seasons</i> ? Develop a class answer and record on board.
	b. Students complete the Lesson Check blackline master.
Differentiation:	
Embedded in the program are	
• strategies for English Language Learners	
• leveled readers	
• resources to address multiple intelligences	
Resources Provided: Pearson Interactive Sci	ience

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Unit D Overview

Content Area: Science

Unit Title: Unit D Physical Science: Matter, Energy, and Movement

Target Course/Grade Level: 1

Unit Background

Substances are made up of particles that are constantly moving. The faster the particles are moving, the more energy they have. The total amount of energy of motion in the particles of a substance is thermal energy. A hot substance, such as coffee, has more thermal energy than a cooler substance, such as cold lemonade. Eventually, the coffee cools as its thermal energy is transferred to a cooler substance, such as the air around it. This transfer of thermal energy is known as heat.

As a substance gains or loses thermal energy, it can change states. The freezing point is the temperature at which a liquid starts to become a solid. Freezing happens when a liquid loses thermal energy. When a solid substance warms, the addition of thermal energy can cause it to melt. The melting point is ther temperature at which a solid starts to becom a liquid. The boiling point is the point at which gas bubbles begin to form inside the body of a liquid. Boiling happens with the addition of thermal energy.

Energy is the ability to work. People have learned how to use sources of energy for practical purposes such as transportation, manufacturing, heating and cooling homes, and so on.

Energy sources can be renewable or nonrenewable. Most of the energy currently used in the United States comes from nonrenewable sources, such as petroleum, natural gas, coal, and uranium. There is a limited supply of these sources. Fossil fuels – petroleum, natural gas, and coal – supply most of the energy used in the United States.

Hydropower, solar power, wind energy, geothermal energy, and biomass power (energy obtained from plants and plant-derived materials) are all renewable. These energy sources can be replaced in a short period of time. In the United State, renewable energy sources are used mainly to produce electricity.

Isaac Newton's laws of motion, written centuries ago are used to design products that keep people safe. The first law of motion states that an object will remain at rest or continue to move in a straight line at a constant speed unless it is acted upon by a force. Modern-day seat belts are based on this law. Seat belts apply a force to a car passenger that prevents the person from continuing a forward motion when the vehicle stops suddenly. Lap bars and shoulder harnesses in roller coasters do much the same thing – they keep a person restrained when the car suddenly changes direction.

Primary interdisciplinary connections: Reading, Writing, Social Studies, Language Arts, Art, Music, Health 21st century themes:

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Creativity and Innovation

- Think Creatively
- Work Creatively with Others
- Implement Innovations

• Critical Thinking and Problem Solving

- o Reason Effectively
- Use Systems Thinking
- Make Judgments and Decisions
- Solve Problems
- Communication and Collaboration
 - o Communicate Clearly
 - Collaborate with Others

Standard(s)

- K-PS2 Motion and Stability: Forces and Interactions
- 1-PS4 Waves and Their Applications in Technologies for Information Transfer
- 2-PS1 Matter and Its Interactions
- 3-PS2 Motion and Stability: Forces and Interactions
- 4-PS3 Energy

Performance Expectations

- K-PS2-1 Plan and conduct an investigation to compare the effects of different strengths or different directions of pushes and pulls on the motion of an object.
- K-PS2-2 Analyze data to determine if a design solution works as intended to change the speed or direction of an object with a push or pull.
- 1-PS4-1 Plan and conduct investigations to provide evidence that vibrating materials can make sound and sound can make materials vibrate.
- 1-PS4-3 Plan and conduct investigations to determine the effect of placing objects made with different materials in the path of a beam of light.
- 2-PS1-1 Plan and conduct an investigation to describe and classify different kinds of materials by their observable properties.
- 2-PS1-2 Analyze data obtained from testing different materials to determine which materials have the properties that are best suited for an intended purpose.
- 2-PS1-4 Construct an argument with evidence that some changes caused by heating or cooling can be reversed and some cannot.
- 3-PS2-1 Plan and conduct an investigation to provide evidence of the effects of balanced and unbalanced forces on the motion of an object.
- 4-PS3-2 Make observations to provide evidence that energy can be transferred from place to place by sound, light, heat, and electric currents.

Science and Engineering Practices

- Planning and Carrying Out Investigations
 - Planning and carrying out investigations to answer questions or test solutions to problems in K-2 builds on prior experiences and progresses to simple investigations, based on fair tests, which provide data to support explanations or design solutions.
- Analyzing and Interpreting Data

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- Analyzing data in K-2 builds on prior experiences and progresses to collecting, recording, and sharing observations.
- Engaging in Argument from Evidence
 - Engaging in argument from evidence in K-2 builds on prior experiences and progresses to comparing ideas and representations about the natural and designed world(s).
- Science Models, Laws, Mechanisms, and Theories Explain Natural Phenomena
- Scientific Investigations Use a Variety of Methods

Disciplinary Core Ideas

- PS1.A: Structure and Properties of Matter
- PS1.B: Chemical Reactions
- PS2.A: Forces and Motion
- PS2.B: Types of Interactions
- PS3.A: Definitions of Energy
- PS3.B: Conservation of Energy and Energy Transfer
- PS3.C: Relationship Between Energy and Forces
- PS4.A: Wave Properties
- PS4.B: Electromagnetic Radiation
- ETS1.A: Defining Engineering Problems

Performance Expectations (PE)	Supporting Practices, Ideas, and Concepts
K-PS2-1	With guidance, plan and conduct an investigation in collaboration with peers.
	Scientists use different ways to study the world.
	Pushes and pulls can have different strengths and directions.
	Pushing or pulling on an object can change the speed or direction of its motion and
	can start or stop it.
	When objects touch or collide, they push on one another and can change motion.
	A bigger push or pull makes things speed up or slow down more quickly.
	Simple tests can be designed to gather evidence to support or refute student ideas about causes.
K-PS2-2	Analyze data from tests of an object or tool to determine if it works as intended.
	Pushes and pulls can have different strengths and directions.
	Pushing or pulling on an object can change the speed or direction of its motion and can start or stop it.
	A situation that people want to change or create can be approached as a problem to
	be solved through engineering. Such problems may have many acceptable solutions.
	Simple tests can be designed to gather evidence to support or refute student ideas about causes.
1-PS4-1	Plan and conduct investigations collaboratively to produce evidence to answer a question.
	Science investigations begin with a question.
	Scientists use different ways to study the world.
	Sound can make other matter vibrate, and vibrating matter can make sound.
	Simple tests can be designed to gather evidence to support or refute student ideas
	about causes.
1-PS4-3	Plan and conduct an investigation collaboratively to produce data to serve as the basis for evidence to answer a question.

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force on the object. Forces that do not sum to zero can cause changes in the object's speed or direction of motion.Objects in contact exert forces on each other.Cause and effect realtionships are routinely identified.Plan and conduct an investigation collaboratively to produce data to serve as the basis for evidence to answer a question.Energy can be moved from place to place by moving objects or through sound, light, or electric currents.Energy can also be transferred from place to place by electric currents, which can then be used locally to produce motion, sound, heat, or light. The currents may have been produced originally by transforming the energy of motion into electrical energy.Energy can be transferred in various ways and between objects.On Core ELA Standards
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object's speed or direction of motion.
Each force acts on one particular object and has both strength and a direction. An object at rest typically has multiple forces acting on it, but they add to give zero net
Science investigations use a variety of methods, tools, and techniques.
Plan and conduct an investigation collaboratively to produce data to serve as the basis for evidence to answer a question.
Heating or cooling a substance may cause changes that can be observed. Sometimes these changes are reversible, and sometimes they are not.
Science searches for cause and effect relationships to explain natural events.
Construct an argument with evidence to support a claim.
Every human-made product is designed by applying some knowledge of the natural world and is built using materials derived from the natural world.
Simple tests can be designed to gather evidence to support or refute student ideas about causes.
Analyze data from tests of an object or tool to determine if it works as intended.
Different properties are suited to different things.
Patterns in the natural and human-designed world cn be observed.
Plan and conduct an investigation collaboratively to produce data to serve as the basis for evidence to answer a question.
Different kinds of matter exist and many of them can be either solid or liquid, depending on temperature. Matter can be described and classified by its observable properties.
Simple tests can be designed to gather evidence to support or refute student ideas about causes.
Some materials allow light to pass through them, others allow only some light through and others block all the light and create a dark shadow on any surface beyond them, where the light cannot reach. Mirrors can be used to redirect a light beam.

R1.2.3 Describe the connection between a series of historical events, scientific ideas or concepts, or steps in a technical procedure in a text. (2-PS1-4) R1.2.8 Describe how reasons support specific points the author makes in a text. (2-PS1-2) (2-PS1-4) W.1.2 Write informative/explanatory texts in which they name a topic, supply some facts about the topic and provide some sense of closure. W.1.2 Write informative/explanatory texts in which they name a topic, supply some facts about the topic and provide some sense of closure. W.1.7 Participate in shared research and writing projects. (2-PS1-1) (2-PS1-2) (1-PS4-3) W.1.8 Recall information from experiences or gather information from provided sources to answer a question. (2-PS1-1) (2-PS1-2) (1-PS4-3) SL.1.1 Participate in collaborative conversations with diverse partner about grade 1 topics and texts. (1-PS4-3) SL.K.3 Ask and answer questions in order to seek help, get information, or clarify something that is not understood. (K-PS2-2) MP.2 Reason abstractly and quantitatively. (2-PS1-2) MP.4 Model with mathematics. (2-PS1-1) (2-PS1-2) MP.5 Use appropriate tools strategically (2-PS1-2) (1-PS4-3) 2.MD.D.10 Draw a picture graph and a bar graph to represent a data set; solve simple problems using information in the graph. (2-PS1-1) (2-PS1-2) Crosscutting Concepts • Patterns • Cause and Effect In
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 • How can matter change? • What is a mixture? • What is a mixture? • What is a mixture?
 How can matter change ? What is a mixture ? What is a mixture ? Knowledge and theory, and communicating and justifying explanations.
• What is a mixture? justifying explanations.
How do we use energy? Safety first!
• Salety list.
 What gives off heat? What is light? The same basic rules govern the motion of all bodies, from planets and stars to birds and billiard
 What is light? bodies, from planets and stars to birds and billiard balls.
• How can objects move? • Energy takes many forms.
• What is a force?
• What is a magnet?
• What is gravity?
Unit Learning Targets

Aligned to the Next Generation Science Standards (NGSS) ENGAGING STUDENTS • FOSTERING ACHIEVEMENT • CULTIVATING 21ST CENTURY GLOBAL SKILLS

Students will be Able To:

- define matter as anything that takes up space and describe and sort objects by their observable properties
- identify matter as a solid, a liquid, or a gas
- explain some ways that matter can change
- demonstrate an understanding of mixtures
- understand how energy is used
- learn what gives off heat
- demonstrate an understanding of what light can do
- discover how sounds are made
- describe different ways that objects can move
- demonstrate how forces change the way thing move and will understand that gravity is a force
- identify magnets as objects that can attract or repel some objects
- explain that gravity pulls objects toward Earth without touching them

Evidence of Learning

Summative Assessments at the end of each chapter.

Equipment needed: See teacher's edition

Teacher Resources: Pearson Interactive Science <u>https://www.pearsonsuccessnet.com/snpapp/login/PsnLandingPage.jsp?showLandingPage=true&ticket=ST-1368125-E9Ki92wc0g5CVII9xxk5-b3-rumba-prod-01-01</u>

Formative Assessments

- teacher observation
- student responses to questions

- student interactive science journal
- •
- student participation in inquiry activities

Lesson Plans					
Chapter 7: Matter	Timeframe				
Lesson 1 What is Matter?	3-4 class periods				
Lesson 2 What are Solids, Liquids, and Gases?	3-4 class periods				
Lesson 3 How Can Matter Change?	3-4 class periods				
Lesson 4 What is a Mixture?	3-4 class periods				
Inquiry Questions/Labor					

Inquiry Questions/Labs:

- Chapter 7
 - How can you use a tool to measure?
 - How are objects different?
 - How can you make a solid into a liquid?
 - How could you further explore solids and liquids?

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 Lightning Lab: Measure Length What are the states of matter like? At-Home Lab: Kinds of Matter At-Home Lab: Objects Change How can you separate solids and liquids? At-Home Lab: Find a Mixture 					
Chapter 8: Energy	Time frame				
Lesson 1 How Do We Use Energy?	3-4 class periods				
Lesson 2 What Gives Off Heat?	3-4 class periods				
Lesson 3 What is Light?	3-4 class periods				
Lesson 4 What is Sound? 3-4 class periods					
 Chapter 8 What does light do? What sounds can bottles make? What other sounds can you make? How could you further explore sounds? Go Green: Making Things Work How can texture affect the heat produced by rubbing? Lightning Lab: Make Heat Lightning Lab: Bouncing Light How can you make sound? 					
• At-Home Lab: <i>Making Sounds</i> Chapter 9: Movement	Time frame				
Lesson 1 How Can Objects Move?	3-4 class periods				
Lesson 2 What is a Force? 3-4 class periods					
Lesson 3 What is a Magnet? 3-4 class periods					
Lesson 4 3-4 class periods What is Gravity?					
Inquiry Questions/Labs: • Chapter 9 • How can you make a toy move? • How do objects move?					

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- How does tube height change how a marble moves?
- How could you further explore how a marble moves?
- How can water move?
- Lightning Lab: On the Move
- What makes the toy care move?
- At-Home Lab: Roll Away
- Lightning Lab: Attract or Repel
- Why do things fall?
- At-Home Lab: Gravity and Air

Teacher Notes:

Curriculum Development Resources

Click the links below to access additional resources used to design this unit:

- Next Generation Science Standards (NGSS) <u>http://www.nextgenscience.org/</u>
- 21st Century Skills <u>http://www.p21.org/our-work/p21-framework</u>
- New Jersey Standards Clarification Project <u>http://www.nj.gov/education/aps/njscp/Phase1allAreas.pdf</u>
- Pearson Interactive Science <u>https://www.pearsonsuccessnet.com/snpapp/login/PsnLandingPage.jsp?showLandingPage=true&ticket</u> <u>=ST-1368125-E9Ki92wc0g5CVII9xxk5-b3-rumba-prod-01-01</u>

	Matter: Lesson 1						
C	ontent Area: Science						
L	esson Title: What Are the	ne Fo	our Seasons?		Time	frame	e: 3-4 class periods
			Lesson Compor	nen	ts		
			*21 st Century T	hen	<u>nes</u>		
	Global AwarenessFinancial, Economic, Business, and Entrepreneurial LiteracyCivic LiteracyHealth Literacy					Health Literacy	
			*21 st Century S	Skil	l <u>s</u>		
X	Creativity and Innovation	X	Critical Thinking and Problem Solving	X	Communication and Collaboration		Information Literacy
Χ	Media Literacy		ICT Literacy	х	Life and Career SI	cills	
*I	*Interdisciplinary Connections: see unit overview						
*I	*Integration of Technology: Pearson Interactive Science Program						
*I	*Equipment needed: see teacher's edition						
Vo	Vocabulary: matter, weight, mass						

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Learning Outcomes	Learning Activities/Instructional Strategies
Students Will Be Able To: • define matter as anything that takes up space and describe and sort objects by their observable properties	 Lesson Sequence Engage: Activate prior knowledge. Students name properties they know such as size, shape, texture, etc. Explore: Students read about the properties of pumice. Explain: Read I will know how to describe matter. I will know how to group matter. Help students connect these ideas to their world. Students read about matter investigate whether matter takes up space. Students read about objects and matter. Elaborate: Students use their five senses to describe objects and make a two-column chart in their Science Notebook to compare two objects. Students read about describing and grouping objects, then discuss. Lightning Lab: Measure Length. Students use paper clips to measure their desk, then re-measure using other nonstandard units. Evaluate: Students answer the question What is matter? Develop a class answer and record on board. Students complete the Lesson Check blackline master.
Differentiation: Embedded in the program are	

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- strategies for English Language Learners
- leveled readers
- resources to address multiple intelligences

Resources Provided: *Pearson Interactive Science*

	Matter: Lesson 2					
C	ontent Area: Science					
L	esson Title: What Are S	Solids	, Liquids, and Gases?		Timefr	ame: 3-4 class periods
			Lesson Compor	nen	ts	
			*21 st Century T	hen	nes	
	Global AwarenessFinancial, Economic, Business, and Entrepreneurial LiteracyCivic LiteracyHealth Literacy					
			*21 st Century S	Skil	<u>ls</u>	
X	Creativity and Innovation	X	Critical Thinking and Problem Solving	X	Communication and Collaboration	Information Literacy
Χ	Media Literacy		ICT Literacy	x	Life and Career Ski	lls
*I	*Interdisciplinary Connections: see unit overview					
*I	*Integration of Technology: Pearson Interactive Science Program					
*I	*Equipment needed: see teacher's edition					
Vo	Vocabulary: solid, liquid, gas, frozen, melt, boil					

Learning Outcomes	Learning Activities/Instructional Strategies
Students Will Be Able To: • identify matter as a solid, liquid, or a gas	 Lesson Sequence Engage: Activate prior knowledge. Students name a gas that is all around them and discuss that air is a gas. Explore: Inquiry: Explore It! What are the states of matter like? Lab objective: Students will compare the properties of a solid, a liquid, and a gas. Explain:

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	 a. Read <i>I will know that matter can be a solid, a liquid, or a gas.</i> Help students connect these ideas to their world. b. Show students that solids keep their shape and size, even if they are moved to another place. c. Students read about solids, then discuss. d. Students read about liquids and gases, then discuss. e. Students create a chart in their Science Notebook and write the properties of solids, liquids, and gases.
	f. Students read about how matter changes from one form to another, then discuss.
	4. At-Home Lab: Kinds of Matter
	a. Students will gather objects and put the solids together and the liquids together and tell which objects contain a gas.
	5. Elaborate:
	a. Students learn that steam is not a gas, but a cloud of cooled, condensed water vapor.
	6. Evaluate :
	a. Students answer the question <i>What are solids, liquids, and gases</i> ? Develop a class answer and record on board.
	b. Students complete the Lesson Check blackline master.
Differentiation:	
Embedded in the program are	
• strategies for English Language Learners	
leveled readers	
• resources to address multiple intelligences	
Resources Provided: Pearson Interactive Scie	ence

Matter: Lesson 3				
Content Area: Science				
Lesson Title: How Can Matter Change?	Time frame: 3-4 class periods			

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	Lesson Components						
	* <u>21st Century Themes</u>						
	Global AwarenessFinancial, Economic, Business, and Entrepreneurial LiteracyCivic LiteracyHealth Literacy						
	*21 st Century Skills						
X	X Creativity and X Critical Thinking and Problem Solving X Communication and Collaboration Literacy						
X	X Media Literacy ICT Literacy x Life and Career Skills						
*I	*Interdisciplinary Connections: see unit overview						
*I	*Integration of Technology: Pearson Interactive Science Program						
*E	*Equipment needed: see teacher's edition						
Vo	Vocabulary: rust, iron						

Learning Outcomes	Learning Activities/Instructional Strategies
Students Will Be Able To:	Lesson Sequence
• explain some ways that matter can change	1. Engage:
	a. Activate prior knowledge.
	b. Students provide one-word descriptions
	(properties) of clay and learn that these properties allow its shape to change.
	2. Explore:
	a. Students learn how crayons are made and discuss how melted wax is different from hardened wax.
	3. Explain:
	a. Read <i>I will know some ways matter can</i> <i>change</i> . Help students connect these ideas to their world.
	b. Students learn that they see matter change every day, such as the change in bread when it is toasted.
	c. Students read about changes in matter, then discuss.
	d. Students read about bending and cutting, then discuss.
	e. Students read how matter can be changed into different kinds of matter (burning and rusting), then discuss.

	4.	At-Home Lab: Objects Change
		a. Students look around their home and find ways people chnge matter and tell how they changed it.
	5.	Elaborate:
		a. Students draw pictures of a candle before it is lit and after it is lit showing the changes in the candle and the wick; they describe those changes.
	6.	Evaluate:
		a. Students answer the question <i>How can</i> <i>matter change?</i> Develop a class answer and record on board.
		b. Students complete the Lesson Check blackline master.
Differentiation:		
Embedded in the program are		
• strategies for English Language Learners		
• leveled readers		
• resources to address multiple intelligences		
Resources Provided: Pearson Interactive Sci	ence	

	Matter: Lesson 4									
С	Content Area: Science									
Le	Lesson Title: What is a Mixture?Time frame: 3-4 class periods									
			Lesson Compor	nen	ts					
	*21 st Century Themes									
	Global Awareness		Financial, Economic, Business, and Entrepreneurial Literacy		Civic Literacy		Health Literacy			
	*21 st Century Skills									
X	Creativity and Innovation	X	Critical Thinking and Problem Solving	x	Communication and Collaboration		Information Literacy			
X	Media Literacy		ICT Literacy	x	Life and Career S	kills				

*Interdisciplinary Connections: see unit overview
*Integration of Technology: Pearson Interactive Science Program
*Equipment needed: see teacher's edition
Vocabulary: mixture, evaporate

Learning Outcomes	Learning Activities/Instructional Strategies
Students Will Be Able To:	Lesson Sequence
• demonstrate an understanding of mixtures	1. Engage:
	a. Activate prior knowledge.
	b. Students the parts of a mixture shown in a photograph.
	2. Explore:
	a. Inquiry: Explore It! How can you separate solids and liquids? Lab
	objective: Students observe the solids left after water evaporates from a mixture.
	3. Explain:
	a. Read <i>I</i> will know about different kinds of mixtures. Help students connect these ideas to their world.
	 b. Students list solids and liquids, then name mixtures they know and what is in the mixture.
	c. Students read about mixtures, then discuss.
	4. Elaborate:
	a. Students learn that mixtures are all around them.
	 b. Students observe mixtures they see in their daily lives and write brief descriptions in their Science Notebook.
	5. At-Home Lab: Find a Mixture
	a. Students look in the refrigerator at home and tell about the mixtures they find.
	6. Evaluate :
	a. Students answer the question <i>What is a mixture?</i> Develop a class answer and record on board.

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	b. Students complete the Lesson Check blackline master.							
Differentiation:								
Embedded in the program are								
• strategies for English Language Learners								
• leveled readers								
• resources to address multiple intelligences								
Resources Provided: Pearson Interactive Sci	ience							

	Energy: Lesson 1								
C	Content Area: Science								
L	Lesson Title: How Do We Use Energy?Time frame: 3-4 class periods								
	Lesson Components								
	* <u>21st Century Themes</u>								
	Global AwarenessFinancial, Economic, Business, and Entrepreneurial LiteracyCivic LiteracyHealth Literacy								
	* <u>21st Century Skills</u>								

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X	Creativity and Innovation	X	Critical Thinking and Problem Solving	X	Communication and Collaboration		Information Literacy	
Χ	Media Literacy		ICT Literacy	х	Life and Career Skil	ls		
*Interdisciplinary Connections: see unit overview								
*Integration of Technology: Pearson Interactive Science Program								
*Equipment needed: see teacher's edition								
Vocabulary: electricity, energy								

Learning Outcomes	Learning Activities/Instructional Strategies						
Students Will Be Able To:	Lesson Sequence						
• understand how energy is used	1. Engage:						
	a. Activate prior knowledge.						
	 b. Students learn that energy is used to make things and people work, then discuss some forms of energy. 						
	2. Explore:						
	a. Students read about wind turbines, then discuss.						
	3. Explain:						
	a. Read <i>I will know how energy is used</i> . Help students connect these ideas to their world.						
	b. Students identify things they can and cannot do when the power goes out.						
	 c. Students learn that electricity travels from a power plant to people's homes, schools, and businesses, then electricity flows from an outlet through a power cord to their devices. They learn that a device's on/off switch controls the supply of electricity. 						
	d. Students read about electricity, then discuss.						
	e. Students read about cars and energy, then discuss.						
	f. Students learn how to take notes for the lessons in this chapter.						
	g. Students read about using energy, then discuss.						
	4. Go Green: Making Things Work						
	 a. Students name things that use energy and tell what kind of energy makes each thing work. Then they tell one way they can use 						

		less energy.
	5.	Elaborate:
	5.	 a. Students identify the energy source that makes most vehicles move, makes lights go on, and makes a kite fly. They also identify water and people as sources of mechanical energy.
	6.	Evaluate:
		a. Students answer the question <i>How do we use energy?</i> Develop a class answer and record on board.
		b. Students complete the Lesson Check blackline master.
Differentiation:		
Embedded in the program are		
• strategies for English Language Learners		
• leveled readers		
• resources to address multiple intelligences		
Resources Provided: Pearson Interactive Scie	nce	

	Energy: Lesson 2								
C	Content Area: Science								
Le	Lesson Title: What Gives Off Heat?Time frame: 3-4 class periods								
	Lesson Components								
* <u>21st Century Themes</u>									
	Global AwarenessFinancial, Economic, Business, and Entrepreneurial LiteracyCivic LiteracyHealth Literacy								
			*21 st Century S	Skil	l <u>s</u>				
X	Creativity and Innovation	X	Critical Thinking and Problem Solving	x	Communication and Collaboration		Information Literacy		
Χ	Media Literacy		ICT Literacy	х	Life and Career Sk	ills			
*Interdisciplinary Connections: see unit overview									
*I	*Integration of Technology: Pears on Interactive Science Program								
*F	Equipment needed: see	tead	cher's edition						
Vo	ocabulary: heat								

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rning Activities/Instructional Strategies
quence
a. Activate prior knowledge.b. Students discuss differences between unlit candles and burning candles.
a. Inquiry: Explore It! How can texture affect the heat produced by rubbing? La objective: Students will compare the warmth of different materials after rubbing to infer that friction produces heat (therma energy).
plain:
a. Read <i>I will know what gives off heat</i> . He students connect these ideas to their world
b. Students name words related to heat they would use to describe the beach on a sunn summer day.
c. Students read how heat comes from the sun, then discuss.
d. Students read the information on heat from people, then discuss.
e. Students read information on heat from fire, then discuss.
ghtning Lab: Make Heat
a. Students run in place for two minutes and tell a partner how they feel.
aborate:
a. Students continue taking notes in their Science Notebook.
aluate:
a. Students answer the question <i>What gives off heat</i> ? Develop a class answer and record on board.
b. Students complete the Lesson Check blackline master.

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- strategies for English Language Learners
- leveled readers
- resources to address multiple intelligences

Resources Provided: *Pearson Interactive Science*

	Energy: Lesson 3								
Con	Content Area: Science								
Lesson Title: What is Light?Time frame: 3-4 class periods									
	Lesson Components								
			*21 st Century T	hen	<u>nes</u>				
(Global AwarenessFinancial, Economic, Business, and Entrepreneurial LiteracyCivic LiteracyHealth Literacy								
			*21 st Century S	Skil	<u>ls</u>				
	Creativity and Innovation	X	Critical Thinking and Problem Solving	x	Communication and Collaboration		Information Literacy		
XN	Media Literacy		ICT Literacy	x	Life and Career Ski	lls			
*Interdisciplinary Connections: see unit overview									
*Integration of Technology: Pearson Interactive Science Program									
*Eq	*Equipment needed: see teacher's edition								
Voc	abulary: shadow								

Learning Outcomes	Learning Activities/Instructional Strategies
Students Will Be Able To:	Lesson Sequence
• demonstrate an understanding of what light	1. Engage:
can do	a. Activate prior knowledge.
	b. Students draw objects that make light.
	2. Explore:
	 a. Students read about the first electric lights, then discuss what people used for light before electric lights.
	3. Explain:
	a. Read <i>I will know what light can do</i> . Help students connect these ideas to their world.
	b. Students discuss things that make light. They learn that the sun is a star and light

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Wandell School Science Curricula Aligned to the Next Generation Science Standards (NGSS)								
ENGAGING STUDENTS • FOSTERING ACHI								
		V COLII	VATING 21 CENTORY GLOBAL SKILLS					
			comes from stars.					
		c.						
		d.	Students read information on how light shines through things and what light can do. Discuss differences between					
			<i>transparent, translucent,</i> and <i>opaque</i> .					
	4.	Lightr	ning Lab: Bouncing Light					
		a.	Students work with a partner and shine a flashlight on a mirror while turning the mirror in different directions, then record what happens to the beam of light.					
	5.	Elabor	rate:					
		a.	Students continue taking notes in their Science Notebook.					
	6.	Evalua	ate:					
		a.	Students answer the question <i>What is light?</i> Develop a class answer and record on board.					
		b.	Students complete the Lesson Check blackline master.					
Differentiation:								
Embedded in the program are								
• strategies for English Language Learners								

- leveled readers
- resources to address multiple intelligences

Resources Provided: Pearson Interactive Science

	Energy: Lesson 4						
Co	Content Area: Science						
Le	Lesson Title: What is Sound? Time frame: 3-4 class periods						
	Lesson Components						
	* <u>21st Century Themes</u>						
	Global AwarenessFinancial, Economic, Business, and Entrepreneurial LiteracyCivic LiteracyHealth I					Health Literacy	
	* <u>21st Century Skills</u>						
X	Creativity and	X	Critical Thinking and	х	Communication		Information

Aligned to the Next Generation Science Standards (NGSS) ENGAGING STUDENTS • FOSTERING ACHIEVEMENT • CULTIVATING 21ST CENTURY GLOBAL SKILLS

	Innovation	Problem Solving		and Collaboration	Literacy			
X	X Media Literacy ICT Literacy x Life and Career Skills							
*I	*Interdisciplinary Connections: see unit overview							
*I	*Integration of Technology: Pearson Interactive Science Program							
*E	*Equipment needed: see teacher's edition							
Vo	Vocabulary: vibrate							

Learning Outcomes	Learning Activities/Instructional Strategies
Students Will Be Able To:	Lesson Sequence
• discover how sounds are made	1. Engage:
	a. Activate prior knowledge.
	b. Students close their eyes and tell about the sounds they hear.
	c. Students learn that different musical instruments make different sounds.
	2. Explore:
	a. Inquiry: Explore It! <i>How can you make sound</i> ? Lab objective: Students will demonstrate how vibration makes sound.
	3. Explain:
	a. Read I will know how sounds are made.
	Help students connect these ideas to their world.
	b. Students learn that there is a difference
	between music and noise. Music is
	composed of regular, uniform vibrations. Noise is composed of irregular and
	disordered vibrations.
	c. Students read information about sounds, then discuss.
	d. Students read information about loud, soft, high, and low sounds, then discuss.
	4. At-Home Lab: Making Sounds
	a. Students use different objects to make sounds and identify if each sound is high or low, and loud or soft.
	5. Elaborate:

	 Students continue taking notes in their Science Notebook.
	6. Evaluate:
	a. Students answer the question <i>What is sound</i> ? Develop a class answer and record on board.
	b. Students complete the Lesson Check blackline master.
Differentiation:	
Embedded in the program are	
• strategies for English Language Learners	
• leveled readers	
• resources to address multiple intelligences	
Resources Provided: Pearson Interactive Scient	nce

	Movement: Lesson 1						
С	ontent Area: Science						
Le	Lesson Title: How Can Objects Move? Time frame: 3-4 class periods						e: 3-4 class periods
			Lesson Compor	nen	ts		
			* <u>21st Century T</u>	hen	<u>les</u>		
	Global AwarenessFinancial, Economic, Business, and Entrepreneurial LiteracyCivic LiteracyHealth Literacy						
			*21 st Century S	Skil	s		
X	Creativity and Innovation	X	Critical Thinking and Problem Solving	X	Communication and Collaboration		Information Literacy
Χ	Media Literacy		ICT Literacy	X	Life and Career S	kills	
*I	nterdisciplinary Conne	ctio	ns: see unit overview				
*I	ntegration of Technolo	gy:	Pears on Interactive Science	e P	rogram		
*H	Equipment needed: see	tead	cher's edition				
Vo	ocabulary: move, speed	ļ					

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Learning Outcomes	Learning Activities/Instructional Strategies
Students Will Be Able To: • demonstrate and describe ways that objects can move, including a straight line, back and forth, roud and round, and fast and slow	 Lesson Sequence Engage: Activate prior knowledge. Students discuss different ways amusement park rides move. Explore: Inquiry: Explore It! How can water move? Lab objective: Students will observe the speeds of a water drop moving down a slope and interpret the data. Explain: Read I will know different ways objects can move. I will know objects move fast and slow. Help students connect these ideas to their world. Students think about a race they have seen and discuss that the winner moved the fastest. Make a list of things that move fast and slow. Students read about ways to move, then discuss. Students continue taking notes in their Science Notebook and write sentences using the words fast, faster, fastest. Lightming Lab: On the Move Students answer the question How can objects move? Develop a class answer and record on board. Students complete the Lesson Check blackline master.
Differentiation: Embedded in the program are • strategies for English Language Learners	

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• leveled readers

• resources to address multiple intelligences

Resources Provided: Pearson Interactive Science

	Movement: Lesson 2						
С	ontent Area: Science						
Le	esson Title: What is a Fo	orce	?		Timefi	rame	e: 3-4 class periods
			Lesson Compor	nen	ts		
			*21 st Century T	hen	nes		
	Global AwarenessFinancial, Economic, Business, and Entrepreneurial LiteracyCivic LiteracyHealth Literacy						
			*21 st Century S	Skil	l <u>s</u>		
Х	Creativity and Innovation	X	Critical Thinking and Problem Solving	x	Communication and Collaboration		Information Literacy
X	Media Literacy		ICT Literacy	x	Life and Career Sk	ills	
*I	nte rdis ciplinary Conne	ctio	ns: see unit overview	<u> </u>			
*I	ntegration of Technolog	gy:	Pears on Interactive Science	æ P	rogram		
*I	Equipment needed: see	tead	cher's edition				
Vo	ocabulary: pull, push, fo	orce					

Learning Outcomes	Learning Activities/Instructional Strategies
Students Will Be Able To:demonstrate how forces change the way things move	 Lesson Sequence Engage: Activate prior knowledge. Students learn that a pull brings an object closer to you. Discuss objects that can be pulled. 2. Explore:

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	a. Inquiry: Explore It! What makes the toy car move? Lab objective: Students will observe a force moving a toy car and predict the effect of varying that force.
3.	Explain:
	a. Read <i>I will know how forces change the way things move</i> . Help students connect these ideas to their world.
	b. Constrast <i>pull</i> and <i>push</i> .
	c. Students read about force, then discuss.
4.	Elaborate:
	a. Students draw a picture of their favorite activity in terms of the forces involved.
5.	At-Home Lab: Roll Away
	a. Students push a ball hard and see how far it goes, then push a ball softly and see how far it goes.
6.	Evaluate:
	a. Students answer the question <i>What is a force</i> ? Develop a class answer and record on board.
	b. Students complete the Lesson Check blackline master.
Differentiation: Embedded in the program are	

- strategies for English Language Learners
- leveled readers
- resources to address multiple intelligences

Resources Provided: Pearson Interactive Science

	Movement: Lesson 3							
C	Content Area: Science							
L	Lesson Title: What is a Magnet?Timeframe: 3-4 class periods							
	Lesson Components							
		*21 st Century T	<u>hemes</u>					
	Global Awareness	Financial, Economic, Business, and	Civic Liter	acy	Health Literacy			

			Entrepreneurial Literacy				
	*21 st Century Skills						
X	Creativity and Innovation	X	Critical Thinking and Problem Solving	X	Communication and Collaboration		Information Literacy
X	Media Literacy		ICT Literacy	x	Life and Career Skills		
*I	*Interdisciplinary Connections: see unit overview						
*I	*Integration of Technology: Pearson Interactive Science Program						
*E	*Equipment needed: see teacher's edition						
Vo	Vocabulary: magnet, attract, repel						

Learning Outcomes	Learning Activities/Instructional Strategies
Students Will Be Able To:	Lesson Sequence
• identify magnets as objects that can attract	1. Engage:
or repel some objects	a. Activate prior knowledge.
	b. Students circle objects that magnets can pull.
	c. Students tell about magnets they are familiar with.
	2. Explore:
	 a. Students read about iron and learn that the iron in cereal is the same iron that is found in some metal items, but that cereal contains tiny iron particles that are safe to eat. They learn that iron helps our bodies make parts of blood cells.
	3. Explain :
	a. Read <i>I will know that magnets can attract</i> or repel some objects. Help students connect these ideas to their world.
	b. Students learn that magnets attract some metals
	c. Students read the information on magnets, then discuss.
	d. Students read about the magnetic poles and learn that the north and south poles of a magnet stick together.
	e. Students read about how magnets can attract objects.

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	4. Lightning Lab: Attract or Repel
	a. Students get two magnets and put the poles together and note which poles attract and which repel.
	5. Elaborate:
	 a. Students draw and label a magnet in their Science Notebook and draw three things that the magnet will attract and write one fact they learned about magnets.
	6. Evaluate:
	a. Students answer the question <i>What is a magnet</i> ? Develop a class answer and record on board.
	b. Students complete the Lesson Check blackline master.
Differentiation:	
Embedded in the program are	
• strategies for English Language Learners	
• leveled readers	
• resources to address multiple intelligences	
Resources Provided: Pearson Interactive Sci	ience

	Movement: Lesson 4						
Co	Content Area: Science						
Le	Lesson Title: What is Gravity?Time frame: 3-4 class periods						e: 3-4 class periods
			Lesson Compor	ien	ts		
	* <u>21st Century Themes</u>						
	Global Awareness		Financial, Economic, Business, and Entrepreneurial Literacy		Civic Literacy		Health Literacy
			*21 st Century S	Skil	s		
X	Creativity and Innovation	Х	Critical Thinking and Problem Solving	X	Communication and Collaboration		Information Literacy
X	X Media Literacy ICT Literacy x Life and Career Skills						
*I	*Interdisciplinary Connections: see unit overview						

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*Integration of Technology: Pearson Interactive Science Program

*Equipment needed: see teacher's edition

Vocabulary: *wind, gravity*

Learning Outcomes	Learning Activities/Instructional Strategies
Students Will Be Able To:	Lesson Sequence
• explain that gravity pulls objects toward	1. Engage:
Earth without touching them	a. Activate prior knowledge.
	b. Students talk about the movement of a waterfall.
	2. Explore:
	a. Inquiry: Explore It! Why do things fall? Lab objective: Students will predict and observe that objects fall; relate this effect to the force of gravity.
	3. Explain:
	a. Read <i>I</i> will know that gravity pulls objects toward Earth without touching them. Help students connect these ideas to their world.
	b. Students read about the pull of gravity, then discuss.
	c. Students read how gravity interacts with a kite, then discuss.
	d. Students read how gravity pulls things down without touching them, then discuss.
	4. At-Home Lab: Gravity and Air
	a. Students get two sheets of paper and make one into a ball; hold the ball in one hand and the sheet of paper in the other, drop them at the same time, and notice what happens.
	5. Elaborate:
	a. Students draw and write about one way that gravity affects us.
	6. Evaluate:
	a. Students answer the question <i>What is gravity</i> ? Develop a class answer and record on board.
	b. Students complete the Lesson Check

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	blackline master.
Differentiation:	
Embedded in the program are	
• strategies for English Language Learners	
• leveled readers	
• resources to address multiple intelligences	
Resources Provided: Pearson Interactive Sciences	ence

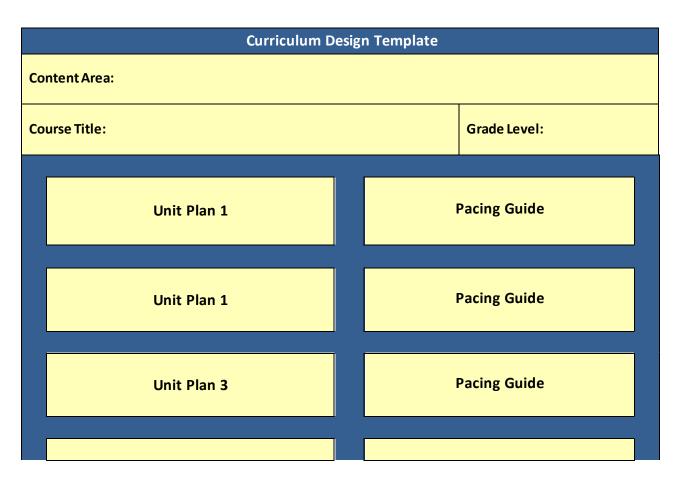
LESSON REFLECTION

Reflect on the lesson you have developed and rate the degree to which the lesson *Strongly*, *Moderately* or *Weakly* meets the criteria below.

Lesson Activities:	Strongly	Moderately	Weakly
Are challenging and require higher order thinking and problem solving skills			
Allow for student choice			
Provide scaffolding for acquiring targeted knowledge/skills			
Integrate global perspectives			
Integrate 21 st century skills			
Provide opportunities for interdisciplinary connection and transfer of knowledge and skills			
Foster student use of technology as a tool to develop critical thinking, creativity and innovation skills			
Are varied to address different student learning styles and			

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preferences		
Are differentiated based on student needs		
Are student-centered with teacher acting as a facilitator and co-learner during the teaching and learning process		
Provide means for students to demonstrate knowledge and skills and progress in meeting learning goals and objectives		
Provide opportunities for student reflection and self- assessment		
Provide data to inform and adjust instruction to better meet the varying needs of learners		



Unit Plan 4	Pacing Guide			
Unit Plan 5	Pacing Guide			
Unit Plan 6	Pacing Guide			
Date Created:				
Board Approved on:				