PLANNED INSTRUCTION

A PLANNED COURSE FOR:

STEELS: Science, Technology and Engineering, Environmental Literacy and Sustainability

Curriculum writing committee:

Gail Atchison, Melinda Luhrs, and Corinne Matthews

Grade Level: Fifth Grade

Date of Board Approval: _June 2025_____

Curriculum Map

Overview:

Introduction

Science, Technology & Engineering, and Environmental Literacy & Sustainability (STEELS) Standards guide the study of the natural and human-made world through inquiry, problem-solving, critical thinking, and authentic exploration. This document displays a curriculum framework for Grade 5 Science. It is designed to focus curriculum and teaching, provide guidance for multiple approaches to curriculum development, encourage less reliance on textbooks as curriculum, and avoid activity-oriented teaching without focus/purpose.

Science Long Term Transfer Goals

In support of the Curriculum Framework, Long Term Transfer Goals (LTTG) provide the overarching practices that ground the foundation for a robust curriculum; thus, all curriculum should relate to one or more of the LTTGs detailed below – as they highlight the effective uses of understanding, knowledge, and skill that we seek in the long run; i.e., what we want students to be able to do when they confront new challenges – both in and outside of school.

Students will be able to engage as technological and engineering literate members of a global society, using their learning to:

- * approach science as a reliable and tentative way of knowing and explaining the natural world and designed world.
- weigh evidence and use scientific approaches to ask questions, investigate, and make informed decisions.
- * make and use observations to analyze relationships and patterns in order to explain phenomena, develop models, and make predictions.
- evaluate systems, in order to connect how form determines function and how any change to one component affects the entire system.
- * explain how the natural and designed worlds are interrelated and the application of scientific knowledge and technology can have beneficial, detrimental, or unintended consequences.

Marking Period One:

Time Range - 8 ½ weeks / 45 days

Unit 0: What is Science? 3 days / 1 week (1 lesson per week)

Overview: The science year begins with a brief overview of how science incorporates reasoning, analysis, tools, processes, procedures, systems, models, and patterns in observing the natural world around us.

Goals:

- 1. Know that science is a way of understanding the natural world through inquiry, observation, and verification.
- 2. Know that natural and human-made objects are made up of parts.
- 3. Know models as useful simplifications of objects or processes.
- 4. Illustrate patterns that regularly occur and reoccur in nature.
- 5. Know that scale is an important attribute of natural and human-made objects, events, and phenomena.
- 6. Recognize change in natural and physical systems.
- 7. Identify and use the nature of scientific and technological knowledge.
- 8. Describe objects in the world using the five senses.
- 9. Recognize and use the elements of scientific inquiry to solve problems.
- 10. Recognize and use the technological design process to solve problems.

Unit 1: Physical and Chemical Changes - 18 days / 6 weeks (1 lesson per week) Goals:

- 1. Develop a model to describe that matter is made of particles too small to be seen.
- 2. Make and communicate observations and measurements to identify materials based on their properties.
- 3. Interpret and analyze data to make decisions about how to utilize materials based on their properties.
- 4. Measure and graph quantities to provide evidence that regardless of the type of change that occurs when heating, cooling, or mixing substances, the total weight of matter is conserved.
- 5. Conduct an investigation to determine whether the mixing of two or more substances results in new substances.

Marking Period Two:

Time Range - 8 ½ weeks / 45 days

Unit 2: Energy in Ecosystems - 24 days / 8 weeks (1 lesson per week)

Goals:

- 1. Support an argument that plants get the materials they need for growth chiefly from air and water.
- 2. Develop a model to describe the movement of matter among plants, animals, decomposers, and the environment.
- 3. Use models to describe that energy in animal's food used for body repair, growth, motion, and to maintain body warmth was once energy from the sun.
- 4. Obtain and combine information about ways individual communities use science ideas to protect the Earth's resources and environment.

Marking Period Three:

Time Range - 8 ½ weeks / 45 days

Unit 3: Earth's Major Systems / Earth's Features and Processes - 6 weeks / 18 days (1 lesson per week)

Goals:

- 1. Measure and graph quantities to provide evidence that regardless of the type of change that occurs when heating, cooling, or mixing substances, the total weight of matter is conserved.
- 2. Develop a model using an example to describe ways the geosphere, biosphere, hydrosphere, and/or atmosphere interact.
- 3. Describe and graph the amounts of saltwater and fresh water in various reservoirs to provide evidence about the distribution of water on Earth.
- 4. Generate and design possible solutions to a current environmental issue, threat, or concern.

Begin: Units 4 and 5: Stars and the Solar System -

Unit 4: Earth and Space Patterns - 6 weeks / 18 days (1 lesson per week)

Goals:

1. Support an argument that the gravitational force exerted by Earth on objects is directed down.

Marking Period Four:

Time Range - 8 ½ weeks / 45 days

Continue: Units 4 and 5: Stars and the Solar System -

Unit 4: Earth and Space Patterns - 6 weeks / 18 days (1 lesson per week)

Unit 5: Stars and Planets - 4 weeks / 12 days (1 lesson per week)

Goals:

- 1. Support an argument that the gravitational force exerted by Earth on objects is directed downward.
- 2. Support an argument that differences in the apparent brightness of the sun compared to other stars is due to their relative distances from Earth.

PSSA Prep (approximately 2 weeks)

PSSA Testing (2 weeks - ELA, Math, & Science)

Unit 6: (approximately 4 weeks)

Getting Ready for 6th Grade: Introduction to Open SciEd

Curriculum Plan

Unit 0: Nature of Science Curriculum Map

Unit Overview

The science year begins with a brief overview of how science incorporates reasoning, analysis, tools, processes, procedures, systems, models, and patterns in observing the natural world around us.

Beginning of year set-up:

- 1. Develop a shared set of classroom norms: Classroom Agreement Lesson, Agreement doc
- 2. Establish routines for set up and break down.
- 3. Build a science notebook that includes numbered pages and a table of contents (8 ½ x 11 recommended).

PA STEELS Standards	Big Idea	Essential Questions
3.1.5.A Support an argument that plants get the materials they need for growth chiefly from air and water. (5-LS1-1)	Ecosystems are complex systems that include both living (biotic) and non-living (abiotic) components that interact with each other.	What kinds of questions do scientists and engineers ask?
3.4.3-5.A Analyze how living organisms, including humans, affect the environment in which they live, and how their environment	Asking questions and defining problems are essential to developing scientific habits of	How do scientists and engineers develop and use models?
affects them. 3.4.3-5.C Examine ways you influence your	mind. Scientists construct mental and conceptual	What do scientists and engineers do to find out more about our world and how it functions?
local environment and community by collecting and displaying data.	models of phenomena to represent current understandings, aid in developing questions and	In what ways are data analyzed, interpreted, and communicated?

how	3-5.D Develop a model to demonstrate v local environmental issues are	experiments, and to communicate ideas to others. Scientists and engineers plan, investigate and
	nected to the larger local environment	observe the world to systematically describe it
	human systems. 3-5.E Construct an argument to support	and to develop and test theories and
	ether action is needed on a selected	explanations about how the world works. Data must be presented in a form that can
envi	ironmental issue and propose possible	reveal any patterns and relationships and that
solu	ations.	allows results to be communicated to others.

Textbook and Supplemental Resources

Mystery Science IXL

YouTube, New York Botanical Garden, Kids Observe Like Scientists

Beetlesproject.org, I notice, I wonder, It reminds me of...

Can You Save Fred? pdf
Saving Fred (you tube video)

Unit 0: Nature of Science Curriculum Map Learning Objectives/DOK Levels

Students will know (DCI)	Students will be able to (SEP)	Students will apply(CCC)	DOK Level(s)
Connections to Nature of Science: Science Models, Laws, Mechanisms, and Theories Explain Natural Phenomena • Science explanations describe the mechanisms for natural events. Measurements of a variety of properties can be used to identify materials. (Boundary: At this grade level, mass and weight are not distinguished, and no attempt is made to define the unseen particles or explain the atomic- scale mechanism of evaporation	Developing and Using Models Modeling in 3–5 builds on K–2 experiences and progresses to building and revising simple models and using models to represent events and design solutions. • Use models to describe phenomena. Planning and carrying out investigations to answer questions or test solutions to problems in 3–5 builds on K–2 experiences and	Connections to Nature of Science: Patterns: Science assumes consistent patterns in natural systems. Similarities and differences in patterns can be used to sort, classify, communicate and analyze simple rates of change for natural phenomena. Different materials have different substructures, which can sometimes be observed. Systems and System Models: A system can be described in	DOK Level 1 (Recall and Reproduction) Recall or recognize a fact, term, structure, or property. Represent in words or diagrams a scientific concept or relationship. Provide or recognize a standard scientific representation for a simple phenomenon. Perform a grade level- appropriate routine procedure, such as measuring.
and condensation.)	progresses to include investigations that control variables and provide evidence to support explanations or design solutions. • Make observations and measurements to produce data to serve as the basis for evidence for an explanation of a phenomenon.	terms of its components and their interactions. Connections to Nature of Science Science Addresses Questions About the Natural and Material World. • Science findings are limited to questions that can be answered with empirical evidence.	DOK Level 2 (Skills/Concepts): Specify and explain the relationship between facts, terms, properties, or variables. Describe and explain examples and non-examples of science concepts. Select a procedure according to specified criteria and

	perform it. Formulate a routine problem, given data and conditions. Organize, represent, and interpret data. Interpret or explain phenomena in terms of science concepts. Make basic predictions for cause-and-effect relationships.
--	--

Core Activities and Corresponding Instructional Methods

Mystery Science Unit(s)	Core Activities	Corresponding Instructional Methods	Extensions	Correctives	Time/Days		
This is a suggested unit	This is a suggested unit for the first week of school.						
Unit 0: What is Science? 3 Mini-Lessons: L1. Observing and Asking questions How do scientists know so much? L2. Experiments and Variables: What does a scientist do? L3. How do Scientists Learn About Wild Animals?	* After each lesson, revise See, Think, Wonder, DQB, and model. Mystery Science Mini-Lesson: L1. Observing and Asking questions How do scientists know so much? In this mini-lesson, students deepen their understanding of two foundational scientific practices: making observations and asking questions. In the activity,	Lesson 0: -Intro Phenomenon -Connect • See, Think, Wonder -Question • Driving Question Board (DQB) • Questionin g Circle - Create Models (Individual and/or Group) -Discussion • Claims- Evidence- Reasoning (CER) -Connect to Anchor	First Week of school: Teacher-selected activity incorporating scientific process example: Can You Save Fred? pdf Saving Fred (you tube video)	IXL: Scientific Inquiry- Code: VYB	Day 1: Engage 10 mins Explore/Hands-On 20 mins		

E C S S III OO O O O O O O O O O O O O O O	Curiosity Challenge, students "train heir brains" by observing an everyday object and asking questions like a scientist would. Engage: (10 min) Lesson Video Explore: Activity (20 min) Materials: Wonder Journal Students work in oairs. Explain: Discussion Describe how scientists know so much. Elaborate: Wrap-Up: What did this lesson	• Summary Table (to be completed at the end of each lesson)		
n F	nuch. E laborate: Wrap-Up: What			
n a q h	nake you curious about? What other questions do you have about scientists?			

	Mystery Science Mini-Lesson: L2. Experiments and Variables: What does a scientist do? In the mini-lesson, students explore some things they do every day that scientists ALSO do: observe, ask questions, do experiments, and share their questions and learning. In the activity, Termite Tester, students virtually observe termite behavior and then do a series of virtual experiments to figure out the answers to their questions. Engage: Lesson Video (8 min)	Observe and ask questions Develop and use models to describe phenomena Plan and carry out investigations to answer questions or test solutions to problems that controls variables and provides evidence to support explanations or design solutions Make observations and measurements to produce data to serve as the basis for evidence for an explanation of a phenomenon.	Extension Activity Science starts when you notice something interesting. With practice, you can get better at noticing interesting things. Try this— decide on one kind of thing you want to notice. You could decide to notice things that are red, for example. Or you could listen for things that hum. Or you could search for things that feel slippery. Then spend five minutes searching for things that match what you decided to notice. When the time is up, write about or draw a picture of the most exciting or surprising thing		Engage Lesson Video (8 min) Explore Activity (30 min) Students work in pairs
--	---	---	---	--	---

Students pairs Material Termite Crayson blue, and each stu Explain Discussi What do scientist Observe Question Experim Share Elabora Wrap-U did this make yo about? V	y (20 min) ts work in als: e Tracker ons: a black, nd red for udent n: sion - loes a st do? re on ment rate: Up: What s lesson rou curious What other ons do you bout	you found. If you have questions, write those down too. You'll soon be an expert at noticing!		
---	---	---	--	--

	Mystery Science Mini-Lesson: L3.How do Scientists Learn About Wild Animals? Engage: Lesson Video (8 min) Jane Goodall Discussion How do you think scientists learn about wild animals? Explore: Kids Observe Like Scientists Kids Observe Like ScientistsActivity (45 min) You Tube Video: (3 min) NY Botanical Garden from Lawrence Hall of Science Student Activity Guide: I Notice, I Wonder, It Reminds Me of Materials:	Observe and ask questions Develop and use models to describe phenomena Plan and carry out investigations to answer questions or test solutions to problems that controls variables and provides evidence to support explanations or design solutions Make observations and measurements to produce data to serve as the basis for evidence for an explanation of a phenomenon.	Video: 6 min How Do We Use Science Tools? IXL Identify Control and Experimental Groups Code WKB Identify independent and dependent variables Code JZJ	IXL Identify Lab Tools Code CGZ	Engage 10 min Explore/Hands-On 45 min
--	--	---	---	---------------------------------	--

hand lens (1 per
student)
access to plants
(inside or outside)
pencil
Paper to record
plant drawing and
observations:
<u>Observation</u>
Prompts:
I notice
I wonder
It reminds me of
Students record
observations about
plants
Explain:
Observe
Record
Share observations
Elaborate:
Wrap-Up: What
did this lesson
make you curious
about? What other
questions do you
have about
scientists?

Unit 0 Assessments

Diagnostic	Formative	Summative
Wonder Journal	Class Discussion, Teacher Observation, IXL Quizzes	Suggested Performance Task Can You Save Fred?
I Notice, I Wonder, It Reminds Me of	Termite Tracker	
Directed Question Board (DQB)		

Unit 1: Physical and Chemical Changes Curriculum Map

Unit Overview

The bundle organizes performance expectations with a focus on helping students begin to understand the conservation of matter and its particulate nature. The idea that matter of any type can be subdivided into particles that are too small to see (PS1.A as in 5-PS1-1) connects to the idea that the amount (weight) of matter is conserved when it changes form, even in transitions in which it seems to vanish (PS1.A as in 5-PS1-2). The total weight of substances also does not change no matter what reaction or change in properties occurs (PS1.B as in 5-PS1-2). Change in properties connects to the idea that when two or more different substances are mixed, a new substance with different properties may be formed (PS1.B as in 5-PS1-4). Measurements of a variety of properties can be used to identify materials (PS1.A as in 5-PS1-3), including the new ones that may be formed when two or more substances are mixed.

The engineering design idea that different solutions need to be tested in order to determine which of them best solves the problem, given the criteria and the constraints (ETS1.C as in 3-5-ETS1-3) could connect to multiple science concepts, such as that when two or more different substances are mixed, a new substance with different properties may be formed (PS1.B as in 5-PS1-4), and that measurements of a variety of properties can be used to identify materials (PS1.A as in 5-PS1-3). Students can be challenged to create a new substance with particular properties (i.e., given criteria). In order to test the solution, measurements of the properties need to be taken to determine that the new substance with the desired properties has been created.

PA STEELS Standards	Big Idea	Essential Questions
3.2.5.A Develop a model to describe that matter is made of particles too small to be seen. (5-PS1-1) 3.2.5.D Measure and graph quantities to provide evidence that regardless of the type of change that occurs when heating, cooling, or mixing substances, the total weight of matter is conserved. (5-PS1-2) 3.2.5.B Make and communicate observations and measurements to identify materials based on their properties. (5-PS1-3) 3.2.5.E Conduct an investigation to determine whether the mixing of two or more substances results in new substances. (5-PS1-4) Technology & Engineering: 3-5-ETS1-3. Plan and carry out fair tests in which variables are controlled and failure points are considered to identify aspects of a model or prototype that can be improved. 3.5.3-5.C Follow directions to complete a technological task. 3.5.3-5.M Demonstrate essential skills of the engineering design process.	All forms of matter exist as a result of the combination or rearrangement of atoms. The atoms of some substances combine or rearrange to form new substances that have different properties.	How do particles combine to form the variety of matter one observes? How do substances combine or change (react) to make new substances? How does one characterize and explain these reactions and make predictions about them?
 3.5.3-5.R Apply tools, techniques, and materials in a safe manner as part of the design process. 3.5.3-5.I Design solutions by safely using tools, materials, and skills 3.5.3-5.W Describe the properties of different materials. 		

|--|

Textbook and Supplemental Resources

Mystery Science IXL

Discovery Education Read Works

Science: A Closer Look

Unit 1: Physical and Chemical Changes Curriculum Map

Learning Objectives/DOK Levels

Students will know (DCI)	Students will be able to (SEP)	Students will apply(CCC)	DOK Level(s)
Matter of any type can be subdivided into particles that are too small to see, but even then the matter still exists and can be detected by other means. A model showing that gasses are made from matter particles that are too small to see and that are moving freely around in space can explain many observations, including the inflation and shape of a balloon and the effects of air on larger particles or objects. The amount (weight) of matter is conserved when it changes form, even in transitions in which it seems to vanish. No matter what reaction or change in properties occurs, the total weight of the substances does not change. (Boundary: Mass and weight are not distinguished at this grade level.) Measurements of a variety of	Developing and Using Models: Use models to describe phenomena. Using Mathematics and Computational Thinking: Measure and graph quantities such as weight to address scientific and engineering questions and problems. Planning and Carrying Out Investigations: Make observations and measurements to produce data to serve as the basis for evidence for an explanation of a phenomenon. Planning and Carrying Out Investigations: Conduct an investigation collaboratively to produce data to serve as the basis for evidence, using fair tests in which variables are controlled and the number of trials considered.	Scale, Proportion, and Quantity: Natural objects exist from the very small to the immensely large. Scale, Proportion, and Quantity: Standard units are used to measure and describe physical quantities such as weight, time, temperature, and volume. Cause and Effect: Cause and effect relationships are routinely identified and used to explain change.	DOK Level 3 (Strategic Thinking): Using models to describe phenomena involves applying reasoning to represent scientific concepts or processes, requiring the analysis and interpretation of how the model reflects reality. DOK Level 2 (Skills/Concepts): Measuring and graphing quantities involves applying mathematical skills to represent data, but the task remains focused on understanding and applying concepts rather than deeper analysis. DOK Level 3 (Strategic Thinking): Collecting observations and measurements to form evidence requires strategic thinking, as it involves analyzing data and using it to explain a phenomenon. DOK Level 3 (Strategic
properties can be used to identify materials. (Boundary: At this			Thinking: Conducting an investigation with controlled

grade level, mass and weight are not distinguished, and no attempt is made to define the unseen particles or explain the atomic scale mechanism of evaporation and condensation.)		variables and multiple trials requires strategic thinking to design the investigation, control conditions, and produce reliable data for analysis.
When two or more different substances are mixed, a new substance with different properties may be formed.		

Activities and Corresponding Instructional Methods

Mystery Science Unit(s)	Core Activities	Corresponding Instructional Methods	Extensions	Correctives	Time/Days
Unit 1: Chemical Reactions & Properties of Matter (Chemical Magic) In this unit, students investigate the properties of matter by dissolving everyday chemicals to make solutions and by exploring simple yet surprising chemical reactions. Through these investigations, students begin to build conceptual models for the particulate nature of matter.	Mystery Science Teacher Guide * After each lesson return to See, Think, Wonder and add to model. Lesson 0: Anchoring Phenomenon Disappearing Gargoyles The anchor phenomenon for this unit is stone gargoyles that seem to disappear over time. Students generate observations and questions about the phenomenon and create an initial argument to explain what is happening.	Lesson 0: -Intro Phenomenon -Connect • See, Think, Wonder -Question • Driving Question Board (DQB) • Questioning Circle - Create Models (Individual and/or Group) -Discussion • Claims-Evidence- Reasoning (CER) -Connect to Anchor • Summary Table (to be completed at the end of each lesson)	Unit 1 Reading: The Great Molasses Flood :	IXL: Interpret ball and stick models Code R7R Understand conservation of matter using graphs Code S7U Compare properties of objects Code 5TK Compare physical and chemical changes Code HW5 Identify reactants and products Code DV7 Identify mixtures Code FK8	Approximately 1 lesson per week- Wk 1: anchor phenomenon Wk 2-6: lessons Wk 7: assess Anchor Phenomenon 13 mins Guided Inquiry 20 mins Hands-On Activity 25 mins Wrap-Up 2 mins

In this meet the historical potential process of transformations. The second process of the process of transformation of the process of transformation of tr	question: agic potions real? session, students ne alchemists, a c group that used ns" to try to orm materials. ge: L1 Video	Use mathematics and computational thinking to measure and graph quantities such as weight to address scientific and engineering questions and problems. Plan and carry out investigations. Make observations and measurements to produce data to serve as the basis for evidence for an explanation of a phenomenon. Conduct an investigation collaboratively to produce data to serve as the basis for evidence.	Vocabulary: Printout Slideshow Extension Activity: The Disappearing Penny Mini Lesson: Where Does Metal Come From?	IXL: Interpret ball and stick models Code R7R Understand conservation of matter using graphs Code S7U	Exploration 15 mins Hands-On Activity 25 mins Wrap-Up 15 mins Anchor Connection 20 mins
--	---	--	--	--	---

·	1	,	1	, , , , , , , , , , , , , , , , , , ,
chance to think about				
where the tarnish went.				
Explain: Wrap-up slides	į į	l		
& teacher-led discussion.	l l	l		
Anchor Connection	l i	ļ		
Students wonder:		l		
What happens to	į į	l		
substances when they		ļ		
seem to change and		l		
disappear?		ĺ		
Students learn: Another		l		
substance may have		l		
caused the gargoyles to		ĺ		
disappear over time.		ĺ		
Evaluate: L1 assessment		ĺ		
Elaborate: Extensions		ĺ		
include readings,		ĺ		
activities, and videos.		ĺ		
,		ĺ		
		ĺ		
		ĺ		
		ĺ		
		ĺ		
		ĺ		
		I		
		I		
		I		
		I		
		ĺ		
		ļ		
		ĺ		
	i	<u> </u>		

	* L2: Dissolving & Particulate Nature of Matter *To align with pacing, view lesson video and omit activity. Focus question: Could you transform something worthless into gold? In this session, students investigate the alchemists' claim of transforming ordinary metals into gold. Engage: L2 Video Explore: In the hands-on activity, "The King's Sword", students use the vinegar, salt, and penny solution that they created in Lesson 1 to copper plate a steel nail. Students then create a conceptual model of how particles from the pennies are the same ones that eventually	Use mathematics and computational thinking to measure and graph quantities such as weight to address scientific and engineering questions and problems. Plan and carry out investigations. Make observations and measurements to produce data to serve as the basis for evidence for an explanation of a phenomenon Conduct an investigation collaboratively to produce data to serve as the basis for evidence	Vocabulary: Printout Slideshow Extension Activity: Can you make a penny turn blue? Read "The Penny Experiment" in list of readings Mini Lesson: How is Gold Made?	IXL: Interpret ball and stick models Code R7R Understand conservation of matter using graphs Code S7U	Exploration 20 mins Hands-On Activity 25 mins Wrap-Up 10 mins Anchor Connection 20 mins
--	--	--	---	--	---

coat the nail in copper.		
Explain: Wrap-up slides		
& teacher-led discussion.		
Anchor Connection		
Students wonder:		
Why was the vinegar so		
good at changing		
substances? Students		
learn: The stone from the		
gargoyles could have		
been dissolved by another		
substance.		
Evaluate:		
L2 Assessment.		
Elaborate: Extensions		
include readings,		
activities, and videos.		

L3: Properties of Matter: Acids Focus question: What would happen if you drank a glass of acid? In this session, students are introduced to acids, a group of substances with a reputation for being reactive. Engage: L3 Video Explore: In the hands-on activity, Acid Test, students discover two ways to detect acids: they use baking soda, which fizzes when mixed with acids, or a special liquid that changes color when mixed with acids. Then, students use those methods to identify common foods that are acidic. Explain: Wrap-up slides & teacher-led discussion. Anchor Connection Students wonder: Besides acids, will all	Use mathematics and computational thinking to measure and graph quantities such as weight to address scientific and engineering questions and problems. Plan and carry out investigations Make observations and measurements to produce data to serve as the basis for evidence for an explanation of a phenomenon Conduct an investigation collaboratively to produce data to serve as the basis for evidence	Vocabulary: Printout Slideshow Extension activities: Color-changing foods Make an egg without a shell Taste the fizz	IXL: Compare properties of objects Code 5TK	Exploration 20 mins Hands-On Activity 25 mins Wrap-Up 10 mins Anchor Connection 20 mins
---	---	---	---	---

substances react with each other to create new substances? Students learn: Findings from this investigation suggest that an acid (acid rain) could have reacted with the gargoyle stone. Evaluate: Lesson 3 Assessment. Elaborate: Extensions include readings and activities.		

L4: Chemical Reactions Focus question: What do fireworks, rubber, and Silly Putty have in common?, This lesson develops the idea that chemical reactions create new materials that have useful and interesting properties. Engage: L4 Video Explore The "Great Goo Experiment" is a two-part activity. In Part 1, students experiment by combining different substances and watching for reactions. In Part 2, students mix glue and borax solution in clear plastic bags to observe the reaction, which creates "Mystery Goo." Explain: Wrap-up slides & teacher-led discussion. Anchor Connection Students wonder: How can we tell if the	Use mathematics and computational thinking to measure and graph quantities such as weight to address scientific and engineering questions and problems. Plan and carry out investigations Make observations and measurements to produce data to serve as the basis for evidence for an explanation of a phenomenon Conduct an investigation collaboratively to produce data to serve as the basis for evidence	Vocabulary: Printout Slideshow Mini Lesson: How do things glow in the dark? Extension Activity: Mystery Science Goo Challenge	IXL: Compare physical and chemical changes Code HW5 Identify reactants and products Code DV7 Identify mixtures Code FK8	Exploration 12 mins Hands-On Activity 45 mins Anchor Connection 20 mins
---	---	---	---	---

new substance created by a chemical reaction is a gas? Students learn: Evidence suggests that the acid rain and stone (calcium carbonate) can react to create new substances. Evaluate: L4 assessment. Elaborate: Extensions include readings, activities, and background information.		

	L5: Gases and Particle Models Focus question: Why do some things explode? In this session, students investigate and model how gases cause explosions. Engage: L5 Video Explore: In the hands-on activity, "Bag of Bubbles," students experiment by combining baking soda and vinegar inside a sealed bag and observe how the gas bubbles produced cause the bag to inflate—and sometimes pop! Explain: Wrap-up slides & teacher-led discussion. Anchor Connection Students learn: This experiment suggests that one of the substances created in the reaction between acid rain and stone (calcium	Use mathematics and computational thinking to measure and graph quantities such as weight to address scientific and engineering questions and problems. Plan and carry out investigations Make observations and measurements to produce data to serve as the basis for evidence for an explanation of a phenomenon Conduct an investigation collaboratively to produce data to serve as the basis for evidence	Printout Slideshow Extension Activity: Blow up a balloon with baking soda and vinegar	IXL: Interpret ball and stick models Code R7R	Exploration 15 mins Hands-On Activity 35 mins Wrap-Up 5 mins Anchor Connection 30 mins
--	--	---	--	---	--

carbonate) was a gas that expanded into the atmosphere. Evaluate: L5 Assessment. Elaborate: Extensions include readings, activities, and discussions.		

Unit Assessment or Performance Task Argument from Evidence Focus question: "What happened to the stone gargoyles over time?"	Develop and use models Use mathematics and computational thinking to measure and graph quantities such as weight to address scientific and engineering questions and problems.	IXL: Interpret ball and stick models Code R7R Understand conservation of matter using graphs Code S7U	Unit Review: 15 min Hands-On: 40 min Wrap-Up: 5 min
In this performance task, students use their evidence chart to revise their final argument about what happens to the stone gargoyles over time. They create a particle model to show what is happening in the reaction between acid rain and the stone gargoyles to support their argument. If you have time to extend the performance task, there is a hands-on investigation in the Extensions. Step 1: Plan ahead: Students will need their completed The Alchemist	Plan and carry out investigations Make observations and measurements to produce data to serve as the basis for evidence for an explanation of a phenomenon Conduct an investigation collaboratively to produce data to serve as the basis for evidence	Compare properties of objects Code 5TK Compare physical and chemical changes Code HW5 Identify reactants and products Code DV7 Identify mixtures Code FK8	

Argument Evidence Chart that they have been adding to after each Mystery. Students will also need their first The Alchemist Argument worksheet that they completed during the introduction to the anchor phenomenon. Step 2: Print out worksheets: Each student will need:		
One Final Alchemist Argument worksheet. https://mysteryscience.co m/docs/497 One Final Alchemist Argument Rubric worksheet (there are 3 versions, select the best fit for your class). https://mysteryscience.co m/docs/499		
Teacher Resource: The Final Alchemist Argument Sample Model and Response will give you a sense of what your		

students should be aiming to produce. https://mysteryscience.co m/docs/630 Actual student work can and should vary.			
--	--	--	--

Unit 1 Assessments

Diagnostic	Formative	Summative
See, Think, and Wonder Charts	Mystery Science Lesson Assessments	Claims-Evidence- Reasoning (CER)
Directed Question Board (DQB)	Class Discussion, Teacher Observation, IXL Quizzes	Unit Assessment Performance Task: Particle Model and Argumentation: What happened to the gargoyles over time?

Unit 2: Matter and Energy in Ecosystems Curriculum Map

Unit Overview

The bundle organizes performance expectations with a focus on helping students build an understanding of the flow and cycles of matter and energy. The idea that matter cycles between the air and soil and among plants, animals, and microbes as these organisms live and die (LS2.B as in 5-LS2-1) connects to the idea that matter of any type can be subdivided into particles that are too small to see (PS1.A as in 5-PS1-1) because matter is subdivided into particles as it flows between organisms and the air and soil. The idea that matter flows also connects to the ideas that plants acquire their material for growth chiefly from air and water

(LS1.C as in 5-LS1-1) and that food provides animals with the materials they need for body repair and growth (LS1.C in 5-PS3-1). Just as matter flows, energy can flow as well. As such, the idea that matter can flow connects to the concept that the energy released [from] food was once energy from the sun that was captured by plants in the chemical process that forms plant matter (PS3.D as in 5-PS3-1). The engineering design concept that communicating with peers about proposed solutions is an important part of the design process, and shared ideas can lead to improved designs (ETS1.B as in 3-5-ETS1-2) could connect to multiple science concepts, such as that a healthy ecosystem is one in which multiple species of different types are each able to meet their needs in a relatively stable web of life (LS2.A as in 5-LS2-1) and that gasses are made from matter particles that are too small to see and are moving freely around in space (PS1.A as in 5-PS1-1). The first connection could be made through having students share designs for solutions to improve the health of a given ecosystem. The second connection could be made by having students share design for a device that uses the understanding that gasses are made from matter particles too small to see. In either case, students should have an opportunity to communicate with their peers throughout the design process and reflect on how sharing their ideas affected their designs.

PA STEELS Standards	Big Idea	Essential Questions
3.2.5.A Develop a model to describe that	To produce energy typically means to convert	How do particles combine to form the variety
matter is made of particles too small to be	some stored energy into a desired form.	of matter one observes?
seen. (Partially accessible in this unit) (<u>5-PS1-</u>		
<u>1</u>)	All forms of matter exist as a result of the	How do food and fuel provide energy?
3.2.5.G Use models to describe that energy in	combination or rearrangement of atoms.	
animals' food (used for body repair, growth,		

motion, and to maintain body warmth) was once energy from the sun. (5-PS3-1)

- <u>3.1.5.A</u> Support an argument that plants get the materials they need for growth chiefly from air and water. (5-LS1-1)
- 3.1.5.B Develop a model to describe the movement of matter among plants, animals, decomposers, and the environment. (5-LS2-1)

Technology & Engineering:

- 3-5-ETS1-3. Plan and carry out fair tests in which variables are controlled and failure points are considered to identify aspects of a model or prototype that can be improved. 3.5.3-5.A Use appropriate symbols, numbers and words to communicate key ideas about technological products and systems.
- 3.5.3-5.B Examine information to assess the trade-offs of using a product or system.
- 3.5.3-5.N Identify why a product or system is not working properly.
- 3.5.3-5.S Illustrate that there are multiple approaches to design.
- 3.5.3-5.U Evaluate designs based on criteria, constraints, and standards.
- 3.5.3-5.DD Demonstrate how simple technologies are often combined to form more complex systems.
- 3.5.3-5.FF Compare how things found in nature differ from things that are human-made, noting differences and

Animals have external and internal sensory receptors that detect different kinds of information that then gets processed by the brain.

Ecosystems are complex systems that include both living (biotic) and non-living (abiotic) components that interact with each other. If energy is conserved, why do people say it is produced or used?

How do organisms detect, process, and use information about the environment?

How do organisms interact with the living and nonliving environments to obtain matter and energy?

similarities in how they are produced and	
used.	
3.5.3-5.BB Illustrate how, when parts of a	
system are missing, it may not work as	
planned.	
3.5.3-5.CC Describe how a subsystem is a	
system that operates as a part of another larger	
system.	
3.5.3-5.L Demonstrate how tools and	
machines extend human capabilities, such as	
holding, lifting, carrying, fastening,	
separating, and computing.	
3.5.3-5.0 Describe requirements of designing	
or making a product or system.	
Environmental Literacy & Sustainability:	
3.4 3-5.A Analyze how living organisms,	
including humans, affect the environment in	
which they live, and how their environment	
affects them.	
3.4.3-5.C Examine ways you influence your	
local environment and community by	
collecting and displaying data.	

Textbook and Supplemental Resources

M	lystery	Science
\sim		

Science: A Closer Look

IXL

Discovery Ed

Unit 2: Matter and Energy in Ecosystems Curriculum Map

Learning Objectives/DOK Levels

Students will know (DCI)	Students will be able to (SEP)	Students will apply(CCC)	DOK Level(s)
Matter of any type can be subdivided into particles that are too small to see, but even then the matter still exists and can be detected by other means. A model showing that gasses are made from matter particles that are too small to see and that are moving freely around in space can explain many observations, including the inflation and shape of a balloon and the effects of air on larger particles or objects.	Developing and Using Models Use models to describe phenomena. Engaging in Argument from Evidence Support an argument with evidence, data, or a model.	Scale, Proportion, and Quantity Natural objects exist from the very small to the immensely large. Energy and Matter Energy can be transferred in various ways and between objects. Energy and Matter Matter is transported into, out of, and within systems.	DOK Level 3 (Strategic Thinking): Developing a model to describe the concept of matter being made of particles too small to be seen involves creating a representation that helps explain a fundamental scientific concept. This requires strategic thinking and understanding of abstract concepts. DOK Level 2 (Skills and Concepts): This statement
The energy released from food was once energy from the sun that was captured by plants in the chemical process that forms plant matter (from air and water). Food provides animals with the materials they need for body repair and growth and the energy		Systems and System Models A system can be described in terms of its components and their interactions.	involves applying a model to explain how energy transfers and transforms, which involves understanding and using concepts but does not require extensive reasoning beyond applying the model. DOK Level 3 (Strategic Thinking): Supporting an

they need to maintain body warmth and for motion. (secondary). Plants acquire their material for growth chiefly from air and water.		argument with evidence that plants obtain materials mainly from air and water requires analyzing and synthesizing information to make a reasoned argument, which involves higher-order thinking.
The food of almost any kind of animal can be traced back to plants.		DOK Level 3 (Strategic Thinking): Developing a model to describe the movement of matter in an ecosystem involves integrating complex interactions and relationships among various components. This requires strategic planning

Activities and Corresponding Instructional Methods

Methods

Unit 2:	Mystery Science Teacher Guide:	Suggested Routine	Unit Reading:	Biosphere Bites examples	Approximately 1
Ecosystems & The Food Web	* After each lesson	Koutine	What can young people do to protect	of menus, etc:	lesson per week- Wk 1: anchor
Unit	return to See, Think,	Lesson 0:	the environment?	Biosphere Bites examples	phenomenon
(Web of Life)	Wonder and add to	-Intro Phenomenon	the environment:	of ingredients needed:	Wk 2-7: lessons
(WED OF LITE)	model.	-Connect	Mystery Science	or ingredients needed.	Wk 8: assess
In this unit,	model.	• See, Think,	Extension:	IXL:	WK 0. assess
students	Lesson 0:	Wonder	NOVA	How Do Plants Make	Anchor
explore how	Life Inside a Dome	-Question	Photosynthesis	Food? Code BZ5	Phenomenon
organisms	Ene miside a Bonie	• Driving	Science Video PBS	100d: Code B23	13 mins
depend on one	Anchoring	Question	Belefice Video I BB	Identify Roles in Food	Guided Inquiry
another and	Phenomenon:	Board	Discovery Ed:	Chains Code CTQ	30 mins
form an	The anchor	(DQB)	Resources for	<u>enams</u> code of Q	Hands-On
interconnected	phenomenon for this	• Questionin	Standard 3.1.5	How Does Matter Move in	Activity
ecosystem.	unit focuses on	g Circle	Startaara 5.1.5	Food Chains? Code FDN	60 mins
Students	attempts to grow food	- Create Models	Resources for	Took Chambr	Wrap-Up
investigate food	in an enclosed	(Individual and/or	Standard 3.2.5	Interpret Food Webs I	2 mins
chains, food	ecosystem. Students	Group)	<u> </u>	Code 5JX	
webs, and the	generate observations	-Discussion			
importance of	and questions about the	• Claims-		Interpret Food Webs II	
producers,	phenomenon and create	Evidence-		Code LV5	
consumers, and	an initial design	Reasoning			
decomposers.	solution to growing	(CER)		Read and Construct	
1	food inside a dome for	-Connect to		Animal Life Cycle	
	two years.	Anchor		Diagrams Code YFE	
		• <u>Summary</u>		Compare Animal Life	
	Video: <u>Inside</u>	Table		Cycles Code TRB	
	Biosphere 2 Earth's	(to be			
	Largest Earth Science	completed		Identify the photosynthetic	
	Experiment:	at the end		organism Code ZAW	

of each lesson)	How do plants use and change energy? Code PFE	
	How does matter move in food chains? Code FDN	

Producers, and description: Consumers Focus Question: "Why would a hawk move to New York city?" City?" description: phen Engage argue argue evide supp	ment from ence and cort with ence, data, or a Slideshow Mini-lessons: How does composting work? Can trees talk to	IXL: How does matter move in food chains? Code 78M	Exploration 15 mins Hands-On Activity 30 mins Anchor Connection 20 mins
---	---	--	---

eat? How do they help people? Students learn: All living things need a food source in order to grow, and are all part of a food chain. Evaluate: L1 Assessment. Flaborate:		
Elaborate: Extensions		
include readings, activities, and videos.		

* L2: Matter an Plant Growth *To align with parties with the view lesson vides omit activity. Focus question: "What do plants In this session, standiscover the surpost of a plant food.	eat?" tudents prising ecounts	Vocabulary: Printout Slideshow	IXL: Identify the photosynthetic organism Code ZAW How do plants use and change energy? Code PFE How does matter move in food chains? Code FDN	Exploration 21 mins Hands-On Activity 30 mins Wrap-Up 4 mins Anchor Connection 20 mins
Engage: L2 Vide Explore: In the lon activity, "Wei Air," students ble balloons and place them on both sid large balance scan constructed from yardstick. Then, students let the anof all the balloon one side of the batto directly observair has weight.	hands- ighing ow up ce les of a ale a a ir out as on alance			

	T	1		,
	Explain: Wrap-up			
	slides & teacher-led discussion.			
	Anchor Connection			
	Students wonder: What			
	happens to plants when			
	they die?			
	Students learn: All			
	living things in a food			
	chain can trace their			
	energy source			
	backwards to plants.			
	Evaluate:			
	L2 Assessment.			
	Elaborate: Extensions			
	include readings,			
	videos, and activities.			
	. 12555, wild won threst.			
L				

L3: Decomp Matter Cycl Focus question "Where do far go?" In this session discover the play in decondead material creating soil.	e on: allen leaves n, students role fungi mposing ls and in	Vocabulary: Printout Slideshow Mini-Lesson: How Does Composting Work? Can Trees Talk to Eachother?	How do plants use and change energy? Code PFE How does matter move in food chains? Code FDN	Exploration 20 mins Hands-On Activity 30 mins Anchor Connection 20 mins
Engage: L3 Explore: In to on activity, " Terrarium," seplan and condinvestigation discover the affecting decomposition of the second students fill bags with different variance of the second students to different variance affect mold go They then ob mold growth period of two	the hands- Mold students duct an to factors on. Ziploc ferent s and onmental study how ables growth. serve over a	How Can You Tell If a Mushroom is Poisonous?		

Explain: Teacher led discussion. Anchor Connection Students wonder: Is mold the only decomposer? What other kinds of decomposers are there? Students learn: Decomposers play an important role in the ecosystem and can always be found in a healthy ecosystem. Evaluate: L3 Assessment. Elaborate: Extensions include readings, activities, videos, FAQs, and discussions.			
L4: Decomposers, Nutrients, & Matter Cycle Focus question: "Do worms really eat dirt?"	Vocabulary: Printout Slideshow	IXL: How do plants use and change energy? Code PFE How does matter move in food chains? Code FDN, 78M	Exploration 16 mins Hands-On Activity 45 mins Wrap-Up 4 mins

In this lesson, students discover the critical role earthworms play in decomposing dead material and releasing nutrients into the soil.		Anchor Connection 20 mins
Engage: L4 Video Explore: During a two- part activity, "Ask a Worm," students observe earthworms and then design their own "fair test" investigations of earthworm behavior. Students first make close observations of worms. Then, students conduct a simple experiment with multiple trials to figure out if worms prefer dry or wet areas. They consider what a "fair test" is and design an experiment to answer other questions about worms.		

Explain: We slides & tead discussion. Anchor Con Students We possible to he many nutrier ecosystem? Students lea help an ecosy recycling nutrito the soil. Evaluate: L4 Assessment Elaborate: Externinclude reading activities, and	nection onder: Is it ave too nts in an rn: Worms ystem by trients back ent. nsions ings,			
Matter Cycle Focus questi "Why do you clean a fish to a pond?" In this session combine who have learned plants, anima decomposers	on: 1 have to ank but not on, students at they about als, and	Vocabulary: Printout Slideshow Mini-Lesson: Why Does it Matter if an Animal is Endangered?	IXL: How do plants use and change energy? Code PFE How does matter move in food chains? Code FDN, 78M	Exploration 22 mins Hands-On Activity 45 mins Wrap-Up 3 mins Anchor Connection 20 mins

			1
how they	interact in an		
ecosystem			
Engage: I	L5 Video		
	In part 1 of		
the activit			
Ecosysten			
	irst build a		
pond ecos	system that		
	ort a sunfish.		
	ed, they must		
	e that carbon		
dioxide le	evels are		
healthy fo	or both plants		
and anima	als.		
In part 2	of the		
activity, st	tudents play a		
game calle	ed Big Fish		
	y compete to		
make a he			
ecosystem	n for a sunfish.		
Explain:	Wron un		
	eacher-led		
discussion			
	Connection		
	wonder: What		
	f one of the		
living thin			
ecosystem			
overgrowi			
0.518/0///			

Students learn: Ecosystems can become toxic if there is too much carbon dioxide and not enough plants or decomposers to recycle it. Evaluate: L5 Assessment Elaborate: Extensions include readings and resources.			
---	--	--	--

L6: Protecting Environments Focus question "How can we per the service of the ser	students happens d how o an e of algae	Vocabulary: Printout Slideshow Mini-Lesson: Why are Coral Reefs so Colorful?	Evaluate claims about natural resource use: groundwater Code N6M Evaluate claims about natural resource use: fossil fuels Code GK5 Coral reef biodiversity and human uses: explore a problem Code N2U	Exploration 20 mins Hands-On Activity 35 mins Wrap-Up 7 mins Anchor Connection 20 mins
Engage: 20 m. L6 Video Explore: 35 m. In the hands-or activity, "Blood Busters," studed a game in whice obtain and compared in the science ideas in the pacommunity and the science idea. It is a community and the science idea in the pacommunity and the science idea. The science idea is the pacommunity and the science idea in the pacommunity and the science idea. The science idea is the pacommunity and the science idea in the pacommunity and the science idea in the science idea.	nin n m ents play ch they nbine n order to nity prevent plooms. n Wrap-			

I	Т		
Anchor Connection			
20min			
Students wonder: What			
would happen if we			
removed one piece of			
an ecosystem?			
Students learn: All			
living things require			
water. Maintaining a			
clean water supply in a			
higgshaugig warn			
biosphere is very			
important.			
Evaluate:			
L6 Assessment			
Elaborate:			
Extensions			
include readings and			
activities.			
detivities.			

L7: Food Webs and Flow of Energy Focus question: "Why did the dinosaurs go extinct?" In this session, students investigate the hypothesis that an asteroid impact caused the extinction of the dinosaurs.	Vocabulary: Printout Slideshow	IXL: How do plants use and change energy? Code PFE	Exploration 15 mins Hands-On Activity 30 mins Wrap-Up 5 mins Anchor Connection 20 mins
Engage: L7 Video Explore: In the handson activity, "Create a Dinosaur Food Web," students use cards and construction paper connectors to create a food web from the time of the dinosaurs. Using this model, they follow the flow of energy through the food web and figure out why dinosaurs went extinct but some other animals survived.			

Explain: Wrap-up		
slides & teacher-led		
discussion.		
Anchor Connection		
Students learn: Energy		
from the sun is the		
original energy source		
for entire ecosystems.		
Evaluate:		
L7 Assessment.		
Elaborate:		
Extensions		
include readings and		
activities.		

Unit Assessment or Performance Task: Ecosystem Argument Focus question: "How could we grow food on Mars?"	Identify the photosynthetic organism Code ZAW How do plants use and change energy? Code PFE How does matter move in food chains? Code FDN, 78M	min Hands-On: 60 min
---	--	-----------------------

Unit 2 Assessments

Diagnostic	Formative	Summative
See, Think, and Wonder Charts	Class Discussion, Teacher Observation, IXL Quizzes	Claims-Evidence- Reasoning (CER)
Directed Question Board (DQB)		Unit 2 Assessment
		Performance Task: <u>How could we grow food on Mars?</u>

Curriculum Plan

Unit 3: Earth's Features and Processes Curriculum Map

Unit Overview

The unit organizes standards with a focus on helping students build understanding of Earth's major systems and how they interact. The disciplinary core ideas in this bundle are linked through the concept of Earth's major systems. The idea that matter of any type can be subdivided into particles that are too small to see (PS1.A as in 5-PS1-1) can connect to the concept that Earth's major systems interact in multiple ways to affect Earth's surface materials and processes (ESS2.A as in 5-ESS2-1), since matter sometimes moves through the systems as particles that are too small to see. Earth's major systems also connect to the concept that nearly all of Earth's available water is in the ocean, and most freshwater is in glaciers or underground; only a tiny fraction is in streams, lakes, wetlands, and the atmosphere (ESS2.C as in 5-ESS2-2) as this concept is about the hydrosphere. The Earth's major systems are affected by gravity as the gravitational force of Earth acting on an object near Earth's surface pulls that object toward the planet's center (PS2.B as in 5-PS2-1).

Finally, the idea that human activities in agriculture, industry, and everyday life have had major effects on the land, vegetation, streams, ocean, and air also connects to our understanding of Earth's major systems. The engineering design concept that different proposals for solutions can be compared on the basis of how well each one meets the specified criteria for success (ETS1.A as in 3-5-ETS1-1) could connect to multiple science concepts, such as that the ocean supports a variety of ecosystems and organisms (ESS2.A as in 5- ESS2-1) and that nearly all of Earth's available water is in the ocean, and most freshwater is in glaciers or underground; only a tiny fraction is in streams, lakes, wetlands, and the atmosphere (ESS2.C as in 5-ESS2-2). The first connection could be made by having students propose solutions regarding threatened ecosystems that are supported by the ocean. The second connection could be made by having students design processes to locate and identify drinkable water. In either case, students should have an opportunity to compare different proposals on the basis of how well they meet given criteria.

PA STEELS Standards	Big Idea	Essential Questions
3.2.5.A Develop a model to describe that matter is made of particles too small to be seen. (5-PS1-1)	All forms of matter exist as a result of the combination or rearrangement of atoms.	How do particles combine to form the variety of matter one observes?
		What underlying forces explain the variety of interactions observed?

- <u>3.2.5.F</u> Support an argument that the gravitational force exerted by Earth on objects is directed down. (5-PS2-1)
- <u>3.3.5.C</u> Develop a model using an example to describe ways the geosphere, biosphere, hydrosphere, and/or atmosphere interact. (<u>5-ESS2-1</u>)
- <u>3.3.5.D</u> Describe and graph the amounts of saltwater and fresh water in various reservoirs to provide evidence about the distribution of water on Earth. <u>(5-ESS2-2)</u>
- <u>3.3.5.E</u> Obtain and combine information about ways individual communities use science ideas to protect the Earth's resources and environment. (<u>5-ESS3-1</u>)

Technology & Engineering:

- 3-5-ETS1-1. Define a simple design problem reflecting a need or a want that includes specified criteria for success and constraints on materials, time, or cost.
- 3.5.3-5.A Use appropriate symbols, numbers and words to communicate key ideas about technological products and systems.
- 3.5.3-5.B Examine information to assess the trade-offs of using a product or system.
- 3.5.3-5.D Predict how certain aspects of their daily lives would be different without given technologies.
- 3.5.3-5.E Explain why responsible use of technology requires sustainable management of resources

All forces between objects, regardless of size or direction, arise from only a few types of interactions.

Plate tectonics explains the past and current movements and features of the rocks at Earth's surface.

Weather and climate are influenced by interactions involving sunlight, the ocean, the atmosphere, ice, landforms, and living things.

Human activities in agriculture, industry, and everyday life have had major impacts on the land, rivers, ocean, and air.

Why do the continents move, and what causes earthquakes and volcanoes?

What regulates weather and climate?

How do humans change the planet?

3.5.3-5. F Classify resources used to create	
technologies as either renewable or	
nonrenewable	
3.5.3-5.G Describe the helpful and harmful	
effects of technology	
3.5.3-5.K Judge technologies to determine the	
best one to use to complete a given task or	
meet a need.	
3.5.3-5.H Determine factors that influence	
changes in a society's technological systems	
or infrastructure.	
3.5.3-5.J Explain how technologies are	
developed or adapted when individual or	
societal needs and wants change.	
3.5.3-5.N Identify why a product or system is	
not working properly.	
3.5.3-5.T Apply universal principles and	
elements of design.	
3.5.3-5.V Interpret how good design improves	
the human condition.	
3.5.3-5.EE Explain how solutions to problems	
are shaped by economic, political, and cultural	
forces.	
3.5.3-5.Y Identify the resources needed to get	
a technical job done, such as people,	
materials, capital, tools, machines,	
knowledge, energy, and time.	
3.5.3-5.Z Create a new product that improves	
someone's life.	
Environmental Literacy & Sustainability:	
3.4.3-5.B Make a claim about the	

environmental and social impacts of design	
solutions and civic actions, including their	
own actions.	
3.4 3-5.A Analyze how living organisms,	
including humans, affect the environment in	
which they live, and how their environment	
affects them.	
3.4.3-5.C Examine ways you influence your	
local environment and community by	
collecting and displaying data.	
3.4.3-5.D Develop a model to demonstrate	
how local environmental issues are connected	
to larger local environment and human	
systems.	
3.4.3-5.F Critique ways that people depend on	
and change the environment.	
3.4.3-5.G Investigate how perspectives over	
the use of resources and the development of	
technology have changed over time and	
resulted in conflict over the development of	
societies and nations.	

Textbook and Supplemental Resources

Mystery Science Science: A Closer Look

IXL

Unit 3: Earth's Features and Processes Curriculum Plan

Learning Objectives/DOK Levels

Students will know (DCI)	Students will be able to (SEP)	Students will apply(CCC)	DOK Level(s)
Matter of any type can be subdivided into particles that are too small to see, but even then the matter still exists and can be detected by other means. A model showing that gasses are made from matter particles that are too small to see and that are moving freely around in space can explain many observations, including the inflation and shape of a balloon and the effects of air on larger particles or objects.	Developing and Using Models: Use models to describe phenomena. Engaging in Argument from Evidence: Support an argument with evidence, data, or a model. Developing and Using Models: Develop a model using an example to describe a scientific principle. Using Mathematics and Computational Thinking: Describe and graph quantities such as area and volume to address scientific questions. Obtaining, Evaluating, and Communicating Information: Obtain and combine information from books and/or other reliable	Scale, Proportion, and Quantity: Natural objects exist from the very small to the immensely large. Cause and Effect: Cause and effect relationships are routinely identified and used to explain change. Scale, Proportion, and Quantity: Standard units are used to measure and describe physical quantities such as weight and volume. Systems and System Models: A system can be described in terms of its components and their interactions.	Here's how each statement aligns with the Depth of Knowledge (DOK) levels: DOK Level 2 (Skills and Concepts): Using models to describe phenomena involves applying models to explain or interpret specific situations. This requires understanding and using existing concepts but does not necessarily involve extensive reasoning or complex problem-solving. DOK Level 3 (Strategic Thinking): Supporting an argument with evidence, data, or a model involves constructing a reasoned argument and integrating evidence to support it. This requires strategic thinking and the ability to analyze and synthesize information.

media to explain phenomena or solutions to a design problem.	DOK Level 3 (Strategic Thinking): Developing a model using an example to describe a scientific principle involves creating and applying a model to explain a principle, which requires understanding and integrating complex ideas. This goes beyond simply using a model and involves creating one to illustrate a concept. DOK Level 2 (Skills and Concepts): Describing and graphing quantities such as area and volume involves applying mathematical and computational skills to address scientific questions. This requires using concepts and procedures but does not necessarily involve high-level reasoning or problem-solving. DOK Level 3 (Strategic Thinking): Obtaining, evaluating, and combining information from various sources to explain phenomena or solve a design problem involves
--	---

			integrating and analyzing information from multiple sources. This requires strategic thinking and higher-order cognitive skills to synthesize and communicate findings effectively.
--	--	--	---

Core Activities and Corresponding Instructional Methods

Mystery Science Unit	Core Activities	Corresponding Instructional Methods	Extensions	Correctives	Time/Days
Unit 3: Water Cycle & Earth's Systems Unit (Watery Planet) In this unit, students consider the profound importance of water as a natural resource. Students investigate the distribution of water, how it cycles through Earth's systems, and explore how it affects human societies.	Mystery Science Teacher Guide * After each lesson return to See, Think, Wonder and add to model. Lesson 0: Anchor Phenomenon: The Dust Bowl Disaster-The anchor phenomenon for this unit is the Dust Bowl. Students generate observations and questions about the phenomenon and create an initial model to explain how Earth's four spheres interact to cause the Dust Bowl.	Lesson 0: -Intro Phenomenon -Connect See, Think, Wonder -Question Driving Question Board (DQB) Questioning Circle - Create Models (Individual and/or Group) -Discussion Claims-Evidence- Reasoning (CER) -Connect to Anchor Summary Table (to be completed at the end of each lesson)	Unit Reading: All About Drought	Describe the geosphere, biosphere, hydrosphere, and atmosphere Code ZLL Water on Earth Code LVZ Describe and graph water on Earth Code A2S Evaluate claims about natural resource use: ground water Code N6M Evaluate claims about natural resource use: fossil fuels Code GK5 Science literacy: How can a community protect sea turtles? Code 2VE	Approximately 1 lesson per week- Wk 1: anchor phenomenon Wk 2-6: lessons Wk 7: assess Anchor Phenomenon: 10 mins Guided Inquiry 20 mins Hands-On Activity 30 mins

		Evaluate natural energy sources Code BNC	
		Label parts of the water cycle Code FG2	
		Select parts of water cycle Code BND	

L1: Hydrospher and Water Distribution Focus question: "How much water in the world?" In this session, students use estimation and graphing to discert the surprising difference in the amounts of fresh saltwater on Earth Engage: L1 vide Explore: In the hands-on activity "Map the World Water", students count squares on maps and record amount of fresh, frozen, and salt of found in their assigned area of world. Then stuck calculate and graphow much of each	to describe a phenomena and a scientific principle Engage and support an argument with evidence, data, or a model Use math and computational thinking to describe and graph quantities such as area and volume to address scientific questions Obtain, evaluate, and communicate information from books and/or other reliable media to explain phenomena or solutions to a design problem the vater the ents ph	Vocabulary: Printout Slideshow Mini-lesson: How deep does the ocean go?	IXL: Water on Earth Code LVZ Describe and graph water on Earth Code A2S	Exploration 25 mins Hands-On Activity 25 mins Wrap-Up 5 mins Anchor Connection 30 mins
--	--	--	--	--

	7	
type of water is present on the planet. Explain: Wrap-up slides & teacher-led discussion. Anchor Connection Students wonder: If there aren't bodies of freshwater nearby, where does the water come from to support life & human activity (farming, bathing, etc.)? Students learn: The region where the Dust Bowl happened did not have large bodies of freshwater nor did it have significant rainfall. Evaluate: Lesson 1 Assessment Elaborate: Extensions include readings, activities,		
Extensions include		

*L2 Mixtures and Solution: *To align with pacing, view lesson video and omit activity. Focus question: How much salt is in the ocean? In this session, students explore how incredibly salty the ocean is, even though we can't see the salt! Engage: L2 video Explore: In part 1 of the activity, "Tiny Ocean", students create a model ocean to observe how salt seems to completely vanish when dissolved in water. Students then measure and graph quantities of the	Develop and use models to describe a phenomena and a scientific principle Engage and support an argument with evidence, data, or a model Use math and computational thinking to describe and graph quantities such as area and volume to address scientific questions Obtain, evaluate, and communicate information from books and/or other reliable media to explain phenomena or solutions to a design problem	Vocabulary: Printout Slideshow Mini-lessons: Why is the ocean salty? Where does salt come from? Activity: How much salt is in the ocean?	IXL: Understand conservation of matter using graphs Code 9WD	Exploration 10 mins Hands-On Activity 35 mins Wrap-Up 20 mins Anchor Connection 15 mins
measure and graph				

T		
cannot see it, the salt		
still weighs the same		
amount.		
* In part 2 of the		
activity, (May omit if		
needed for pacing.)		
students also create a		
model salt flat,		
allowing the water to		
evaporate, leaving		
the salt behind.		
Explain: Wrap-up		
slides & teacher-led		
discussion.		
Anchor Connection		
Students wonder:		
Where does the water		
come from to		
fill/refill aquifers?		
Students learn: With		
a lack of freshwater		
and rain, much of the		
water in the area		
simply dried up. This		
left dry ground		
behind.		
Evaluate: Lesson 2		
Assessment		
Elaborate:		
Extensions include		
readings, activities,		

online simulation.	online simulation.				
--------------------	--------------------	--	--	--	--

IXL: L3 Groundwater as Develop and use models Vocabulary: **Exploration** a Natural Resource to describe a phenomena **Printout** 20 mins Water on Earth Code Focus question: and a scientific principle Slideshow LVZ Hands-On "When you turn on **Activity** the faucet, where Engage and support an Mini Lesson: Describe and graph water 25 mins on Earth Code A2S argument with evidence, does the water come What's the deepest Wrap-Up from?" data, or a model hole anyone has ever 10 mins dug? - Mystery Evaluate claims about Anchor natural resource use: Connection In this session, Use math and Science computational thinking to groundwater Code N6M students construct an 30 mins explanation about a describe and graph **Activity:** surprising quantities such as area **Aguifer Station** phenomenon: the and volume to address existence of scientific questions Video: Groundwater, Beneath underground water. Obtain, evaluate, and the Surface | KQED Engage: "L3 Video" communicate information **Explore:** In the from books and/or other hands-on activity, reliable media to explain "Wanted: A Well", phenomena or solutions to a design problem students play a game in which they must obtain and combine information about groundwater in order to select the best site to build a town. They evaluate the features of the landscape, plants in the area, and clues from the soil

		ī	1
and then dec			
where to dig			
Explain: Wi	rap-up		
slides & teac	eher-led		
discussion.			
Anchor Con			
Students wo			
Where does i			
come from to			
fill/refill aqu	ifers?		
Students lea			
the Dust Boy	vl region,		
native grasse			
the only plan			
deep roots th			
access groun			
Evaluate: Lo			
Assessment.			
Elaborate:			
Extensions in			
readings, dis			
videos, and a	activities.		

L4 Water Cycle Focus question: "Can we make it rain?" In this session, students develop a model to explain how water cycles from the Earth's surface to the atmosphere and back again. Engage: L4 Video Explore: In the hands-on activity, "Make It Rain", students create simple models of the ocean and sky to see how these two systems interact. Students compare how the temperature of the ocean and the temperature of the sky affect evaporation and condensation.	Develop and use models to describe a phenomena and a scientific principle Engage and support an argument with evidence, data, or a model Use math and computational thinking to describe and graph quantities such as area and volume to address scientific questions Obtain, evaluate, and communicate information from books and/or other reliable media to explain phenomena or solutions to a design problem	Vocabulary: Printout Slideshow ELA Extension: My Life as a Drip Videos: The Great Aquifer Adventure (4:28) reviews the basics of evaporation, condensation, and precipitation. Crash Course Kids - YouTube Discussion: Are you drinking the same water the dinosaurs drank? Water is always evaporating, making clouds, then raining down to fill lakes and oceans. That means the	IXL: Describe the geosphere, biosphere, hydrosphere, and atmosphere Code ZLL Label parts of the water cycle Code FG2 Select parts of water cycle Code BND	Exploration 23 mins Hands-On Activity 25 mins Wrap-Up 7 mins Anchor Connection 30 mins
sky affect		clouds, then raining		

Anchor Connection Students wonder: How do ocean temperatures affect the amount of rainfall in an area? Students learn: Students reason that a severe drought led to dry soil and dying plants. Without the plants' roots, there was nothing to hold the soil in place. Evaluate: Lesson 4 Assessment Elaborate: Extensions include readings, videos, online resources, discussions, and an ELA extension.	means for the water you drink. What does that mean for people today? Are we using the same water that dinosaurs used? What does that mean for people in the future? Will they use the same water you're using? Are there things we should all do to save and protect water for the future?		
---	--	--	--

L5 Natural Disasters and Engineering

Focus question
How can you save a
town from a
hurricane?

In this session, students examine the causes of flooding using the real-world example of Hurricane Katrina.

Engage: L5 Video
Explore: In the hands-on activity,
Save Beachtown, students propose plans to prevent flooding and save historic buildings in a coastal town-all while staying within budget!

Explain: Wrap-up slides & teacher-led discussion.

Anchor Connection Students learn: This

Develop and use models to describe a phenomena and a scientific principle

Engage and support an argument with evidence, data, or a model

Use math and computational thinking to describe and graph quantities such as area and volume to address scientific questions

Obtain, evaluate, and communicate information from books and/or other reliable media to explain phenomena or solutions to a design problem

Vocabulary:

Printout Slideshow

Mini Lesson:

What makes hurricanes so dangerous?

Activity:

Tell your students that the people of Beachtown had a meeting to discuss the proposals your class came up with. Ask your students how they would answer these questions or address these issues.

Remember: There are no right answers and it may be difficult to make everyone happy.

Discussion:

The 2012 Atlantic
Hurricane Season
video (4:05)
see <u>L5</u> for discussion
questions.

IXL:

Evaluate multiple design solutions to prevent flooding Code G5K

Identify the best design solution to prevent hurricane damage Code R9W

Identify parts of the engineering process
Code HVS

Evaluate tests of engineering design solutions Code V6M

<u>Use data from tests to compare engineering design solutions</u>
Code 8Z4

Explore the engineering design process - Going to the Moon! Code ZFL

Identify control and experimental groups
Code WKB

Exploration
15 mins
Hands-On
Activity
35 mins
Wrap-Up
5 mins
Anchor
Connection

30 mins

investigation suggests that changes in ocean temperatures impact rainfall patterns. When the ocean temperatures cool, rainfall can decrease, causing droughts Evaluate: Lesson 5 Assessment Elaborate: Extensions include readings, activities, discussions, and background information.	Identify independent and dependent variables Code JZJ
--	---

-			
Unit Assessmen		IXL:	
or	to describe a phenomena	Describe the geosphere,	
Performance T	Task: and a scientific principle	biosphere, hydrosphere,	
Interactions of		and atmosphere	
Earth's Sphere	es and Engage and support an	Code ZLL	
Argumentation	argument with evidence,		
Focus question:	=	Describe and graph water	
How can you pr	rotect	on Earth Code A2S, TZK	
a farm from the	next Use math and		
Dust Bowl?	computational thinking to	Evaluate claims about	
	describe and graph	natural resource use:	
Elaborate:	quantities such as area	ground water Code N6M	
In the Performa	nce and volume to address		
Task, students i	nherit scientific questions		
a farm in the			
Midwest. They	use Obtain, evaluate, and		
their Dust Bowl	communicate information		
model to evalua	ite from books and/or other		
four Drought	reliable media to explain		
Protection kits a	and phenomena or solutions to		
select which on	e they a design problem		
think is the best			
choice. Students	s		
write an argume	ent to		
defend their kit			
selection, using			
evidence from t	he		
unit.			

Unit 3 Assessments

Diagnostic	Formative	Summative
See, Think, and Wonder Charts	Class discussion, teacher observations, IXL quizzes	Claims-Evidence- Reasoning (CER)
Directed Question Board (DQB)	4.22.40	<u>Unit 3 Assessments</u>
		Performance Task: How can you protect a farm from the next dust bowl?

Curriculum Plan

Units 4 and 5: Stars and the Solar System Curriculum Map

Unit Overview

The bundle organizes performance expectations with a focus on helping students build understanding of the Earth's position in the solar system and universe. The idea that the sun is a star that appears larger and brighter than other stars because it is closer (ESS1.A as in 5-ESS1-1) connects to the idea that there are observable patterns – such as different positions of the sun at different times of the day, month, and year – caused by the orbits of Earth around the sun and of the moon around Earth, together with the rotation of Earth about an axis (ESS1.B as in 5-ESS1-2), as both address the appearance of objects in the sky based on our position relative to other objects in the solar system and universe.

PA STEELS Standards	Big Idea	Essential Questions
3.3.5.A Support an argument that differences	We can infer information about stars based	What is the universe, and what is Earth's
in the apparent brightness of the sun	on observations we make from Earth.	place in it?
compared to other stars is due to their relative distances from Earth. (5-ESS1-1)	Observations of the sky can be explained by	What are the predictable patterns caused by
3.3.5.B Represent data in graphical displays	predictable patterns of the movement of	Earth's movement in the solar system?
to reveal patterns of daily changes in length	Earth, moon, sun and planets.	
and direction of shadows, day and night, and		
the seasonal appearance of some stars in the		
night sky. (<u>5-ESS1-2</u>)		
Technology & Engineering:		
3.5.3-5.CC Describe how a subsystem is a		
system that operates as a part of another		
larger system.		
3.5.3-5.L Demonstrate how tools and		
machines extend human capabilities, such as		

1 111 1121 1 2 1	
holding, lifting, carrying, fastening,	
separating, and computing.	
3.5.3-5.AA Create representations of the	
tools people made, how they cultivated to	
provide food, made clothing, and built	
shelters to protect themselves.	
3.5.3-5.N Identify why a product or system is	
not working properly.	
3.5.3-5.K Judge technologies to determine	
the best one to use to complete a given task	
or meet a need.	
3.5.3-5.P Evaluate the strengths and	
weaknesses of existing design solutions,	
including their own solutions.	
3.5.3-5.Q Practice successful design skills.	
Environmental Literacy & Sustainability:	
3.4.3-5.G Investigate how perspectives over	
the use of resources and the development of	
technology have changed over time and	
resulted in conflict over the development of	
societies and nations.	

Textbook and Supplemental Resources

Mystery Science Science: A Closer Look

IXL

Discovery Education

Read Works

Units 4 and 5: Stars and the Solar System Curriculum Plan

Learning Objectives/DOK Levels

Students will know (DCI)	Students will be able to (SEP)	Students will apply(CCC)	DOK Level(s)
The sun is a star that appears larger and brighter than other stars because it is closer. Stars range greatly in their distance from Earth. The orbits of Earth around the sun and of the moon around Earth, together with the rotation of Earth about an axis between its North and South poles, cause observable patterns. These include day and night; daily changes.	Engaging in Argument from Evidence: Support an argument with evidence, data, or a model. Analyzing and Interpreting Data: Represent data in graphical displays (bar graphs, pictographs and/or pie charts) to reveal patterns that indicate relationships.	Scale, Proportion, and Quantity: Natural objects exist from the very small to the immensely large. Patterns: Similarities and differences in patterns can be used to sort, classify, communicate and analyze simple rates of change for natural phenomena.	DOK Level 3 (Strategic Thinking): Supporting an argument involves reasoning, analyzing evidence, and synthesizing information to explain the relationship between brightness and distance, which requires critical thinking and deeper analysis. DOK Level 2 (Skills/Concepts): Representing data in graphical displays requires organizing information and identifying patterns, which involves understanding and applying concepts, but does not require extended or strategic thinking.

Core Activities and Corresponding Instructional Methods

Mystery Science Unit(s)	Core Activities	Corresponding Instructional Methods	Extensions	Correctives	Time/Days
Unit 4: Earth & Space Patterns Unit (Spaceship Earth) In this unit, students explore our solar system! They investigate how bright the Sun appears from each planet in our solar system in addition to stars of other solar systems in galaxies far away. They also investigate	Mystery Science Teacher Guide * After each lesson return to See, Think, Wonder and add to model. Lesson 0: Anchoring Phenomenon: Star Trails The anchor for this unit is star trails that appear in long-exposure photographs. Students generate observations and questions about the phenomenon and create an initial model to explain what causes these patterns to form.	Suggested Routine Lesson 0: -Intro Phenomenon -Connect • See, Think, Wonder -Question • Driving Question Board (DQB) • Questionin g Circle - Create Models (Individual and/or Group) -Discussion • Claims- Evidence- Reasoning (CER)	Unit Reading: What do A.M and P.M. mean? How does a leaf know when to change its color? The many names for a full Moon	IXL: Constellations and the changing night sky- Code 4S8 Shadows- Code: 9PB Day and night- Code S9N Brightness of the Sun and other stars-Code E2R Identify direction of forces-Code UQD What causes seasons on Earth?-Code 7XR Phases of the Moon- Code 4T6	Approximately 1 lesson per week- Wk 1: anchor phenomenon Wk 2-6: lessons Wk 7: assess Anchor Phenomenon 13 mins Guided Inquiry 30 mins Hands-On Activity 30 mins Wrap-Up 2 mins

gravity on Earth and gravity on other planets to discover patterns of this incredible force. -Connect to Anchor -Summary Table (to be completed at the end of each lesson)

L1: Day, Night, and Earth's Rotation Focus question: How fast does the Earth spin? In this session, students come to understand that the setting Sun isn't moving, the Earth is spinning. Engage: L1 video Explore: In the hands- on activity, "Spinning Earth," students use their bodies as a kinesthetic model of the Earth to understand how the speed of the Earth's spin affects the length of a day. Explain: Wrap-up slides & teacher-led discussion. Anchor Connection- Students wonder: Can the Sun's position in the sky help us tell the time of day?	Engage in argument and support with evidence, data, or a model Analyze and interpret data: Represent data in graphical displays (bar graphs, pictographs and/or pie charts) to reveal patterns that indicate relationships	Vocabulary: Printout Slideshow Mini-lessons: Why do places have different times? Is there a pole at the North Pole? Activities: See L1 for details. Earth in the Sun On the Move Sky Dome	Day and night- Code S9N Shadows- Code: 9PB Constellations and the changing night sky- Code 4S8 Brightness of the Sun and other stars-Code E2R	Exploration 15 mins Hands-On Activity 30 mins Wrap-Up 5 mins Anchor Connection 30 mins
---	---	---	--	--

1	Т		
	Students learn: The Earth is rotating, and that rotation is what		
	causes the Sun to		
	appear to move in the sky. The Sun doesn't		
	move—we do! Evaluate:		
	L1 Assessment.		
	Elaborate: Extensions include readings,		
	activities, and videos.		

Focus question: Who set the first clock? In this session, students will learn why our ancestors divided the day into hours and how clocks measure the Sun's apparent movement. Engage: L2 video Explore: In the handson activity, "Make a Shadow Clock," students make their own sundials. First, students use flashlights indoors to understand how the position of the light affects the time shown on the clock. Then, students take their shadow clocks outside to see how the position of the Sun can tell them the time of day. Focus question: wideos: Explore th movement shadows interpret data: Represent data in graphical displays (bar graphs, pictographs and/or pie charts) to reveal patterns that indicate relationships Fast? Which direct videos: Explore the movement interpret data: Represent data in graphical displays (bar graphs, pictographs and/or pie charts) to reveal patterns that indicate relationships Which direct videos: Explore the movement interpret data: Represent data in graphical displays (bar graphs, pictographs and/or pie charts) to reveal patterns that indicate relationships Which direct videos: Explore the movement interpret data: Represent data in graphical displays (bar graphs, pictographs and/or pie charts) to reveal patterns that indicate relationships Which direct videos. How is the movement clock's har the movement clock's har the movement the shadow	of other stars-Code E2R Connection 30 mins Connection 30 mins Connection 30 mins
---	---

Explain: Wrap-up slides & teacher-led discussion. Anchor Connection- Students wonder: Is the Sun always overhead at noon? Students learn: Just like the Sun, the stars appear to rise in the east and set in the west due to the Earth's rotation. The stars don't move—we do! Evaluate: L2 Assessment. Elaborate: Extensions include readings, activities, and videos.		Match the sun's position to clock time Moving Shadow Game		
L3: Seasonal Changes and Shadow Length Focus question: How can the Sun tell you the season? In this session, students discover how the Sun's path changes with the seasons. Engage: L3 video	Engage in argument and support with evidence, data, or a model Analyze and interpret data: Represent data in graphical displays (bar graphs, pictographs and/or	Vocabulary: Printout Slideshow Activities: See L3 for details. Show how the Sun's position changes over weeks by marking a shadow.	IXL: What causes seasons on Earth?-Code 7XR Shadows- Code 9PB Brightness of the Sun and other stars-Code E2R	Exploration 20 mins Hands-On Activity 25 mins Anchor Connection 30 mins

Assessment.		Explore: In the visual activity, "Guess the Season," students figure out the season of the year by studying a photo. Students come to realize that they can use the time of day and length of shadows to figure out the season in each photo. Explain: Wrap-up slides & teacher-led discussion. Anchor Connection-Students wonder: Does anything else in the sky change with the seasons? Students learn: During the Summer, the length of time that the Sun is visible each day is longer and the length of time the stars are visible each night is shorter. The opposite is true in the winter. Evaluate: L3	pie charts) to reveal patterns that indicate relationships	Add the Sun's summer and winter paths to the Sky Dome that you made in the "How fast does the Earth spin?" .		
-------------	--	--	--	--	--	--

Elaborate: Extensions include readings, activities, and a demonstration. *L4: Seasonal	Engage in	Vocabulary:	IXL:	Exploration
Patterns and Earth's Orbit *To align with pacing, view lesson video and omit activity. Focus question: Why do the stars change with the seasons? In this session, students will be introduced to the Earth's orbital movement around the Sun, as a means of seeing why the constellations change. Engage: L4 video Explore: In the handson activity, Universein-a-Box, students make a paper model that helps them	argument and support with evidence, data, or a model Analyze and interpret data: Represent data in graphical displays (bar graphs, pictographs and/or pie charts) to reveal patterns that indicate relationships	Printout Slideshow Online Resource: Astronomy Picture of the Day Activities: See L4 for details. Sky Heroes Finding Your Way to Mars, Pennsylvania	Constellations and the changing night sky- Code: 4S8 What causes seasons on Earth?-Code: 7XR Brightness of the Sun and other stars-Code: E2R	20 mins Hands-On Activity 25 mins Anchor Connection 30 mins

visualize the Earth's
yearly orbit around the
Sun. They use this
model to understand
why some
constellations are only
visible during part of
the year.
Explain: Wrap-up
slides & teacher-led
discussion.
Anchor Connection-
Students wonder: The
Moon looks different on
different nights. Is there
a pattern to the Moon's
changes?
Students learn: While
many stars do change
from season to season,
the stars near the North
Star don't. This is
because the North Pole
is aimed very close to
the North Star, and this
part of the night sky is
visible throughout the
year.
Evaluate:
L4 Assessment.

Elaborate: Extensions include readings, activities, an online resource, and an ELA + geography extension.				
L5: Moon Phases, Lunar Cycle Focus question: Why does the Moon change shape? This lesson explores why the Moon seems to change shape (phases) over the course of a month. Engage: L5 video Explore: In the hands- on activity, "Model the Moon's Phases", students use a styrofoam ball as a model of the Moon and a flashlight as a model of the Sun to gain a better understanding of how the interactions between the Sun and	Engage in argument and support with evidence, data, or a model Analyze and interpret data: Represent data in graphical displays (bar graphs, pictographs and/or pie charts) to reveal patterns that indicate relationships	Vocabulary: Printout Slideshow Mini-Lesson: How do we know the Earth is round? Activities: See L5 for details. Moon Journal The Moon's Face	IXL: Phases of the Moon- Code 4T6 Constellations and the changing night sky- Code 4S8 Day and night- Code S9N	Exploration 13 mins Hands-On Activity 25 mins Wrap-Up 7 mins Anchor Connection 30 mins

Moon are responsible		
for the Moon's phases.		
Explain: Wrap-up		
slides & teacher-led		
discussion.		
Anchor Connection-		
Students wonder: What		
other patterns can I see		
in the night sky?		
Students learn: The full		
Moon rises at sunset		
and sets at sunrise. Just		
as the Sun is always		
highest in the sky in the		
middle of the day, the		
Moon is always highest		
in the sky in the middle		
of the night.		
Evaluate:		
L5 Assessment.		
Elaborate: Extensions		
include: Readings and		
activities.		

Unit Assessment or Performance Task: Night Sky Focus question: How can you tell time at night? Elaborate: In the Performance Task, students use engineering design principles to invent a clock that uses patterns in the night sky. They evaluate possible patterns, suggest multiple ways to measure time with those patterns, and describe their final design and how it works.	Engage in argument and support with evidence, data, or a model Analyze and interpret data: Represent data in graphical displays (bar graphs, pictographs and/or pie charts) to reveal patterns that indicate relationships		IXL: Phases of the Moon- Code 4T6 Constellations and the changing night sky- Code 4S8 What causes seasons on Earth?-Code 7XR Brightness of the Sun and other stars-Code E2R Shadows- Code 9PB Day and night- Code S9N	Unit Review 20 mins Hands-On Activity 40 mins
---	---	--	--	---

Unit 5: Stars & Planets (Wandering Stars)	Mystery Science Teacher's Guide * After each lesson return to See, Think, Wonder and add to model.	Suggested Routine Lesson 0: -Intro Phenomenon -Connect	Unit Reading: A Simple Invention that Changed the World	IXL: Brightness of the Sun and other stars-Code E2R Identify direction of forces-Code UQD	Approximately 1 lesson per week- Wk 1: anchor phenomenon Wk 2-4: lessons Wk 5: assess
In this unit, students explore our solar system! They investigate how bright the Sun appears from each planet in our solar system in addition to stars of other solar systems in galaxies far away. They also investigate gravity on Earth and gravity on other planets to discover patterns of this	Anchor Phenomenon: Solar System Wandering Stars The anchor phenomenon for this unit is the wandering stars: a small number of objects in the night sky that appear to move completely separately from all of the other stars. Students generate observations and questions about the phenomenon and document their initial thinking about the characteristics of the wandering stars.	• See, Think, Wonder -Question • Driving Question Board (DQB) • Questionin g Circle - Create Models (Individual and/or Group) -Discussion • Claims- Evidence- Reasoning (CER) -Connect to Anchor • Summary Table (to be completed at the end of each lesson)		Identify the planets in the solar system-Code SFA	Anchor Phenomenon 15 mins Guided Inquiry 20 mins Hands-On Activity 20 mins

incredible force.			

Sun Brightness Focus question: How can the Sun help us explore other planets? An In this session, students gather evidence to support an argument that the apparent brightness of the Sun is dependent upon an observer's distance from the Sun.	regument and apport with vidence, data, or a model malyze and atterpret data: epresent data in raphical displays our graphs, actographs and/or ie charts) to eveal patterns that adicate elationships Wocabulary: Printout Slideshow Mini Lessons: Why is Mars red? Is Pluto a planet? Why isn't Pluto a (major) planet anymore? Activity: See L1 for details. Create a Solar System Scale Model	IXL: Brightness of the Sun and other stars-Code E2R Models of the Earth, Sun, Moon system-Code 8FB	Exploration 15 mins Hands-On Activity 35 mins Wrap-Up 12 mins Anchor Connection 15 mins
---	--	---	---

explore with a solar-
powered planetary
over.
Explain: Wrap-up
lides & teacher-led
liscussion.
Anchor Connection
Students wonder: What
else is different on each
planet?
Students learn: The
orightness of the light
rom the Sun varies
ignificantly between
he planets. This is due
o their varying
listance from the Sun.
As one moves farther
and farther away from
he Sun, the light
pecomes dimmer and
limmer.
Evaluate:
L1 Assessment.
Elaborate: Extensions
nclude mini-lessons
and activities.

L2: Gravity Focus question: Why is gravity different on other planets? In this lesson, students discover that gravity exists on all planets and moons, but the amount of gravity is different because it depends on how massive the object is. In the activity, Gravity Jump, students measure how high they can jump on Earth and then calculate how high they would be able to jump on other planets and moons within our Solar System. Engage: L2 video Explore: In this session, students discover that gravity exists on all planets and moons, but the amount of gravity is different because it depends on	Engage in argument and support with evidence, data, or a model Analyze and interpret data: Represent data in graphical displays (bar graphs, pictographs and/or pie charts) to reveal patterns that indicate relationships	Vocabulary: Printout Slideshow Mini Lesson: What is a black hole? Activities: See L2 for details. Asteroid Jump Defying Gravity Your Weight on Other Worlds Exploratorium	IXL: Identify direction of forces-Code UQD	Exploration 5 mins Hands-On Activity 45 mins Wrap-Up 10 mins Anchor Connection 15 mins
---	---	--	--	--

T		 	
	ow massive the object		
is			
E	xplain: Wrap-up		
sl	ides & teacher-led		
di	iscussion.		
A	nchor Connection		
S	tudents wonder:		
C	ould you ever live on		
	r visit another planet?		
S	tudents learn: The		
fa	orce of gravity on each		
p_{ℓ}	lanet can vary		
si	gnificantly.		
	Evaluate:		
	2 Assessment.		
	laborate: Extensions		
	nclude readings,		
	ctivities, andEngage in		
	rgument and support		
	rith evidence, data, or		
a	model		

L3: Star Brightness and Habitable Planets Focus question: Could there be life on other planets? In this lesson, students discover that the Earth is in the "Goldilocks Zone" — a distance from the Sun with the right amount of light and heat for life to exist. Engage: L3 video Explore: In the handson activity, "Star Explorer", students plan a space mission to another planet outside our Solar System based on the amount of heat and light that reaches the planet's surface. Once students plan their space mission, they will reflect on what our Sun would look like from this faraway planet.	Engage in argument and support with evidence, data, or a model Analyze and interpret data: Represent data in graphical displays (bar graphs, pictographs and/or pie charts) to reveal patterns that indicate relationships	Vocabulary: Printout Slideshow Mini Lessons: Is Earth the only planet with life? How close could an astronaut get to the Sun? Are aliens real? Activities: See L3 for details. NASA's Eyes (on exoplanets) NASA's Exoplanet Travel Bureau.	IXL: Brightness of the Sun and other stars-Code E2R	Exploration 16 mins Hands-On Activity 35 mins Wrap-Up 4 mins Anchor Connection 15 mins
---	---	--	---	--

Explain: Wrap-up slides & teacher-led discussion. Anchor Connection Students wonder: Which planet would be best to visit? Students learn: Ultimately, all other planets that scientists have discovered would be very hostile places for humans to live. Evaluate: L3 Assessment Elaborate: Extensions include: Readings, activities, and minilessons.			
Unit Assessment or Performance Task: Solar System Focus question: What's the best place to visit in the Solar System? Elaborate: In the Performance	Engage in argument and support with evidence, data, or a model Analyze and interpret data: Represent data in graphical displays (bar graphs,	IXL: Brightness of the Sun and other stars-Code E2R Identify direction of forces-Code UQD	Unit Review 20 mins Hands-On Activity 40 mins

Task, students engage in evidence-based argumentation to explain why one of the planets in our solar system would be best to visit for themselves, a friend, or a family member. They apply what they have learned throughout the unit about the physical characteristics of the planets to complete this task. At the end of the slides, you can choose what you would like for your students to do next. They can use their Solar System Trip Planner to create a fully written letter as a writing task, or create a poster. In addition to the information contained within the lessons in this unit, you can provide your students with books, websites, or other	pictographs and/or pie charts) to reveal patterns that indicate relationships			
--	---	--	--	--

resources that use to gather information at various planet moons within system. While necessary, it is opportunity for to extend the or breadth of the knowledge.	bout the es and our solar e not es a great or students depth and			
---	--	--	--	--

Units 4 & 5 Assessments

Diagnostic	Formative	Summative
See, Think, and Wonder Charts	Class discussion, teacher observations, IXL quizzes, lesson quizzes	Claims-Evidence- Reasoning (CER)
Directed Question Board (DQB)	quizzes, iesson quizzes	<u>Unit 4 Assessments</u>
		Unit 4 Performance Task
		<u>Unit 5 Assessments</u>
		Unit 5 Performance Task

	<u> </u>
	<u>'</u>

Curriculum Plan

Unit 6: Matter Properties (OpenSciEd) Curriculum Map

Unit Overview

Water is essential for all living things, leading many cultures to proclaim, "Water Is Life." In this unit, students investigate natural water systems to determine whether they are healthy or unhealthy, considering different species' needs and exploring ways to improve water quality. Students begin by analyzing four water samples (Lake, Pool, Metallic, and Rain Water) and creating models to explain what might make them healthy or unhealthy. They observe properties to identify materials in the water and design a filter to remove visible contaminants. However, they realize that some unhealthy particles remain.

PA STEELS Standards	Big Idea	Essential Questions
5-PS1-1: Develop a model to describe that matter is made of particles too small to be seen. 5-PS1-2: Measure and graph quantities to provide evidence that regardless of the type of change that occurs when heating, cooling, or mixing substances, the total weight of matter is conserved. 5-PS1-3: Make observations and measurements to identify materials based on their properties. 5-PS1-4: Conduct an investigation to determine whether the mixing of two or more substances results in new substances. Technology & Engineering:	We can change the chemical and physical properties of different materials to support access to healthy water for living things.	How can we make water healthy for all living things? How can we identify properties of matter? How can we design an engineered solution that changes the properties of our water samples to be more healthy by removing materials from the mixture?
ETS1- 1: Define a simple design problem		

reflecting a need or a want that includes specified criteria for success and constraints on materials, time, or cost. ETSI-3: Plan and carry out fair tests in which variables are controlled and failure points are considered to identify aspects of a model or 3.5.3-5. A prototype that can be improved. Use appropriate symbols, numbers and words to communicate key ideas about technological products and systems. 3.5.3-5.C Follow directions to complete a technological products and systems is not working properly. 3.5.3-5.N Identify why a product or system is not working properly. 3.5.3-5.P Determine factors that influence changes in a society's technological systems or infrastructure. 3.5.3-5.P Evaluate the strengths and weaknesses of existing design solutions, including their own solutions. 3.5.3-5.Q Practice successful design skills. 3.5.3-5.R Apply tools, techniques, and materials in a safe manner as part of the design process. 3.5.3-5.S Illustrate that there are multiple approaches to design. 3.5.3-5.U Evaluate designs based on criteria, constraints, and standards. 3.5.3-5.U Evaluate designs based on criteria, constraints, and standards. 3.5.3-5.U Evaluate designs based on criteria, constraints, and standards. 3.5.3-5.U Evaluate designs based on criteria, constraints, and standards. 3.5.3-5.U Evaluate designs based on criteria, constraints, and standards. 3.5.3-5.U Evaluate designs based on criteria, constraints, and standards. 3.5.3-5.U Evaluate designs based on criteria, constraints, and standards.		
on materials, time, or cost. ETS1-3: Plan and carry out fair tests in which variables are controlled and failure points are considered to identify aspects of a model or 3.5.3-5.A prototype that can be improved. Use appropriate symbols, numbers and words to communicate key ideas about technological products and systems. 3.5.3-5.C Follow directions to complete a technological task. 3.5.3-5.N Identify why a product or system is not working properly. 3.5.3-5.N IDetermine factors that influence changes in a society's technological systems or infrastructure. 3.5.3-5.P Evaluate the strengths and weaknesses of existing design solutions, including their own solutions. 3.5.3-5.P Paratice successful design skills. 3.5.3-5.P Apply tools, techniques, and materials in a safe manner as part of the design process. 3.5.3-5.S Illustrate that there are multiple approaches to design. 3.5.3-5.U Izelvatate designs based on criteria, constraints, and standards. 3.5.3-5.U Interpret how good design improves the human condition. 3.5.3-5.I Dosign solutions by safely using		
ETS1-3: Plan and carry out fair tests in which variables are controlled and failure points are considered to identify aspects of a model or 3.5.3-5.A prototype that can be improved. Use appropriate symbols, numbers and words to communicate key ideas about technological products and systems. 3.5.3-5.C Follow directions to complete a technological task. 3.5.3-5.H dentify why a product or system is not working properly. 3.5.3-5.H Determine factors that influence changes in a society's technological systems or infrastructure. 3.5.3-5.P Evaluate the strengths and weaknesses of existing design solutions, including their own solutions. 3.5.3-5.Q Practice successful design skills. 3.5.3-5.P Apply tools, techniques, and materials in a safe manner as part of the design process. 3.5.3-5.S Illustrate that there are multiple approaches to design. 3.5.3-5.U braluate designs based on criteria, constraints, and standards. 3.5.3-5.U Interpret how good design improves the human condition. 3.5.3-5.U Interpret how good design improves the human condition.	1 -	
variables are controlled and failure points are considered to identify aspects of a model or 3.5.3-5. A prototype that can be improved. Use appropriate symbols, numbers and words to communicate key ideas about technological products and systems. 3.5.3-5. C Follow directions to complete a technological task. 3.5.3-5. N Identify why a product or system is not working properly. 3.5.3-5. H Determine factors that influence changes in a society's technological systems or infrastructure. 3.5.3-5. P Evaluate the strengths and weaknesses of existing design solutions, including their own solutions. 3.5.3-5. Q Practice successful design skills. 3.5.3-5. R Apply tools, techniques, and materials in a safe manner as part of the design process. 3.5.3-5. S Illustrate that there are multiple approaches to design. 3.5.3-5. U Interpret how good design improves the human condition. 3.5.3-5. U Interpret how good design improves the human condition. 3.5.3-5. U Interpret how good design improves the human condition.		
considered to identify aspects of a model or 3.5.3-5. A prototype that can be improved. Use appropriate symbols, numbers and words to communicate key ideas about technological products and systems. 3.5.3-5. C Follow directions to complete a technological task. 3.5.3-5. N Identify why a product or system is not working properly. 3.5.3-5. H Determine factors that influence changes in a society's technological systems or infrastructure. 3.5.3-5. P Evaluate the strengths and weaknesses of existing design solutions, including their own solutions. 3.5.3-5. Q Practice successful design skills. 3.5.3-5. A pply tools, techniques, and materials in a safe manner as part of the design process. 3.5.3-5. S Illustrate that there are multiple approaches to design. 3.5.3-5. U Evaluate designs based on criteria, constraints, and standards. 3.5.3-5. V Interpret how good design improves the human condition. 3.5.3-5.1 Design solutions by safely using	1	
3.5.3-5.A prototype that can be improved. Use appropriate symbols, numbers and words to communicate key ideas about technological products and systems. 3.5.3-5.C Follow directions to complete a technological task. 3.5.3-5.N Identify why a product or system is not working properly. 3.5.3-5.H Determine factors that influence changes in a society's technological systems or infrastructure. 3.5.3-5.P Evaluate the strengths and weaknesses of existing design solutions, including their own solutions. 3.5.3-5.Q Practice successful design skills. 3.5.3-5.A Apply tools, techniques, and materials in a safe manner as part of the design process. 3.5.3-5.S Illustrate that there are multiple approaches to design. 3.5.3-5.U Evaluate designs based on criteria, constraints, and standards. 3.5.3-5.V Interpret how good design improves the human condition. 3.5.3-5.I Design solutions by safely using	1	
Use appropriate symbols, numbers and words to communicate key ideas about technological products and systems. 3.5.3-5. C Follow directions to complete a technological task. 3.5.3-5. Il Identify why a product or system is not working properly. 3.5.3-5. H Determine factors that influence changes in a society's technological systems or infrastructure. 3.5.3-5. P Evaluate the strengths and weaknesses of existing design solutions, including their own solutions. 3.5.3-5. Q Practice successful design skills. 3.5.3-5. Apply tools, techniques, and materials in a safe manner as part of the design process. 3.5.3-5. S Illustrate that there are multiple approaches to design. 3.5.3-5. U Evaluate designs based on criteria, constraints, and standards. 3.5.3-5. V Interpret how good design improves the human condition. 3.5.3-5.1 Design solutions by safely using	· ·	
to communicate key ideas about technological products and systems. 3.5.3-5.C Follow directions to complete a technological task. 3.5.3-5.N Identify why a product or system is not working properly. 3.5.3-5.H Determine factors that influence changes in a society's technological systems or infrastructure. 3.5.3-5.P Evaluate the strengths and weaknesses of existing design solutions, including their own solutions. 3.5.3-5.Q Practice successful design skills. 3.5.3-5.R Apply tools, techniques, and materials in a safe manner as part of the design process. 3.5.3-5.S Illustrate that there are multiple approaches to design. 3.5.3-5.U Evaluate designs based on criteria, constraints, and standards. 3.5.3-5.V Interpret how good design improves the human condition. 3.5.3-5.I Design solutions by safely using	1 71	
technological products and systems. 3.5.3-5.C Follow directions to complete a technological task. 3.5.3-5.N Identify why a product or system is not working properly. 3.5.3-5.H Determine factors that influence changes in a society's technological systems or infrastructure. 3.5.3-5.P Evaluate the strengths and weaknesses of existing design solutions, including their own solutions. 3.5.3-5.Q Practice successful design skills. 3.5.3-5.R Apply tools, techniques, and materials in a safe manner as part of the design process. 3.5.3-5.S Illustrate that there are multiple approaches to design. 3.5.3-5.U Evaluate designs based on criteria, constraints, and standards. 3.5.3-5.V Interpret how good design improves the human condition. 3.5.3-5.I Design solutions by safely using		
3.5.3-5.C Follow directions to complete a technological task. 3.5.3-5.N Identify why a product or system is not working properly. 3.5.3-5.H Determine factors that influence changes in a society's technological systems or infrastructure. 3.5.3-5.P Evaluate the strengths and weaknesses of existing design solutions, including their own solutions. 3.5.3-5.Q Practice successful design skills. 3.5.3-5.R Apply tools, techniques, and materials in a safe manner as part of the design process. 3.5.3-5.S Illustrate that there are multiple approaches to design. 3.5.3-5.U Evaluate designs based on criteria, constraints, and standards. 3.5.3-5.V Interpret how good design improves the human condition. 3.5.3-5.I Design solutions by safely using	<u> </u>	
technological task. 3.5.3-5.N Identify why a product or system is not working properly. 3.5.3-5.H Determine factors that influence changes in a society's technological systems or infrastructure. 3.5.3-5.P Evaluate the strengths and weaknesses of existing design solutions, including their own solutions. 3.5.3-5.Q Practice successful design skills. 3.5.3-5.R Apply tools, techniques, and materials in a safe manner as part of the design process. 3.5.3-5.S Illustrate that there are multiple approaches to design. 3.5.3-5.U Evaluate designs based on criteria, constraints, and standards. 3.5.3-5.V Interpret how good design improves the human condition. 3.5.3-5.I Design solutions by safely using		
3.5.3-5.N Identify why a product or system is not working properly. 3.5.3-5.H Determine factors that influence changes in a society's technological systems or infrastructure. 3.5.3-5.P Evaluate the strengths and weaknesses of existing design solutions, including their own solutions. 3.5.3-5.Q Practice successful design skills. 3.5.3-5.R Apply tools, techniques, and materials in a safe manner as part of the design process. 3.5.3-5.S Illustrate that there are multiple approaches to design. 3.5.3-5.U Evaluate designs based on criteria, constraints, and standards. 3.5.3-5.V Interpret how good design improves the human condition. 3.5.3-5.I Design solutions by safely using		
not working properly. 3.5.3-5.H Determine factors that influence changes in a society's technological systems or infrastructure. 3.5.3-5.P Evaluate the strengths and weaknesses of existing design solutions, including their own solutions. 3.5.3-5.Q Practice successful design skills. 3.5.3-5.R Apply tools, techniques, and materials in a safe manner as part of the design process. 3.5.3-5.S Illustrate that there are multiple approaches to design. 3.5.3-5.U Evaluate designs based on criteria, constraints, and standards. 3.5.3-5.V Interpret how good design improves the human condition. 3.5.3-5.I Design solutions by safely using		
3.5.3-5.H Determine factors that influence changes in a society's technological systems or infrastructure. 3.5.3-5.P Evaluate the strengths and weaknesses of existing design solutions, including their own solutions. 3.5.3-5.Q Practice successful design skills. 3.5.3-5.R Apply tools, techniques, and materials in a safe manner as part of the design process. 3.5.3-5.S Illustrate that there are multiple approaches to design. 3.5.3-5.U Evaluate designs based on criteria, constraints, and standards. 3.5.3-5.V Interpret how good design improves the human condition. 3.5.3-5.I Design solutions by safely using	, , ,	
changes in a society's technological systems or infrastructure. 3.5.3-5.P Evaluate the strengths and weaknesses of existing design solutions, including their own solutions. 3.5.3-5.Q Practice successful design skills. 3.5.3-5.R Apply tools, techniques, and materials in a safe manner as part of the design process. 3.5.3-5.S Illustrate that there are multiple approaches to design. 3.5.3-5.U Evaluate designs based on criteria, constraints, and standards. 3.5.3-5.V Interpret how good design improves the human condition. 3.5.3-5.I Design solutions by safely using		
or infrastructure. 3.5.3-5.P Evaluate the strengths and weaknesses of existing design solutions, including their own solutions. 3.5.3-5.Q Practice successful design skills. 3.5.3-5.R Apply tools, techniques, and materials in a safe manner as part of the design process. 3.5.3-5.S Illustrate that there are multiple approaches to design. 3.5.3-5.U Evaluate designs based on criteria, constraints, and standards. 3.5.3-5.V Interpret how good design improves the human condition. 3.5.3-5.I Design solutions by safely using		
3.5.3-5.P Evaluate the strengths and weaknesses of existing design solutions, including their own solutions. 3.5.3-5.Q Practice successful design skills. 3.5.3-5.R Apply tools, techniques, and materials in a safe manner as part of the design process. 3.5.3-5.S Illustrate that there are multiple approaches to design. 3.5.3-5.U Evaluate designs based on criteria, constraints, and standards. 3.5.3-5.V Interpret how good design improves the human condition. 3.5.3-5.I Design solutions by safely using	changes in a society's technological systems	
weaknesses of existing design solutions, including their own solutions. 3.5.3-5.Q Practice successful design skills. 3.5.3-5.R Apply tools, techniques, and materials in a safe manner as part of the design process. 3.5.3-5.S Illustrate that there are multiple approaches to design. 3.5.3-5.U Evaluate designs based on criteria, constraints, and standards. 3.5.3-5.V Interpret how good design improves the human condition. 3.5.3-5.I Design solutions by safely using		
including their own solutions. 3.5.3-5.Q Practice successful design skills. 3.5.3-5.R Apply tools, techniques, and materials in a safe manner as part of the design process. 3.5.3-5.S Illustrate that there are multiple approaches to design. 3.5.3-5.U Evaluate designs based on criteria, constraints, and standards. 3.5.3-5.V Interpret how good design improves the human condition. 3.5.3-5.I Design solutions by safely using		
3.5.3-5.Q Practice successful design skills. 3.5.3-5.R Apply tools, techniques, and materials in a safe manner as part of the design process. 3.5.3-5.S Illustrate that there are multiple approaches to design. 3.5.3-5.U Evaluate designs based on criteria, constraints, and standards. 3.5.3-5.V Interpret how good design improves the human condition. 3.5.3-5.I Design solutions by safely using		
3.5.3-5.R Apply tools, techniques, and materials in a safe manner as part of the design process. 3.5.3-5.S Illustrate that there are multiple approaches to design. 3.5.3-5.U Evaluate designs based on criteria, constraints, and standards. 3.5.3-5.V Interpret how good design improves the human condition. 3.5.3-5.I Design solutions by safely using		
and materials in a safe manner as part of the design process. 3.5.3-5.S Illustrate that there are multiple approaches to design. 3.5.3-5.U Evaluate designs based on criteria, constraints, and standards. 3.5.3-5.V Interpret how good design improves the human condition. 3.5.3-5.I Design solutions by safely using	`	
design process. 3.5.3-5.S Illustrate that there are multiple approaches to design. 3.5.3-5.U Evaluate designs based on criteria, constraints, and standards. 3.5.3-5.V Interpret how good design improves the human condition. 3.5.3-5.I Design solutions by safely using		
3.5.3-5.S Illustrate that there are multiple approaches to design. 3.5.3-5.U Evaluate designs based on criteria, constraints, and standards. 3.5.3-5.V Interpret how good design improves the human condition. 3.5.3-5.I Design solutions by safely using	and materials in a safe manner as part of the	
approaches to design. 3.5.3-5.U Evaluate designs based on criteria, constraints, and standards. 3.5.3-5.V Interpret how good design improves the human condition. 3.5.3-5.I Design solutions by safely using		
3.5.3-5.U Evaluate designs based on criteria, constraints, and standards. 3.5.3-5.V Interpret how good design improves the human condition. 3.5.3-5.I Design solutions by safely using	3.5.3-5.S Illustrate that there are multiple	
constraints, and standards. 3.5.3-5.V Interpret how good design improves the human condition. 3.5.3-5.I Design solutions by safely using		
3.5.3-5.V Interpret how good design improves the human condition. 3.5.3-5.I Design solutions by safely using		
improves the human condition. 3.5.3-5.I Design solutions by safely using	· · · · · · · · · · · · · · · · · · ·	
3.5.3-5.I Design solutions by safely using		
	1 -	
tools materials and skills		
tools, materials, and skins	tools, materials, and skills	

3.5.3-5.EE Explain how solutions to	
problems are shaped by economic, political,	
and cultural forces.	
3.5.3-5.O Describe requirements of designing	
or making a product or system.	
3.5.3-5.ZCreate a new product that improves	
someone's life.	
Environmental Literacy & Sustainability:	
3.4.3-5.C Examine ways you influence your	
local environment and community by	
collecting and displaying data.	
3.4.3-5.F Critique ways that people depend	
on and change the environment.	

Textbook and Supplemental Resources

OpenSciEd Unit 5.2 Matter Properties
Text, Filtering Water (Lesson 3)
IXL

Unit 6: Matter Properties (OpenSciEd) Curriculum Plan

Learning Objectives/DOK Levels

Students will know (DCI)	Students will be able to (SEP)	Students will apply(CCC)	DOK Level(s)
PS1.A: Structure and Properties of Matter. Develop a model to describe that matter exists of particles too small to be seen. Matter of any type can be subdivided into particles that are too small to see, but even then the matter still exists and can be detected by other means.	Developing and Using Models: Use models to describe phenomena. Using Mathematics and Computational Thinking: Measure and graph quantities such as weight to address scientific and	Cause and effect relationships are routinely identified, tested, and used to explain change. (CE-E1) Scale, Proportion, and Quantity Natural objects and/or observable phenomena exist from the very small to the	DOK Level 3 (Strategic Thinking): Supporting an argument involves reasoning, analyzing evidence, and synthesizing information to explain the relationship between brightness and distance, which requires critical thinking and deeper analysis.
The amount (weight) of matter is conserved when it changes form, even in transitions in which it seems to vanish. (Boundary: Mass and weight are not distinguished at this grade level.)	engineering questions and problems. Planning and Carrying Out Investigations: Make observations and measurements to produce data to serve as the basis for evidence for an explanation of a phenomenon.	immensely large or from very short to very long time periods. (SPQ-E1) Standard units are used to measure and describe physical quantities such as weight, time, temperature, and volume. Energy and Matter	DOK Level 2 (Skills/Concepts): Representing data in graphical displays requires organizing information and identifying patterns, which involves understanding and applying concepts, but does not require extended or strategic thinking.
Measurements of a variety of properties can be used to identify materials. (Boundary: At this grade level, mass and weight are not distinguished, and no attempt is made to define	Planning and Carrying Out Investigations: Conduct an investigation collaboratively to produce data to serve as the	Matter is made of particles. (EM-E1) Matter flows and cycles can be tracked in terms of the weight of the substances before and after a process occurs. The total weight	

the unseen particles or explain the atomic scale mechanism of evaporation and condensation.) When two or more different substances are mixed, a new substance with different properties may be formed.	basis for evidence, using fair tests in which variables are controlled and the number of trials considered.	of the substances does not change. This is what is meant by conservation of matter. Matter is transported into, out of, and within systems. (EM-E2) Energy can be transferred in various ways and between objects. (EM-E3)	
---	---	--	--

Core Activities and Corresponding Instructional Methods

OpenSciEd Unit	Core Activities	Corresponding Instructional Methods	Extensions	Correctives	Time/Days
Unit 6: Openscied.org Matter Properties Openscied Matter Properties Teacher Guide Unit 6 Storyline Elementary Teacher Handbook Tools Student Handouts	Anchoring Phenomenon Driving Question: How can we tell if water is healthy or unhealthy? lesson slides Refer to Teacher Guide for details (download unit). Focus Question: How can we identify properties of matter? Lesson 1 Slides Session 1-:45 In this Anchoring Phenomenon Lesson, we work in small groups to sort pictures of water into categories. We observe water	Intro Phenomenon Connect See, Think, Wonder Create Models (Individual and/or Group) Question Driving Question Board (DQB) Questionin g Circle Investigate Discussion Discussion supports Summary Table end of each lesson Claims-Evidence-	Unit Vocabulary: material, mixture, property, constraints, criteria, matter, particles, substance, water treatment To learn more: Water health as a justice-focused phenomenon Water quality & methods of treating water	IXL: Identify mixtures FK8 Compare solutionsY8Q Evaluate claims about natural resource use: groundwater	Approximately 1 lesson per week L1: Session 1-:45 Session 2-:30 Session 3-:45 Lesson 1 L1 Teacher Prep Video Preparation and Materials. Water Sample Prep & Materials Safety Information

		ı	T	
samples and create a model of the sample we think is the least healthy. We also think about how to make the sample healthy again. Connect to our experiences with water. Slides A-B Explore Make observations. In small groups, we observe and sort photos of bodies of water, share our ideas about how to sort them, and	Reasoning (CER) summative response at end of unit L1: Handouts Healthy/Unhealthy Water? Initial Model Related Phenomena Investigation Ideas			
share our ideas about how to sort them, and observe water samples to gather additional evidence. Healthy/Unhealthy Water?, cards from Bodies of Water Card Sort, water samples created from Water Samples Synthesize individually develop models explaining why the	Investigation Ideas			
water is unhealthy				

PreparationLesson 1, "Health of the water" chart paper Slides C-E Session 2- :30 Synthesize- discuss the health of the water samples Connect- consider water -related phenomena in our community Session 3- :45 Synthesize- create class DQB and investigation ideas Summary Table end of each lesson				
L2: Water Samples Focus question: What else can we figure out about our water samples? Refer to Teacher Guide for details.	Engage in argument and support with evidence, data, or a model Analyze and interpret data: Represent data in	Vocabulary: material, mixture, property, constraints, criteria, matter, particles, substance, water treatment	IXL: Identify mixtures FK8 Compare solutionsY8Q Evaluate claims about natural resource use: groundwater	1 lesson per week L2: Session 1-:45 Session 2-:45 Session 3-:45 *modify times as needed

	I	I	
Lesson 2 Slides Session 1-:45 Navigate: Introduce our purpose As a class, we connect the work of our current unit to the need to return to and revise the first classroom agreement of "We can do science in many different ways." Explore: Make observations. As a class, we observe and reflect on artifacts of students doing science in different ways. Connect: share what we observed about water in our own lives Synthesize: chart the properties we observed	graphical displays (bar graphs, pictographs and/or pie charts) to reveal patterns that indicate relationships L2 Handouts: Water Observations Properties and Materials Properties and Materials Key My Growing Ideas Chart		Prep water samples: Make a class set of the four water samples that students will observe, test, filter, and try to make healthier. Make a subset of the water samples for students to observe in small groups.
we observed about water in our own lives Synthesize: chart the	<u>Ideas Chart</u>		
Session 2-:45 Navigate- recall where we left off Connect- share what we observed about			

water in our own lives Explore- observe water samples Synthesize- chart the properties we observed Session 3-:45 Explore- make sense of properties data Synthesize- identify materials based on their properties and create the My Growing Ideas chart Summary Table end of each lesson Navigate- decide where to go next				
L3: Filtering Water Investigation Focus question: How can we design filters to separate these materials out of the water? Refer to Teacher Guide for details.	L3 Handouts: Engineers Solve Problems Filter Design & Testing Conduct an Initial Test	Vocabulary: material, mixture, property, constraints, criteria, matter, particles, substance, water treatment Reading:	IXL: Identify mixtures FK8 Compare solutionsY8Q Evaluate claims about natural resource use: groundwater	1 week L3: Session 1-:35 Session 2-:25 Session 3-:30 Prepare supplies for designing & testing with water filter

Lesson 3 Slides In this session, students design and test a filter to separate out materials that can be seen in the water samples. Session 1-:35 Navigate- recall where we left off Connect- read a book Explore- define a problem Session 2-:25 Explore- plan a filter design and investigation Session 3-:30 Explore- test filter designs Synthesize- reflect on our designs Synthesize- reflect on our designs Summary Table end of each Introduce the Who Else Filters Water? book. Display slide bostor is to set water? book Display slide bostor give we filter our own water samples in bottles with lids. Students will use to see some other examples of water being filtered by reading a book. Tell students to keep the sample they will be filtering in mind as they listen to the book. Revisit Design D. Tell students that before we filter our own water samples, we will get a chance to see some other examples of water being filtered by reading a book. Tell students to keep the sample they will be filtering in mind as they listen to the book. Revisit Design D. Tell students that before we filter our own water samples. We will get a chance to see some other examples of water being filtered by work on optimizing their filters in mind as they listen to the book. Revisit Design D. Tell students that before we filter our own water samples. Students will use to see some other examples of water being filtered by surface. Students will use to see some other examples of water being filtered by surface. Students will use to see some other examples of water being filtered by surface. Students will use to see some other examples of water being filtered by surface. Students will use to see some other examples of water being filtered by surface. Students will use to see some other examples of water being filtered by surface. Students will use to see some other examples of water being filtered by surface. Students will use to see some other examples in book. Tell students to see some other samples in book. Tell students to see some other	In this se design ar to separa materials seen in the	Observation Servation Servation Observation Revisit De the out that can be Decide to servation Decide to servation	book. Display slide D. Tell students that before we filter our own water samples,	store groups' filtered water
lesson We need to designing solutions. Navigate- consider account for criteria	Navigate we left of Connect Explore- problem Session 2 Explore- design an investiga Session 3 Explore- designs Synthesi our desig Summary et	health of o samples by removing to visible material about build filter Identify su criteria and limiting confort designification 3-:30 test filter Design a filters. Design a filters. Table and of each sson We need to	to see some other examples of water being filtered by reading a book. Tell students to keep the sample they will be filtering in mind as they listen to the book. Read: Display slide F Distribute the Engineers Solve Problems and Design Solutions handout and have students read the article in pairs to review the key aspects of defining problems and designing solutions.	with lids. Students will use them in the next lesson when they work on optimizing their

	when designing solutions for engineering problems. During design testing, we collect data to decide if a design meets the criteria. Since the materials in the water are matter, we can weigh our samples to see how much matter is removed by filtering.			
L4: Investigation Focus Question: How can we develop and optimize our filters to separate unhealthy materials out of the water? Lesson 4 Slides	L4 Handouts: Optimize, Test, & Reflect Properties of Water Samples Optimize and test the filter we designed in Lesson 3. Use our	Vocabulary: optimize, material, mixture, property, constraints, criteria, matter, particles, substance, water treatment Materials: cheesecloth, coffee filters, gravel, sand,	IXL: Identify mixtures FK8 Compare solutionsY8Q Evaluate claims about natural resource use: groundwater	1 lesson per week L4: Session 1-:40 Session 2-:40 Prepare filtering supplies and have groups' filtered samples

Refer to Teach Guide for deta Session 1-:40 Navigate- recal we left off Explore- optim filter designs Session 2-:40 Explore- reflect optimization Synthesize- cor our work to the engineering pro update My grow Ideas chart Make sense of	to decide how to redesign our filter. Compare our redesigned and original filters to decide which one worked best to remove materials from our water sample. Identify how our filter design and investigation activities fit with the Engineering Design Process. what we our filter our water samples	strainer, funnel, tall plastic cups goggles, gloves, paper towels	from Lesson 3 accessible. Lesson 4 Materials & Prep
have learned. Summary Table end of e lesson Navigate- ques still have	know that we got at least some of the		

	filters were able to remove a lot of the materials that we could see in our water samples		
--	---	--	--

Unit 6 Assessment: Students respond to Unit Driving Question: How can we make water healthy for all living things? by creating a Claims- Evidence- Reasoning (CER) summative response at end of unit	Engage in argument and support with evidence, data, or a model Analyze and interpret data: Represent data in graphical displays (bar graphs, pictographs and/or pie charts) to reveal patterns that indicate relationships	Vocabulary: material, mixture, property, constraints, criteria, matter, particles, substance, water treatment	IXL: Identify mixtures FK8 Compare solutionsY8Q Evaluate claims about natural resource use: groundwater	Unit Assessment 30-40 mins
--	---	---	---	-------------------------------

Units 6 Assessments

Diagnostic	Formative	Summative
Initial Model handout (Lesson 1)	 Drawings Spoken Descriptions Movement and/or Gestures Discussion prompts provided in the lesson. Make observations of properties in water samples Self and Peer Assessment 	 Develop a model to describe the causes of what is making the water healthy and unhealthy and how to make the water healthy again. (Lesson 1) On the Water Observations handout (Lesson 2) Filter Design and Testing handout. (Lesson 3) Optimize, Test, & Reflect handout (Lesson 4) Claims-Evidence- Reasoning (CER) Summary Table

Checklist to Complete and Submit: (Scan and email)

(Scan and email)		
	opy of the curriculum using the template entitled "Planned nstruction," available on the district website.	
Tl	he primary textbook form(s).	
	he appropriate payment form, in compliance with the maxin hours noted on the first page of this document.	num curriculum writing
Each prin	ncipal and/or department chair has a schedule of First and Sate below.	econd Readers/Reviewers. Each Reader/Reviewer must
First Read	der/Reviewer Printed Name	-
First Read	der/Reviewer Signature	Date
Second Ro	eader/Reviewer Printed Name	-
Second Re	eader/Reviewer Signature	

Please Go to Human Resources page on the Delaware Valley School District website for updated Payment form to be submitted.
https://pa01001022.schoolwires.net/site/handlers/filedownload.ashx?moduleinstanceid=7055&dataid=16708&FileName=AUTHORIZ ATION%20FOR%20PAYMENT%20-%20SECURED.pdf