

**Lesson: A Matter of Perspective**

**4.Earth's Systems: Processes that Shape the Earth**

Students who demonstrate understanding can:

**4-ESS2-2. Analyze and interpret data from maps to describe patterns of Earth's features.**

<b>Science and Engineering Practices</b>	<b>Disciplinary Core Ideas</b>	<b>Crosscutting Concepts</b>
<p>Planning and Carrying Out Investigations</p> <ul style="list-style-type: none"><li>• Make observations and/or measurements to produce data to serve as the basis for evidence for an explanation of a phenomenon. (4-ESS2-1)</li></ul>	<p>ESS3.B: Natural Hazards</p> <ul style="list-style-type: none"><li>• A variety of hazards result from natural processes (e.g., earthquakes, tsunamis, volcanic eruptions). Humans cannot eliminate the hazards but can take steps to reduce their impacts. (4-ESS3-2) (Note: This Disciplinary Core Idea can also be found in 3.WC.)</li></ul>	<p>Patterns</p> <ul style="list-style-type: none"><li>• Patterns can be used as evidence to support an explanation. (4-ESS1-1),(4-ESS2-2)</li></ul>

**Lesson: Wind, Water, Impact Craters**

**4.Earth's Systems: Processes that Shape the Earth**

Students who demonstrate understanding can:

**4-ESS2-1. Make observations and/or measurements to provide evidence of the effects of weathering or the rate of erosion by water, ice, wind, or vegetation.**

Science and Engineering Practices	Disciplinary Core Ideas	Crosscutting Concepts
<p>Analyzing and Interpreting Data</p> <ul style="list-style-type: none"> <li>Analyze and interpret data to make sense of phenomena using logical reasoning. (4-ESS2-2)</li> </ul>	<p>ESS2.A: Earth Materials and Systems</p> <ul style="list-style-type: none"> <li>Rainfall helps to shape the land and affects the types of living things found in a region. Water, ice, wind, living organisms, and gravity break rocks, soils, and sediments into smaller particles and move them around. (4-ESS2-1)</li> </ul>	<p>Patterns</p> <ul style="list-style-type: none"> <li>Patterns can be used as evidence to support an explanation. (4-ESS1-1),(4-ESS2-2)</li> </ul> <p>Cause and Effect</p> <ul style="list-style-type: none"> <li>Cause and effect relationships are routinely identified, tested, and used to explain change. (4-ESS2-1),(4-ESS3-2)</li> </ul>

**Lesson: Blind Mice**

**3-5 Engineering Design**

Students who demonstrate understanding can:

Working toward:

**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.**

<b>Science and Engineering Practices</b>	<b>Disciplinary Core Ideas</b>	<b>Crosscutting Concepts</b>
<ul style="list-style-type: none"><li>• Generate and compare multiple solutions to a problem based on how well they meet the criteria and constraints of the design problem. (3-5-ETS1-2)</li></ul>	ETS1.C: Optimizing the Design Solution <ul style="list-style-type: none"><li>• Different solutions need to be tested in order to determine which of them best solves the problem, given the criteria and the constraints. (3-5-ETS1-3)</li></ul>	Influence of Science, Engineering, and Technology on Society and the Natural World <ul style="list-style-type: none"><li>• Engineers improve existing technologies or develop new ones to increase their benefits, decrease known risks, and meet societal demands. (3-5-ETS1-2)</li></ul>

**Lesson: Mars Match Game**

**4.Earth's Systems: Processes that Shape the Earth**

Students who demonstrate understanding can:

**4-ESS2-1. Make observations and/or measurements to provide evidence of the effects of weathering or the rate of erosion by water, ice, wind, or vegetation.**

Science and Engineering Practices	Disciplinary Core Ideas	Crosscutting Concepts
<p>Analyzing and Interpreting Data</p> <ul style="list-style-type: none"> <li>Analyze and interpret data to make sense of phenomena using logical reasoning. (4-ESS2-2)</li> </ul>	<p>ESS2.A: Earth Materials and Systems</p> <ul style="list-style-type: none"> <li>Rainfall helps to shape the land and affects the types of living things found in a region. Water, ice, wind, living organisms, and gravity break rocks, soils, and sediments into smaller particles and move them around. (4-ESS2-1)</li> </ul>	<p>Patterns</p> <ul style="list-style-type: none"> <li>Patterns can be used as evidence to support an explanation. (4-ESS1-1),(4-ESS2-2)</li> </ul> <p>Cause and Effect</p> <ul style="list-style-type: none"> <li>Cause and effect relationships are routinely identified, tested, and used to explain change. (4-ESS2-1),(4-ESS3-2)</li> </ul>

## Lesson: Playdough Planets

### Crosscutting Concepts

#### Scale, Proportion, and Quantity

- Natural objects exist from the very small to the immensely large. (5-ESS1-1)

## Lesson: Designing and Building a Rocket Car: The Distance Challenge

3-5 Engineering Design		
<p>Working toward:            Students who demonstrate understanding can:  <b>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.</b></p>		
Science and Engineering Practices	Disciplinary Core Ideas	Crosscutting Concepts
<ul style="list-style-type: none"> <li>Generate and compare multiple solutions to a problem based on how well they meet the criteria and constraints of the design problem. (3-5-ETS1-2)</li> </ul>	<p>ETS1.A: Defining and Delimiting Engineering Problems</p> <ul style="list-style-type: none"> <li>Possible solutions to a problem are limited by available materials and resources (constraints). The success of a designed solution is determined by considering the desired features of a solution (criteria). Different proposals for solutions can be compared on the basis of how well each one meets the specified criteria for success or how well each takes the constraints into account. (3-5-ETS1-1)</li> </ul> <p>ETS1.B: Developing Possible Solutions</p> <ul style="list-style-type: none"> <li>At whatever stage, communicating with peers about proposed solutions is an important part of the design process, and shared ideas can lead to improved designs. (3-5-ETS1-2)</li> <li>Tests are often designed to identify failure points or difficulties, which suggest the elements of the design that need to be improved. (3-5-ETS1-3)</li> </ul> <p>ETS1.C: Optimizing the Design Solution</p> <ul style="list-style-type: none"> <li>Different solutions need to be tested in order to determine which of them best solves the problem, given the criteria and the constraints. (3-5-ETS1-3)</li> </ul>	<p>Influence of Science, Engineering, and Technology on Society and the Natural World</p> <ul style="list-style-type: none"> <li>Engineers improve existing technologies or develop new ones to increase their benefits, decrease known risks, and meet societal demands. (3-5-ETS1-2)</li> </ul>

## Lesson: Designing and Building a Rocket Car: The Distance Challenge

### 3. Motion and Stability: Forces and Interactions

Students who demonstrate understanding can:

**3-PS2-1. Plan and conduct an investigation to provide evidence of the effects of balanced and unbalanced forces on the motion of an object.**

Science and Engineering Practices	Disciplinary Core Ideas	Crosscutting Concepts
<p>Planning and Carrying Out Investigations                      Planning and carrying out investigations to answer questions or test solutions to problems in 3–5 builds on K–2 experiences and progresses to include investigations that control variables and provide evidence to support explanations or design solutions.</p> <ul style="list-style-type: none"> <li>Plan and 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. (3-PS2-1)</li> <li>Make observations and/or measurements to produce data to serve as the basis for evidence for an explanation of a phenomenon or test a design solution. (3-PS2-2)</li> </ul>	<p><b>PS2.A: Forces and Motion</b></p> <ul style="list-style-type: none"> <li>Each force acts on one particular object and has both strength and a direction. An object at rest typically has multiple forces acting on it, but they add to give zero net force on the object. Forces that do not sum to zero can cause changes in the object’s speed or direction of motion. (Boundary: Qualitative and conceptual, but not quantitative addition of forces are used at this level.) (3-PS2-1)</li> </ul>	<p><b>Cause and Effect</b></p> <ul style="list-style-type: none"> <li>Cause and effect relationships are routinely identified. (3-PS2-1)</li> </ul>

**Lesson: Improv with the stars**

**5.Space Systems: Stars and the Solar System**

Working toward, but includes other stellar factors including size and mass, and does not introduce specific distances.

Consider using with older audiences:

Students who demonstrate understanding can:

**5-ESS1-1. Support an argument that differences in the apparent brightness of the sun compared to other stars is due to their relative distances from the Earth.** *[Assessment Boundary: Assessment is limited to relative distances, not sizes, of stars. Assessment does not include other factors that affect apparent brightness (such as stellar masses, age, stage).]*

Science and Engineering Practices	Disciplinary Core Ideas	Crosscutting Concepts
	ESS1.A: The Universe and its Stars • 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. (5-ESS1-1)	Scale, Proportion, and Quantity • Natural objects exist from the very small to the immensely large. (5-ESS1-1)