

### Creeper and Creature Features (Feathered Phenomena Pilot)

Duration	Assessed Standards	Essential Question	Big Ideas	Possible Learning Checkpoints	End of Unit Assessment
12 Learning Cycles  17 Days  510 minutes	<a href="#">1-LS1-1</a>  <a href="#">1-LS1-2</a>  <a href="#">1-LS3-1</a>	How can the behaviors and parts of living things solve human problems?	<ul style="list-style-type: none"> <li>• People find inspiration from nature to solve problems.</li> <li>• Parents and offspring have patterns of behavior that help the survive.</li> <li>• Young plants and animals have characteristics similar to their parents.</li> </ul>	<ul style="list-style-type: none"> <li>• LC3 - Explain how adaptations help animals survive.</li> <li>• LC4 - Draw a picture to show how an animal helps its offspring survive.</li> <li>• LC5 - Explain different ways that animals communicate.</li> <li>• LC6 - Explain how the feature/behavior helps protect themselves and/or their offspring.</li> <li>• LC7 - Describe ways that we can mimic plant/animal features/parts to solve a human problem.</li> <li>• LC9 - Describe ways that we can mimic plant parts to solve a human problem.</li> <li>• LC10 - Describe ways a plant part helps the plant survive and grow.</li> </ul>	<ul style="list-style-type: none"> <li>• Students design and build a prototype piece of outerwear that mimics one or more plant or animal adaptations.</li> <li>• Students complete the content post-assessment.</li> </ul>

Science Year at a Glance 2023-2024

Grade 1

## Making Waves

Duration	Assessed Standards	Essential Question	Big Ideas	Possible Learning Checkpoints	End of Unit Assessment
12 Learning Cycles  15 Days  450 minutes	<a href="#">1-PS4-1</a>  <a href="#">1-PS4-2</a>  <a href="#">1-PS4-3</a>  <a href="#">1-PS4-4</a>	How can we communicate with light and sound to solve a problem?	<ul style="list-style-type: none"> <li>• Vibrating materials produce sound.</li> <li>• Objects in darkness can only be seen when illuminated.</li> <li>• Different materials will cause light to react differently.</li> <li>• Sound and light can be used to communicate information over long distances.</li> </ul>	<ul style="list-style-type: none"> <li>• LC3 - Describe what they learned about sound.</li> <li>• LC4 - Describe what they learned about sound and vibration.</li> <li>• LC5 - Design a device that communicates over a distance.</li> <li>• LC6 - Explain how to effectively use sound to communicate over a distance.</li> <li>• LC7 - Show light traveling in a straight line from the laser pointers</li> <li>• LC8 - If an object does not make its own light, how are we able to see it?</li> <li>• LC9 - Record one way they have been able to affect light waves.</li> <li>• LC10 – Evaluate materials that benefit the communication device.</li> </ul>	<ul style="list-style-type: none"> <li>• Student identifies signals that communicate with light over a distance and incorporate that into their prototype for their device (if they opt to use light to communicate).</li> <li>• Students complete the content post-assessment.</li> </ul>

Science Year at a Glance 2023-2024

Grade 1

**X-Marks the Spot**

Duration	Assessed Standards	Essential Question	Big Ideas	Possible Learning Checkpoints	End of Unit Assessment
9-10 Learning Cycles  11-12 Days  360 minutes	<a href="#">1-ESS1-1</a>  <a href="#">1-ESS1-2</a>	How can observing patterns help solve a problem?	<ul style="list-style-type: none"> <li>• The sun, moon, and stars have patterns that can be observed, described, and predicted.</li> <li>• The amount of daylight changes during the year and can be observed.</li> </ul>	<ul style="list-style-type: none"> <li>• LC2 - Draw a diagram showing the sun’s position at various times of the day.</li> <li>• LC3 - Draw and label a picture of how shadows changed on the model and explain.</li> <li>• LC4 – Share new learning about the moon.</li> <li>• LC5 - Extend a pattern of moon phases.</li> <li>• LC6 - Create a model of the sun, Earth, and moon. Then explain patterns of movement.</li> <li>• LC7 – Draw what the day and night sky look like.</li> <li>• LC8 – Explain how daylight changes seasonally.</li> <li>• LC9 – Create a product.</li> </ul>	<ul style="list-style-type: none"> <li>• Students will solve the mystery of Captain Kidd's treasure.</li> <li>• Students complete the content post-assessment.</li> </ul>