

CPS SCIENCE

The Next Generation

Grade 4

PROBLEM SOLVING

SENSE MAKING

ANALYZING

CREATING

COMMUNICATING

Engineering

3-5-ETS1-1 Define a simple design problem reflecting a need or want that includes specified criteria for success and constraints on materials, time or cost.

3-5-ETS1-2 Generate and compare multiple possible solutions to a problem based on how well each is likely to meet the criteria and constraints of the problem.

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.

Adaptations

4-PS4-2 Develop a model to describe that light reflecting from objects and entering the eye allows objects to be seen.

4-LS1-1 Construct an argument that plants and animals have internal and external structures that function to support survival, growth, behavior and reproduction.

4-LS1-2 Use a model to describe that animals receive different types of information through their senses, process the information in their brain, and respond to the information in different ways.

Earth's Surface

4-ESS1-1 Identify evidence from patterns in rock formations and fossils in rock layers to support an explanation for changes in a landscape over time.

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.

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

4-ESS3-2 Generate and compare multiple solutions to reduce the impacts of natural Earth Processes on humans.

Energy

4-PS3-1 Use evidence to construct an explanation relating the speed of an object to the energy of that object.

4-PS3-2 Make an observation to provide evidence that energy can be transferred from place to place by sound, light, heat and electric currents.

4-PS3-3 Ask questions and predict outcomes about the changes in energy that occur when objects collide.

4-PS3-4 Apply scientific ideas to design, test and refine a device that converts energy from one form to another.

4-ESS3-1 Obtain and combine information to describe that energy and fuels are derived from natural resources and their uses affect the environment.

Waves

4-PS4-1 Develop a model of waves to describe patterns in terms of amplitude and wavelength and show that waves can cause objects to move.

4-PS4-3 Generate and compare multiple solutions that use patterns to transfer information.



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