

# DCI Arrangements of the Next Generation Science Standards

Table of Contents

| Elementary Introduction   |    |
|---|----|
| Kindergarten Storyline  |    |
| K-PS2 Motion and Stability: Forces and Interactions                         |    |
| K-PS3 Energy  | .6 |
| K-LS1 From Molecules to Organisms: Structures and Processes                 | .7 |
| K-ESS2 Earth's Systems  | .8 |
| K-ESS3 Earth and Human Activity   |    |
| First Grade Storyline   |    |
| 1-PS4 Waves and their Applications in Technologies for Information Transfer |    |
| 1-LS1 From Molecules to Organisms: Structures and Processes                 |    |
| 1-LS3 Heredity: Inheritance and Variation of Traits                         |    |
| 1-ESS1 Earth's Place in the Universe  |    |
| Second Grade Storyline  |    |
| 2-PS1 Matter and its Interactions   |    |
| 2-LS2 Ecosystems: Interactions, Energy, and Dynamics                        |    |
| 2-LS2 Biological Evolution: Unity and Diversity                             |    |
| 2-ES4 Biological Evolution. Only and Diversity                              |    |
| 2-ESS1 Earth's Systems  |    |
| K-2-ETS1 Engineering Design   |    |
| Third Grade Storyline   |    |
|   |    |
| 3-PS2 Motion and Stability: Forces and Interactions                         |    |
| 3-LS1 From Molecules to Organisms: Structures and Processes                 |    |
| 3-LS2 Ecosystems: Interactions, Energy, and Dynamics                        |    |
| 3-LS3 Heredity: Inheritance and Variation of Traits                         |    |
| 3-LS4 Biological Evolution: Unity and Diversity                             |    |
| 3-ESS2 Earth's Systems  |    |
| 3-ESS3 Earth and Human Activity   |    |
| Fourth Grade Storyline  |    |
| 4-PS3 Energy  |    |
| 4-PS4 Waves and their Applications in Technologies for Information Transfer | 32 |
| 4-LS1 From Molecules to Organisms: Structures and Processes                 | 33 |
| 4-ESS1 Earth's Place in the Universe  | 34 |
| 4-ESS2 Earth's Systems  | 35 |
| 4-ESS3 Earth and Human Activity   | 36 |
| Fifth Grade Storyline   | 37 |
| 5-PS1 Matter and its Interactions   | 38 |
| 5-PS2 Motion and Stability: Forces and Interactions                         |    |
| 5-PS3 Energy  |    |
| 5-LS1 From Molecules to Organisms: Structures and Processes                 |    |
| 5-LS2 Ecosystems: Interactions, Energy, and Dynamics                        |    |
| 5-ESS1 Earth's Place in the Universe  | 43 |
| 5-ESS2 Earth's Systems  |    |
| 5-ESS3 Earth and Human Activity   |    |
| 3-5-ETS1 Engineering Design   |    |
| Middle School Physical Sciences Storyline                                   | Δ7 |
| Middle School Life Sciences Storyline                                       |    |
| Middle School Earth and Space Sciences Storyline                            |    |
|   |    |
| Middle School Engineering Design Storyline                                  | 55 |



| MS-PS1 Matter and Its Interactions   |          |
|--|----------|
| MS-PS2 Motion and Stability: Forces and Interactions56                         |          |
| MS-PS3 Energy  |          |
| MS-PS4 Waves and their Applications in Technologies for Information Transfer60 |          |
| MS-LS1 From Molecules to Organisms: Structures and Processes                   |          |
| MS-LS2 Ecosystems: Interactions, Energy, and Dynamics                          | ;        |
| MS-LS3 Heredity: Inheritance and Variation of Traits65                         | ,        |
| MS-LS4 Biological Evolution: Unity and Diversity                               | ;        |
| MS-ESS1 Earth's Place in the Universe  | 3        |
| MS-ESS2 Earth's Systems70  | )        |
| MS-ESS3 Earth and Human Activity72   | <u>,</u> |
| MS-ETS1 Engineering Design   | ł        |
| High School Physical Sciences Storyline75                                      | ;        |
| High School Life Sciences Storyline77  | '        |
| High School Earth and Space Sciences Storyline79                               | )        |
| High School Engineering Design Storyline                                       | -        |
| HS-PS1 Matter and Its Interactions   |          |
| HS-PS2 Motion and Stability: Forces and Interactions                           | ŀ        |
| HS-PS3 Energy  |          |
| HS-PS4 Waves and their Applications in Technologies for Information Transfer   | 3        |
| HS-LS1 From Molecules to Organisms: Structures and Processes                   |          |
| HS-LS2 Ecosystems: Interactions, Energy, and Dynamics                          |          |
| HS-LS3 Heredity: Inheritance and Variation of Traits                           |          |
| HS-LS4 Biological Evolution: Unity and Diversity95                             |          |
| HS-ESS1 Earth's Place in the Universe  | ,        |
| HS-ESS2 Earth's Systems  |          |
| HS-ESS3 Earth and Human Activity102  |          |
| HS-ETS1 Engineering Design   |          |



## **Elementary Standards**

Students in kindergarten through fifth grade begin to develop an understanding of the four disciplinary core ideas: physical sciences; life sciences; earth and space sciences; and engineering, technology, and applications of science. In the earlier grades, students begin by recognizing patterns and formulating answers to questions about the world around them. By the end of fifth grade, students are able to demonstrate grade-appropriate proficiency in gathering, describing, and using information about the natural and designed world(s). The performance expectations in elementary school grade bands develop ideas and skills that will allow students to explain more complex phenomena in the four disciplines as they progress to middle school and high school. While the performance expectations shown in kindergarten through fifth grade couple particular practices with specific disciplinary core ideas, instructional decisions should include use of many practices that lead to the performance expectations.



# Fourth Grade

The performance expectations in fourth grade help students formulate answers to questions such as: "What are waves and what are some things they can do? How can water, ice, wind and vegetation change the land? What patterns of Earth's features can be determined with the use of maps? How do internal and external structures support the survival, growth, behavior, and reproduction of plants and animals? What is energy and how is it related to motion? How is energy transferred? How can energy be used to solve a problem?" Fourth grade performance expectations include PS3, PS4, LS1, ESS1, ESS2, ESS3, and ETS1 Disciplinary Core Ideas from the NRC Framework. Students are able to use a model of waves to describe patterns of waves in terms of amplitude and wavelength, and that waves can cause objects to move. Students are expected to develop understanding of the effects of weathering or the rate of erosion by water, ice, wind, or vegetation. They apply their knowledge of natural Earth processes to generate and compare multiple solutions to reduce the impacts of such processes on humans. In order to describe patterns of Earth's features, students analyze and interpret data from maps. Fourth graders are expected to develop an understanding that plants and animals have internal and external structures that function to support survival, growth, behavior, and reproduction. By developing a model, they describe that an object can be seen when light reflected from its surface enters the eye. Students are able to use evidence to construct an explanation of the relationship between the speed of an object and the energy of that object. Students are expected to develop an understanding that energy can be transferred from place to place by sound, light, heat, and electric currents or from object to object through collisions. They apply their understanding of energy to design, test, and refine a device that converts energy from one form to another. The crosscutting concepts of patterns; cause and effect; energy and matter; systems and system models; interdependence of science, engineering, and technology; and influence of engineering, technology, and science on society and the natural world are called out as organizing concepts for these disciplinary core ideas. In the fourth grade performance expectations, students are expected to demonstrate grade-appropriate proficiency in asking questions, developing and using models, planning and carrying out investigations, analyzing and interpreting data, constructing explanations and designing solutions, engaging in argument from evidence, and obtaining, evaluating, and communicating information. Students are expected to use these practices to demonstrate understanding of the core ideas.

#### 4-PS3 Energy

|  |   | T-PSS Lilergy   |  |
|--|---|---|--|
| 4-PS3 E  | nergy   |   |  |
| Students wh  | no demonstrate understanding can:   |   |  |
| 4-PS3-1.   | Use evidence to construct an  | explanation relating the speed of an object to the energy   | rgy of that object. [Assessment  |
|  | Boundary: Assessment does not include quantitative measures of changes in the speed of an object or on any precise or quantitative definition of energy.]   |   |  |
| 4-PS3-2.   |   |   |  |
| 1100 21  | <ol> <li>Make observations to provide evidence that energy can be transferred from place to place by sound, light, heat, an electric currents. [Assessment Boundary: Assessment does not include quantitative measurements of energy.]</li> </ol> |   |  |
| 4 862 2  |   |   |  |
| 4-PS3-3.   |   | comes about the changes in energy that occur when o   |  |
|  |   | e to the change in speed, not on the forces, as objects interact.] [Assessment  | Boundary: Assessment does not include  |
| 4 862 4  | quantitative measurements of energy.]   |   | · · · · · · · · · · · · · · · · · · ·  |
| 4-PS3-4.   | Statement: Examples of devices could inclu  | n, test, and refine a device that converts energy from a<br>de electric circuits that convert electrical energy into motion energy of a vehicl<br>and electric circuits that convert electrical energy into motion energy of a vehicl<br>and electric circuits that convert electrical energy into motion energy of a vehicl<br>and electric circuits that convert electrical energy into motion energy of a vehicl<br>and electric circuits that convert electrical energy into motion energy of a vehicl<br>and electric circuits that convert electrical energy into motion energy of a vehicl<br>and electric circuits that convert electrical energy into motion energy of a vehicl<br>and electric circuits that convert electrical energy into motion energy of a vehicl<br>and electric circuits that convert electrical energy into motion energy of a vehicl<br>and electric circuits that convert electrical energy into motion energy of a vehicl<br>and electric circuits that convert electrical energy into motion energy of a vehicl<br>and electric circuits that convert electrical energy into motion energy of a vehicl<br>and electric circuits that convert electrical energy into motion energy of a vehicl<br>and electric circuits that convert electrical energy into motion energy of a vehicl<br>and electric electrical energy into motion energy of a vehicl<br>and electric electrical energy electrical energy into motion energy electrical ener | e, light, or sound; and, a passive solar heater  |
|  |   | onstraints could include the materials, cost, or time to design the device.] [Asse  | essment Boundary: Devices should be limited  |
|  |   | tric energy or use stored energy to cause motion or produce light or sound.]  | de fam K 12 Calance Education  |
|  | The performance expectations above were   | e developed using the following elements from the NRC document A Framework  | K TOF K-12 Science Education.  |
| Science  | and Engineering Practices   | Disciplinary Core Ideas   | Crosscutting Concepts  |
| <ul> <li>Asking Questions and Defining Problems</li> <li>Asking questions and defining problems in grades 3–5<br/>builds on grades K–2 experiences and progresses to<br/>specifying qualitative relationships.</li> <li>Ask questions that can be investigated and predict<br/>reasonable outcomes based on patterns such as cause<br/>and effect relationships. (4-PS3-3)</li> <li>Planning and Carrying Out Investigations</li> <li>Planning and carrying out investigations to answer<br/>questions or test solutions to problems in 3–5 builds on K–<br/>2 experiences and provide evidence to support<br/>explanations or design solutions.</li> <li>Make observations to produce data to serve as the</li> </ul> |   | <ul> <li>PS3.A: Definitions of Energy <ul> <li>The faster a given object is moving, the more energy it possesses. (4-PS3-1)</li> <li>Energy can be moved from place to place by moving objects or through sound, light, or electric currents. (4-PS3-2),(4-PS3-3)</li> </ul> </li> <li>PS3.B: Conservation of Energy and Energy Transfer <ul> <li>Energy is present whenever there are moving objects, sound, light, or heat. When objects collide, energy can be transferred from one object to another, thereby changing their motion. In such collisions, some energy is typically also transferred to the surrounding air; as a result, the air gets heated and sound is produced. (4-PS3-2),(4-PS3-3)</li> <li>Light also transfers energy from place to place. by electric currents, which can then be used locally to produce motion, sound, heat, or</li> </ul> </li> </ul>   | <ul> <li>Energy and Matter</li> <li>Energy can be transferred in various<br/>ways and between objects. (4-PS3-1),(4-<br/>PS3-2),(4-PS3-3),(4-PS3-4)</li> </ul>   |
|  |   |   | Connections to Engineering, Technology,<br>and Applications of Science<br>Influence of Science, Engineering and<br>Technology on Society and the Natural<br>World<br>• Engineers improve existing technologies<br>or develop new ones. (4-PS3-4) |
| basis for ev   | idence for an explanation of a  | light. The currents may have been produced to begin with by   |  |
|  | on or test a design solution. (4-PS3-2)<br>Explanations and Designing Solutions   | transforming the energy of motion into electrical energy. (4-PS3-2),(4-PS3-4)   | Connections to Nature of Science   |
|  |   | PS3.C: Relationship Between Energy and Forces   | connections to Nature of Science   |
| <ul> <li>Constructing explanations and designing solutions in 3–5 builds on K–2 experiences and progresses to the use of evidence in constructing explanations that specify variables that describe and predict phenomena and in designing multiple solutions to design problems.</li> <li>Use evidence (e.g., measurements, observations, patterns) to construct an explanation. (4-PS3-1)</li> <li>Apply scientific ideas to solve design problems. (4-PS3-4)</li> </ul>   |   | <ul> <li>When objects collide, the contact forces transfer energy so as to change the objects' motions. (4-PS3-3)</li> <li><b>PS3.D: Energy in Chemical Processes and Everyday Life</b></li> <li>The expression "produce energy" typically refers to the conversion of stored energy into a desired form for practical use. (4-PS3-4)</li> <li><b>ETS1.A: Defining Engineering Problems</b></li> <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</li> </ul>  | <ul> <li>Science is a Human Endeavor</li> <li>Most scientists and engineers work in teams. (4-PS3-4)</li> <li>Science affects everyday life. (4-PS3-4)</li> </ul>  |
|  |   | well each one meets the specified criteria for success or how well each   |  |
| Compositions   | athen DOIs in fourth and the NUA  | takes the constraints into account. (secondary to 4-PS3-4)  |  |
| Articulation of  |   | ; <b>K.ETS1.A</b> (4-PS3-4); <b>2.ETS1.B</b> (4-PS3-4); <b>3.PS2.A</b> (4-PS3-3); <b>5.PS3.D</b> (4-F<br>PS3-3),(4-PS3-4); <b>MS.PS3.B</b> (4-PS3-2),(4-PS3-3),(4-PS3-4); <b>MS.PS3.C</b> (4-PS   |  |
|  | <b>S1.C</b> (4-PS3-4)   |   |  |
|  | State Standards Connections:  |   |  |
| ELA/Literacy -   |   |   |  |
| <b>RI.4.3</b>  | •   | explaining what the text says explicitly and when drawing inferences from the t<br>in a historical, scientific, or technical text, including what happened and why,   | . ,  |
|  | Integrate information from two texts on the same topic in order to write or speak about the subject knowledgeably. (4-PS3-1)  |   |  |
|  | Write informative/explanatory texts to examine a topic and convey ideas and information clearly. (4-PS3-1)  |   |  |
|  |   | wledge through investigation of different aspects of a topic. (4-PS3-2),(4-PS3-2  |  |
|  | Recall relevant information from experiences or gather relevant information from print and digital sources; take notes and categorize information, and provide a list of  |   |  |
|  | sources. (4-PS3-1),(4-PS3-2),(4-PS3-3),(4-PS3-4)  |   |  |
|  | Draw evidence from literary or informational to   | exts to support analysis, reflection, and research. (4-PS3-1)   |  |
| Mathematics -  | alvo multiston word problems accord with wh   | ale numbers and baring whole number ensures with the form on an there is the  | ding problems in which were indeed and the   |
| i  |   | ble numbers and having whole-number answers using the four operations, inclu<br>quations with a letter standing for the unknown quantity. Assess the reasonabl  |  |

and estimation strategies including rounding. (4-PS3-4)

#### 4-PS4 Waves and their Applications in Technologies for Information Transfer

#### 4-PS4 Waves and their Applications in Technologies for Information Transfer Students who demonstrate understanding can: 4-PS4-1. Develop a model of waves to describe patterns in terms of amplitude and wavelength and that waves can cause objects to move. [Clarification Statement: Examples of models could include diagrams, analogies, and physical models using wire to illustrate wavelength and amplitude of waves.] [Assessment Boundary: Assessment does not include interference effects, electromagnetic waves, non-periodic waves, or quantitative models of amplitude and wavelength.] 4-PS4-2. Develop a model to describe that light reflecting from objects and entering the eye allows objects to be seen. [Assessment Boundary: Assessment does not include knowledge of specific colors reflected and seen, the cellular mechanisms of vision, or how the retina works.] 4-PS4-3. Generate and compare multiple solutions that use patterns to transfer information.\* [Clarification Statement: Examples of solutions could include drums sending coded information through sound waves, using a grid of 1's and 0's representing black and white to send information about a picture, and using Morse code to send text.] The performance expectations above were developed using the following elements from the NRC document A Framework for K-12 Science Education: Science and Engineering Practices **Disciplinary Core Ideas Crosscutting Concepts Developing and Using Models PS4.A: Wave Properties** Patterns Modeling in 3–5 builds on K–2 experiences and progresses Waves, which are regular patterns of motion, can be made Similarities and differences in patterns can be to building and revising simple models and using models to in water by disturbing the surface. When waves move used to sort and classify natural phenomena. represent events and design solutions. across the surface of deep water, the water goes up and (4-PS4-1) Develop a model using an analogy, example, or abstract down in place; there is no net motion in the direction of Similarities and differences in patterns can be used to sort and classify designed products. (4representation to describe a scientific principle. (4-PS4the wave except when the water meets a beach. (Note: 1) This grade band endpoint was moved from K-2.) (4-PS4-PS4-3) Develop a model to describe phenomena. (4-PS4-2) **Cause and Effect** 1) Constructing Explanations and Designing Solutions Waves of the same type can differ in amplitude (height of Cause and effect relationships are routinely Constructing explanations and designing solutions in 3-5 identified. (4-PS4-2) the wave) and wavelength (spacing between wave peaks). builds on K-2 experiences and progresses to the use of (4-PS4-1) evidence in constructing explanations that specify variables **PS4.B: Electromagnetic Radiation** that describe and predict phenomena and in designing An object can be seen when light reflected from its surface Connections to Engineering, Technology, multiple solutions to design problems. enters the eyes. (4-PS4-2) and Applications of Science Generate and compare multiple solutions to a problem **PS4.C:** Information Technologies and Instrumentation based on how well they meet the criteria and Digitized information can be transmitted over long Interdependence of Science, Engineering, constraints of the design solution. (4-PS4-3) distances without significant degradation. High-tech and Technology Knowledge of relevant scientific concepts and devices, such as computers or cell phones, can receive and decode information-convert it from digitized form to research findings is important in engineering. voice—and vice versa. (4-PS4-3) **Connections to Nature of Science** (4-PS4-3) ETS1.C: Optimizing The Design Solution Scientific Knowledge is Based on Empirical Evidence Different solutions need to be tested in order to determine Science findings are based on recognizing patterns. (4which of them best solves the problem, given the criteria PS4-1) and the constraints. (secondary to 4-PS4-3) Connections to other DCIs in fourth grade: 4.PS3.A (4-PS4-1); 4.PS3.B (4-PS4-1); 4.ETS1.A (4-PS4-3) Articulation of DCIs across grade-levels: K.ETS1.A (4-PS4-3); 1.PS4.B (4-PS4-2); 1.PS4.C (4-PS4-3); 2.ETS1.B (4-PS4-3); 2.ETS1.C (4-PS4-3); 3.PS2.A (4-PS4-3); MS.PS4.A (4-PS4-1); MS.PS4.B (4-PS4-2); MS.PS4.C (4-PS4-3); MS.LS1.D (4-PS4-2); MS.ETS1.B (4-PS4-3) Common Core State Standards Connections: ELA/Literacy Refer to details and examples in a text when explaining what the text says explicitly and when drawing inferences from the text. (4-PS4-3) RI.4.1 RI.4.9 Integrate information from two texts on the same topic in order to write or speak about the subject knowledgeably. (4-PS4-3) SL.4.5 Add audio recordings and visual displays to presentations when appropriate to enhance the development of main ideas or themes. (4-PS4-1),(4-PS4-2) Mathematics MP.4 Model with mathematics. (4-PS4-1),(4-PS4-2) 4.G.A.1 Draw points, lines, lines, lines, rays, angles (right, acute, obtuse), and perpendicular and parallel lines. Identify these in two-dimensional figures. (4-PS4-1),(4-PS4-2)

\*The performance expectations marked with an asterisk integrate traditional science content with engineering through a Practice or Disciplinary Core Idea.

©2013 Achieve, Inc. All rights reserved.

### 4-LS1 From Molecules to Organisms: Structures and Processes

| 4-LS1 From Molecules to Organisms: Structures and Processes   |   |  |  |
|---|---|--|--|
| Students who demonstrate understanding can:   |   |  |  |
| 4-LS1-1. Construct an argument that plants a  | nd animals have internal and external structur  | res that function to support   |  |
| survival, growth, behavior, and repro   | duction. [Clarification Statement: Examples of structures cou   | ld include thorns, stems, roots, colored petals,   |  |
|   | oundary: Assessment is limited to macroscopic structures within pl  |  |  |
| 4-LS1-2. Use a model to describe that animals   |   |  |  |
|   | nd to the information in different ways. [Clarifica   |  |  |
|   | ment does not include the mechanisms by which the brain stores a  | nd recalls information or the mechanisms of  |  |
| how sensory receptors function.]  | eveloped using the following elements from the NRC document A Fi  | ramework for K 12 Science Education  |  |
|   |   |  |  |
| Science and Engineering Practices   | Disciplinary Core Ideas   | Crosscutting Concepts  |  |
| <ul> <li>Developing and Using Models</li> <li>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.</li> <li>Use a model to test interactions concerning the functioning of a natural system. (4-LS1-2)</li> <li>Engaging in Argument from Evidence</li> <li>Engaging in argument from evidence in 3–5 builds on K–2 experiences and progresses to critiquing the scientific explanations or solutions proposed by peers by citing relevant evidence about the natural and designed world(s).</li> <li>Construct an argument with evidence, data, and/or a model. (4-LS1-1)</li> </ul> | <ul> <li>LS1.A: Structure and Function</li> <li>Plants and animals have both internal and external structures that serve various functions in growth, survival, behavior, and reproduction. (4-LS1-1)</li> <li>LS1.D: Information Processing</li> <li>Different sense receptors are specialized for particular kinds of information, which may be then processed by the animal's brain. Animals are able to use their perceptions and memories to guide their actions. (4-LS1-2)</li> </ul> | Systems and System Models<br>• A system can be described in terms of its<br>components and their interactions. (4-<br>LS1-1),(4-LS1-2) |  |
| Connections to other DCIs in fourth grade: N/A  |   |  |  |
| Articulation of DCIs across grade-levels: 1.LS1.A (4-LS1-1); 1.LS1.D (4-LS1-2); 3.LS3.B (4-LS1-1); MS.LS1.A (4-LS1-2); MS.LS1.D (4-LS1-2)<br>Common Core State Standards Connections:   |   |  |  |
| ELA/Literacy –  |   |  |  |
| W.4.1 Write opinion pieces on topics or texts, supporting a point of view with reasons and information. (4-LS1-1)   |   |  |  |
| <b>SL.4.5</b> Add audio recordings and visual displays to presentations when appropriate to enhance the development of main ideas or themes. (4-LS1-2)  |   |  |  |
| Mathematics –<br>4.G.A.3 Recognize a line of symmetry for a two-dimensional figure as a line across the figure such that the figure can be folded across the line into matching parts. Identify line-   |   |  |  |
| symmetric figures and draw lines of symmetry. (4-LS1-1)   |   |  |  |
|   | -/  |  |  |

| 4-ESS1 | Earth's | Place in | the | Universe |
|--------|---------|----------|-----|----------|
|--------|---------|----------|-----|----------|

| 4-ESS1 Earth's Place in the Universe   |   |   |  |
|--|---|---|--|
| Students who demonstrate understanding ca  | n:  |   |  |
| 4-ESS1-1. Identify evidence from patte   | erns in rock formations and fossils in rock la  | yers to support an explanation for  |  |
| changes in a landscape over time. [Clarification Statement: Examples of evidence from patterns could include rock layers with marine shell fossils above rock layers with plant fossils and no shells, indicating a change from land to water over time; and, a canyon with different rock layers in the walls and a river in the bottom, indicating that over time a river cut through the rock.] [Assessment Boundary: Assessment does not include specific knowledge of the mechanism of rock formation or memorization of specific rock formations and layers. Assessment is limited to relative time.] The performance expectations above were developed using the following elements from the NRC document <i>A Framework for K-12 Science Education</i> : |   |   |  |
| Science and Engineering Practices  | Disciplinary Core Ideas   | Crosscutting Concepts   |  |
| <ul> <li>Constructing Explanations and Designing<br/>Solutions</li> <li>Constructing explanations and designing solutions in 3–<br/>5 builds on K–2 experiences and progresses to the use<br/>of evidence in constructing explanations that specify<br/>variables that describe and predict phenomena and in<br/>designing multiple solutions to design problems.</li> <li>Identify the evidence that supports particular points<br/>in an explanation. (4-ESS1-1)</li> </ul>  | <ul> <li>ESS1.C: The History of Planet Earth</li> <li>Local, regional, and global patterns of rock formations reveal changes over time due to earth forces, such as earthquakes. The presence and location of certain fossil types indicate the order in which rock layers were formed. (4-ESS1-1)</li> </ul> | Patterns Patterns Patterns can be used as evidence to support an explanation. (4-ESS1-1) Connections to Nature of Science Scientific Knowledge Assumes an Order and Consistency in Natural Systems Science assumes consistent patterns in natural systems. (4-ESS1-1) |  |
| Connections to other DCIs in fourth grade: N/A   |   |   |  |
| Articulation of DCIs across grade-levels: 2.ESS1.C (4-ESS1-1); 3.LS4.A (4-ESS1-1); MS.LS4.A (4-ESS1-1); MS.ESS1.C (4-ESS1-1) MS.ESS2.A (4-ESS1-1); MS.ESS2.B (4-ESS1-1)<br>Common Core State Standards Connections:<br>ELA/Literacy –  |   |   |  |
| <ul> <li>W.4.7 Conduct short research projects that build knowledge through investigation of different aspects of a topic. (4-ESS1-1)</li> <li>W.4.8 Recall relevant information from experiences or gather relevant information from print and digital sources; take notes and categorize information, and provide a list of sources. (4-ESS1-1)</li> <li>W.4.9 Draw evidence from literary or informational texts to support analysis, reflection, and research. (4-ESS1-1)</li> <li>W.4.9 Mathematics –</li> </ul>  |   |   |  |
| MAD:2       Reason abstractly and quantitatively. (4-ESS1-1)         MP.4       Model with mathematics. (4-ESS1-1)         MD.A.1       Know relative sizes of measurement units within one system of units including km, m, cm; kg, g; lb, oz.; l, ml; hr, min, sec. Within a single system of measurement, express measurements in a larger unit in terms of a smaller unit. Record measurement equivalents in a two-column table. (4-ESS1-1)  |   |   |  |

#### 4-ESS2 Earth's Systems

| 4-6352   | Earth S Systems   |   |   |
|--|---|---|---|
|  | who demonstrate understanding ca  |   |   |
| 4-ESS2-  | <ol> <li>Make observations and/or magnetization</li> </ol>  | neasurements to provide evidence of the effects of wea  | athering or the rate of erosion   |
|  |   | tation. [Clarification Statement: Examples of variables to test could include   |   |
|  | water amount of vegetation speed of w   | ind, relative rate of deposition, cycles of freezing and thawing of water, cycles o   | f heating and cooling, and volume of water  |
|  |   | nt is limited to a single form of weathering or erosion.]   | in reading and cooling, and volume of water   |
| 4-FSS2-  |   | rom maps to describe patterns of Earth's features. [Cla   | rification Statement: Mans can include  |
| 7 L332   |   | ean floor, as well as maps of the locations of mountains, continental boundaries  |   |
|  |   | re developed using the following elements from the NRC document A Framework   |   |
|  | The performance expectations above we   |   |   |
| Scien  | ce and Engineering Practices  | Disciplinary Core Ideas   | Crosscutting Concepts   |
| Planning and<br>questions or<br>K-2 experier<br>investigation<br>evidence to s<br>• Make ob<br>produce<br>an expla<br><b>Analyzing a</b><br>Analyzing da<br>progresses tr<br>collecting da<br>qualitative ol<br>digital tools s<br>• Analyze | nd Carrying Out Investigations<br>d carrying out investigations to answer<br>test solutions to problems in 3–5 builds on<br>nees and progresses to include<br>souther the state out of the state out of the state<br>support explanations or design solutions.<br>Inservations and/or measurements to<br>data to serve as the basis for evidence for<br>ination of a phenomenon. (4-ESS2-1)<br>and Interpreting Data<br>tate in 3–5 builds on K–2 experiences and<br>o introducing quantitative approaches to<br>ta and conducting multiple trials of<br>bservations. When possible and feasible,<br>should be used.<br>and interpret data to make sense of | <ul> <li>ESS2.A: Earth Materials and Systems</li> <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> <li>ESS2.B: Plate Tectonics and Large-Scale System Interactions</li> <li>The locations of mountain ranges, deep ocean trenches, ocean floor structures, earthquakes, and volcanoes occur in patterns. Most earthquakes and volcanoes occur in bands that are often along the boundaries between continents and oceans. Major mountain chains form inside continents or near their edges. Maps can help locate the different land and water features areas of Earth. (4-ESS2-2)</li> <li>ESS2.E: Biogeology</li> <li>Living things affect the physical characteristics of their regions. (4-ESS2-1)</li> </ul> | <ul> <li>Patterns</li> <li>Patterns can be used as evidence to support an explanation. (4-ESS2-2)</li> <li>Cause and Effect</li> <li>Cause and effect relationships are routinely identified, tested, and used to explain change. (4-ESS2-1)</li> </ul> |
| phenome  | ena using logical reasoning. (4-ESS2-2)   |   |   |
| Connections  | to other DCIs in fourth grade: N/A  |   |   |
| Articulation d   | of DCIs across grade-levels: 2.ESS1.C (4-ES   | 52-1); 2.ESS2.A (4-ESS2-1); 2.ESS2.B (4-ESS2-2); 2.ESS2.C (4-ESS2-2); 5.E   | SS2.A (4-ESS2-1); 5.ESS2.C (4-ESS2-2);  |
|  | (4-ESS2-2); MS.ESS2.A (4-ESS2-2); MS.ESS  | <b>52.B</b> (4-ESS2-2)  |   |
|  | re State Standards Connections:   |   |   |
| ELA/Literacy   |   |   |   |
| RI.4.7   |   | ally, or quantitatively (e.g., in charts, graphs, diagrams, time lines, animations, o   | or interactive elements on Web pages) and   |
|  |   | an understanding of the text in which it appears. (4-ESS2-2)  |   |
| W.4.7  | Conduct short research projects that build knowledge through investigation of different aspects of a topic. (4-ESS2-1)<br>Recall relevant information from experiences or gather relevant information from print and digital sources; take notes and categorize information, and provide a list of  |   |   |
| W.4.8  |   | s or gamer relevant information from print and digital sources; take notes and (  | Lategorize information, and provide a list of   |
| Mathematics  | sources. (4-ESS2-1)   |   |   |
| Mathematics  |   | · · · · · · · · · · · · · · · · · · ·   |   |
| MP.2<br>MP.4   | Reason abstractly and quantitatively. (4-ESS2-1)<br>Model with mathematics. (4-ESS2-1)  |   |   |
| MP.4<br>MP.5   | Use appropriate tools strategically. (4-ESS2-1)   | 1)  |   |
| MP.5<br>4.MD.A.1   |   | 1)<br>ithin one system of units including km, m, cm; kg, g; lb, oz.; l, ml; hr, min, sec.   | Within a single system of measurement   |
| 4.MD.A.1   |   | rms of a smaller unit. Record measurement equivalents in a two-column table. (  |   |
| 4 MD 4 3   |   |   |   |
| 4.MD.A.2   | Use the four operations to solve word problems involving distances, intervals of time, liquid volumes, masses of objects, and money, including problems involving simple fractions or decimals, and problems that require expressing measurements given in a larger unit in terms of a smaller unit. Represent measurement quantities using   |   |   |
|  |   | t feature a measurement scale. (4-ESS2-1),(4-ESS2-2)  | Represent measurement qualitities using   |
|  | ulagrams such as number line ulagrams tha   | 1 TEALULE A THEASULETHETH SLATE. (4-E332-1),(4-E332-2)  |   |

\*The performance expectations marked with an asterisk integrate traditional science content with engineering through a Practice or Disciplinary Core Idea. The section entitled "Disciplinary Core Ideas" is reproduced verbatim from A Framework for K-12 Science Education: Practices, Cross-Cutting Concepts, and Core Ideas. Integrated and reprinted with permission from the National Academy of Sciences. June 2013 ©2013 Achieve, Inc. All rights reserved. 35 of 104

.

#### 4-ESS3 Earth and Human Activity

Students who demonstrate understanding can:

| 4-ESS3-1. 0  | btain and combine information  | on to describe that energy and fuels are derived from  | natural resources and their uses  |  |
|--|--|--|---|--|
|  | affect the environment. [Clarification Statement: Examples of renewable energy resources could include wind energy, water behind dams, and sunlight; non-  |  |   |  |
|  | renewable energy resources are fossil fuels and fissile materials. Examples of environmental effects could include loss of habitat due to dams, loss of habitat due to   |  |   |  |
|  | surface mining, and air pollution from burning of fossil fuels.]   |  |   |  |
| 4-ESS3-2. G  | enerate and compare multipl  | e solutions to reduce the impacts of natural Earth pro   | cesses on humans.* [Clarification   |  |
|  |  | ude designing an earthquake resistant building and improving monitoring of v   |   |  |
|  | ssessment is limited to earthquakes, floods  |  |   |  |
|  |  | developed using the following elements from the NRC document A Framewor  | k for K-12 Science Education:   |  |
|  |  |  |   |  |
| -  | nd Engineering Practices   | Disciplinary Core Ideas  | Crosscutting Concepts   |  |
| Constructing explar<br>builds on K-2 experience<br>evidence in constru-<br>variables that descri-<br>designing multiples<br>• Generate and co-<br>based on how of<br>constraints of t<br><b>Obtaining, Evalua</b><br><b>Information</b><br>Obtaining, evaluatin<br>3-5 builds on K-2 et<br>the merit and accur<br>• Obtain and com | Alanations and Designing Solutions<br>hations and designing solutions in 3–5<br>riences and progresses to the use of<br>icting explanations that specify<br>ribe and predict phenomena and in<br>solutions to design problems.<br>compare multiple solutions to a problem<br>well they meet the criteria and<br>the design solution. (4-ESS3-2)<br><b>ating, and Communicating</b><br>ng, and communicating information in<br>experiences and progresses to evaluate<br>racy of ideas and methods.<br>nbine information from books and other<br>to explain phenomena. (4-ESS3-1) | <ul> <li>ESS3.A: Natural Resources</li> <li>Energy and fuels that humans use are derived from natural sources, and their use affects the environment in multiple ways. Some resources are renewable over time, and others are not. (4-ESS3-1)</li> <li>ESS3.B: Natural Hazards</li> <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) (<i>Note: This Disciplinary Core Idea can also be found in 3.WC.</i>)</li> <li>ETS1.B: Designing Solutions to Engineering Problems</li> <li>Testing a solution involves investigating how well it performs under a range of likely conditions. (secondary to 4-ESS3-2)</li> </ul> | <ul> <li>Cause and Effect         <ul> <li>Cause and effect relationships are routinely identified and used to explain change. (4-ESS3-1)</li> <li>Cause and effect relationships are routinely identified, tested, and used to explain change. (4-ESS3-2)</li> </ul> </li> <li>Connections to Engineering, Technology, and Applications of Science</li> <li>Interdependence of Science, Engineering, and Technology         <ul> <li>Knowledge of relevant scientific concepts and research findings is important in engineering. (4-ESS3-1)</li> </ul> </li> <li>Influence of Science, Engineering and Technology on Society and the Natural World         <ul> <li>Over time, people's needs and wants change, as do their demands for new and improved technologies. (4-ESS3-1)</li> <li>Engineers improve existing technologies or develop new ones to increase their benefits, to decrease known risks, and to meet societal demands. (4-ESS3-2)</li> </ul> </li> </ul> |  |
| Connections to oth   | er DCIs in fourth grade: 4.ETS1.C (4-ESS   | 3-2)   |   |  |
|  |  | 2);  | <b>S3.D</b> (4-ESS3-1): <b>MS.ESS2.A</b> (4-ESS3-1) (4-   |  |
|  | 5  | IS.ESS3.C (4-ESS3-1); MS.ESS3.D (4-ESS3-1); MS.ETS1.B (4-ESS3-2)   |   |  |
| Common Core Stat   | e Standards Connections:   |  |   |  |
| ELA/Literacy –   | w to dotaile and avamples in a tast where a  | unlaining what the text gave availably and when during information from the t  | aut (4 ECC2 2)  |  |
| <ul> <li>RI.4.1 Refer to details and examples in a text when explaining what the text says explicitly and when drawing inferences from the text. (4-ESS3-2)</li> <li>RI.4.9 Integrate information from two texts on the same topic in order to write or speak about the subject knowledgeably. (4-ESS3-2)</li> </ul>               |  |  |   |  |
|  |  |  | -2)   |  |
|  |  | wledge through investigation of different aspects of a topic. (4-ESS3-1)   | tegorize information, and provide a list of   |  |
|  | W.4.8 Recall relevant information from experiences or gather relevant information from print and digital sources; take notes and categorize information, and provide a list of sources. (4-ESS3-1)   |  |   |  |
|  |  |  |   |  |
| Mathematics -  |  |  |   |  |
| MP.2 Reas  |  |  |   |  |
|  |  |  |   |  |
| <b>4.0A.A.1</b> Interpret a multiplication equation as a comparison, e.g., interpret $35 = 5 \times 7$ as a statement that 35 is 5 times as many as 7 and 7 times as many as 5. Represent verbal   |  |  |   |  |
| state  | ments of multiplicative comparisons as mu  | Itiplication equations. (4-ESS3-1), (4-ESS3-2)   |   |  |