Salisbury Township School District Course Guide

Name:	Science
Grade(s):	4th
Length:	Place an X next to the correct option
	Full-Year (180 Sessions)
X	Semester (90 Sessions) Approximately 113 Lessons
	Quarter (45 Sessions)
	Other (Specify):
Text:	N/A
Approved on:	

Six thematic units of study:

Unit 1: Human Machine

Unit 2: Animal and Plant Adaptations

Unit 3: The Birth of Rocks
Unit 4: Waves of Sound

Unit 5: Energizing Everything

Unit 6: Electricity, Light, and Heat

Unit 1: Human Machine: Human Body, Vision, and the Brain

Unit Length: 19 Sessions (30-40 Minutes Each)

Unit 2: Animal & Plant Adaptations
Unit Length: 12 Sessions (30-40 Minutes Each)

ESSENTIAL QUESTION- ESSENTIAL CONTENT	PERFORMANCE OBJECTIVES		STANDARDS		ASSESSMENT/ACTIVITY				
How do plants and animals	Construct an argument that plants and animals have internal and external structures that function to support survival, growth, behavior, and reproduction. 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.		_				Mystery Science		
adapt to survive in their environments?			have internal and external structures that function to support survival, growth, behavior, and reproduction. 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	and external function to	3.1.4.B. (LS1.D)		Up in the Trees (Phenomenon)	<u>3.1.4.A</u> .	
How do changes in an ecosystem affect the plants and animals that live there?				behavior, and reproduction.		havior, and production.		Why do some sea creatures look so strange?	3.1.4.A.
				nat animals receive lifferent types of nformation through their			Why would a sea turtle eat a plastic bag?	3.1.4.B.	
				information in their brain, and respond to the information in different	mation in their brain, respond to the mation in different		Why don't the same trees grow everywhere?	3.1.4.A.	
					How do sloths survive? (Performance Task)	3.1.4.A.			
Science and Engineering Practices (SEP)		Disciplinary Core Ideas (DCI)			Crosscutting Co (CCC)	ncepts			
Constructing Explanations and Designing Solutions: Use tools and materials provided to design and build a device that solves a specific problem or a solution to a specific problem.			ucture and Function ormation Processing	Syst	ems and System Mode	els			
Engaging in Argument From Evid	ence:								

Construct an argument with evidence to support a claim.	
Developing and Using Models: Use a model to represent relationships in the natural world.	

Unit 3: Birth of Rocks: Earth's Features and Processes

Unit Length: <u>25 Sessions (30-40 Minutes Each)</u>

ESSENTIAL QUESTION- ESSENTIAL CONTENT	PERFORMANCE OBJECTIVES	STANDARDS	ASSESSMENT/A	ACTIVITY			
How do natural processes like	Identify evidence from patterns in rock formations and fossils	3.3.4.C. (ESS2.B)	Mystery Science				
erosion, earthquakes, and volcanoes shape Earth's surface?	in rock layers to support an explanation for changes in a landscape over time. arth's reduce Make observations and/or measurements to provide	3.3.4.A. (ESS1.C)	Fossil Finds (Phenomenon)				
How do humans impact Earth's features and how can we reduce negative effects?		Make observations and/or measurements to provide evidence of the effects of weathering or the rate of erosion by water, ice, wind, or vegetation. Analyze and interpret data from maps to describe patterns of Earth's features. Generate and compare multiple solutions to reduce the impacts of natural Earth processes on humans. Generate and compare multiple possible solutions to a	3.3.4.B. (ESS2.A & ESS2.E) 3.3.4.E. (ESS3.B &	Could a volcano pop up where you live?	<u>3.3.4.C</u> .		
			weathering or the rate of erosion by water, ice, wind, or		Why do some volcanoes explode?	3.3.4.A.	
				Will a mountain last forever?	<u>3.3.4.B</u> .		
			Generate and compare multiple solutions to reduce the impacts of natural Earth processes on humans. Generate and compare multiple possible solutions to a	multiple solutions to reduce he impacts of natural Earth		What did your town look like 1000 million years ago?	<u>3.3.4.A</u> .
					How could you survive a landslide?	3.3.4.E.	
each is likely to meet the criteria and constraints of the problem.			How can you figure out where a rock came from? (Performance				

				Task)	
Science and Engineering Practices (SEP)	Disciplinary Core (DCI)	Ideas	C	Crosscutting Con (CCC)	cepts
Constructing Explanations and Designing Solutions: Use tools and materials provided to design and build a device that solves a specific problem or a solution to a specific problem. Planning and Carrying Out Investigations: With guidance, plan and conduct an investigation in collaboration with peers. Engaging in Argument From Evidence: Construct an argument with evidence to support a claim. Analyze and Interpret Data: Use observations (firsthand or from media) to describe patterns in the natural world in order to answer scientific questions. Developing and Using Models: Use a model to represent relationships in the natural world.	ESS2.B Plate Tectonics and L System Interactions ESS1.C: The History of Plane ESS2.A: Earth Materials and ESS2.E: Biogeology ESS3.B: Natural Hazards ETS1.B: Designing Solutions Problems	t Earth Systems	Patterns Cause and	d Effect	

Unit 4: Waves of Sound: Sounds, Waves, and Communication

Unit Length: <u>19 Sessions (30-40 Minutes Each)</u>

ESSENTIAL QUESTION- ESSENTIAL CONTENT		ORMANCE CTATIONS	STANDARDS	ASSESSMENT/#	ACTIVITY
How do sound and light			3.2.4.G. (PS4.C &	Mystery Science	
waves help us communicate and interact with the world?			ETS1.C) 3.2.4.E. (PS4.A & ETS1.B)	(Phenomenon) How do you send a secret code?	3.2.4.G.
				How far can a whisper travel?	3.2.4.E.
				What would happen if you screamed in outer space?	3.2.4.E.
				Why are some sounds high and some sounds low?	3.2.4.E.
				(Performance Task)	
Science and Engineering (SEP)	Practices	the state of the s	ry Core Ideas (DCI)	Crosscutting C (CCC)	oncepts
Constructing Explanations and Designing Solutions: Use tools and materials provided to design and build a device that solves a		PS4.C: Information	on Technologies and	Patterns	
specific problem or a solution to a specific		ETS1.C: Optimizi	ng the Design		

problem.	Solution	
Developing and Using Models: Use a model to represent relationships in the	PS4.A: Wave Properties	
natural world.	ETS1.B: Developing Possible Solutions	
Planning and Carrying Out Investigations: Scientists use different ways to study the world. Make observations (firsthand or from media) to collect data that can be used to make comparisons.		

Unit 5: Energizing Everything: Energy and Energy Transfer

Unit Length: 25 Sessions (30-40 Minutes Each)

ESSENTIAL QUESTION- ESSENTIAL CONTENT		ORMANCE CTATIONS	STANDARDS	ASSESSMENT/#	ACTIVITY
How does energy move from one place to another?			3.2.4.A. (PS3.A & PS3.B)	Mystery Sci	ence
How do we use energy in our daily lives?			3.2.4.C. (PS3.A, PS3.B & PS3.C) 3.2.4.D. (PS3.A, PS3.B, PS3.C, ETS1.A, ETS1.B & ETS1.C)	(Phenomenon) How is your body similar to a car? What makes roller coasters go so fast?	3.2.4.A. 3.2.4.A.
			[2131.0]	How can marbles save the world?	<u>3.2.4.C</u> .
				Could you knock down a building using only dominoes?	<u>3.2.4.D</u> .
				Can you build a chain reaction machine?	<u>3.2.4.D</u> .
				(Performance Task)	
Science and Engineering Practices (SEP)		•	ry Core Ideas (DCI)	Crosscutting C (CCC)	concepts
Constructing Explanations and	Constructing Explanations and Designing		PS3.A: Definitions of Energy		

Solutions: Use tools and materials provided to design and build a device that solves a PS3.B: Conservation of Energy and Systems and System Models specific problem or a solution to a specific **Energy Transfer** problem. PS3.C: Relationship Between Energy Developing and Using Models: Use a and Forces model to represent relationships in the natural world. ETS1.A: Defining and Delimiting **Engineering Problems** Analyze and Interpret Data: Use observations (firsthand or from media) to ETS1.B: Developing Possible describe patterns in the natural world in order Solutions to answer scientific questions. ETS1.C: Optimizing the Design Asking Questions and Defining Problems: Solution Ask questions based on observations to find

more information about the designed world.

Unit 6: Electricity, Light & Heat

Unit Length: <u>13 Sessions (30-40 Minutes Each)</u>

ESSENTIAL QUESTION- ESSENTIAL CONTENT		ORMANCE CTATIONS	STANDARDS	ASSESSMENT/A	ACTIVITY
How does electricity power the things we use?			3.3.4.D. (ESS3.A)	Mystery Sci	ence
How do light and heat interact with different			3.2.4.B. (PS3.B, PS3.D, ETS1.A, ETS1.B, ETS1.C)	(Phenomenon) What's the best way	3.3.4.D.
materials?			<u>3.2.4.D</u> . (PS3.B,	to light up a city?	<u>5.5.4.D</u> .
		PS3.D, ETS1.A, ETS1.B, ETS1.C)	What if there were no electricity?	3.2.4.B 3.2.4.D	
				How long did it take to travel across the country before cars and planes?	3.2.4.B. 3.2.4.D.
				(Performance Task)	
Science and Engineering (SEP)	Practices		ry Core Ideas DCI)	Crosscutting C (CCC)	oncepts
Constructing Explanations and Designing Solutions: Use tools and materials provided to design and build a device that solves a specific problem or a solution to a specific problem.		ESS3.A: Natural Resources		Energy and Matter	
		PS3.B: Conserva Energy Transfer	tion of Energy and	Cause and Effect	
problem. Developing and Using Models: Use a		PS3.D: Energy in and Everyday Life	Chemical Processes		

model to represent relationships in the natural world. Obtaining, Evaluating, and Communicating Information: Communicate solutions with others in oral and/or written forms using models and/or drawings that provide detail about scientific ideas. Read grade appropriate texts and/or use media to obtain scientific information to describe patterns in the natural world.	ETS1.A: Defining and Delimiting Engineering Problems ETS1.B: Developing Possible Solutions ETS1.C: Optimizing the Design Solution	
Planning and Carrying Out Investigations: Scientists use different ways to study the world. Make observations (firsthand or from media) to collect data that can be used to make comparisons. Using Mathematics and Computational Thinking: xxx		