



AMPHITHEATER ELEMENTARY SCIENCE GUIDE



8/12/2015

Kindergarten

The following pages provide guidance to teachers when implementing science instruction in Amphitheater Elementary Schools. This guide will be revised regularly to ensure alignment with current Arizona State Standards and the requirements of the district.

FOREWARD

Dear Teachers and Administrators,

One of the best ways to engage children in their learning and in the world around them is to provide hands-on opportunities to learn and actually “do” science. Science and engineering education is more important than ever. Becoming college and career ready not only involves gaining factual knowledge, it also involves teaching children to question, explore, build, collaborate, explain, analyze, think critically and creatively, and communicate. Science provides the opportunity for all children to be engaged and solve problems which require these skills.

Over the past two years we have implemented new curriculum in the areas of reading and mathematics. Both of these curriculum areas are critical to student success. Science skills and processes give students real situations to apply what they have learned in reading, writing, and mathematics. Technical writing is necessary when students record their observations, record their analysis of data, and develop conclusions and reports. Integration of the subject areas is critical.

A committee of district teachers met over the past six months to discuss science in our schools, review the Arizona Science Standards, make recommendations regarding the teaching of science, discuss the need for materials, and to develop a science curriculum framework for our schools. According to the committee’s analysis, science instruction is scarce in most elementary classrooms, if taught at all. There are classrooms where science is taught regularly. This was a pleasant finding. **The committee is recommending that science be taught a minimum of 90 minutes per week for all students beginning with the 2015-2016 school year.**

A common question is, “How will we fit this in?”, or, “What should we give up?” in order to teach science. *You will be given the flexibility to reduce some of the time spent on reading and/or math in order to teach science.* Many creative scheduling ideas have come up when teachers begin to talk about how to fit the teaching of science into the day/week.

We introduce the **Amphitheater Elementary Science Guides**. These guides lay out the Arizona Science Standards by grade level, list important academic vocabulary in science, give suggestions for materials and resources and provide many other details for teachers as they prepare their science instruction. We added engineering standards to our curriculum because we know that this type of thinking and “doing” is an important part of STEM education. Inquiry and the Engineering Design Process are the two main threads from Kindergarten through fifth grade. The new curriculum guides will be available electronically and in print. Each school will be scheduling a time to review and discuss the guides, allocate time and resources toward science, and to inventory their science materials.

The guides are not all inclusive. There are many more resources in the community that are not listed, and many more materials that are very effective and practical. We hope to add to these as teachers contribute what they use in their classrooms.

Thank you for all you do to teach science to our youngest scientists!

Sincerely,

Dr. Roseanne Lopez, Chief Academic Officer Elementary Education

Amphitheater Elementary Science Curriculum Plan

Grade: K-2 | Strand: 1 Inquiry Process (Science Lab)

Enduring Understandings (Big Idea)

Inquiry is the scientific process used to conduct a complete investigation which is embedded into all areas of science.

Essential Questions

What is the process for conducting an investigation?
 What evidence should be in a science journal during a complete investigation?
 How do we use scientific investigations to find answers to questions?

Understanding the Content of this Standard	Essential Knowledge, Skills, and Processes
1. Identify a problem	<ul style="list-style-type: none"> • Make observations using multiple senses • Ask questions about a simple problem • Collect research/information • Predict the results in a hypothesis (using “if-then” language)
2. Scientific testing	<ul style="list-style-type: none"> • Demonstrate safe behavior and appropriate procedures • Find and list materials and tools • With guidance list the complete steps to conduct the investigation • Participate in the investigation • Make observations and measurements • Record data in a data chart (chart, table, list, log)
3. Analyze data and draw conclusions	<ul style="list-style-type: none"> • Organize the data into graphs (bar, pictograph, tally chart) • Interpret the results of the data • Compare the results to the hypothesis • Generate questions for possible future investigations
4. Communication	<p><u>Explain the results</u></p> <ul style="list-style-type: none"> • Create a display of the complete investigation • Include a science journal with all parts of the inquiry process including research, testing, and analysis

	<ul style="list-style-type: none"> • Present the results with others (classroom, grade level, Science Fair)
Science Vocabulary	
<p>inquiry, question, scientific process, experiment, investigation, opinion, hypothesis, observations, data chart, graphs, results, compare, communication, research, predict, data, models, patterns, conclusion, evidence, classify, sequence, label, diagram, etc.</p>	
Assessment	
<p>Research report Science Fair projects (individual, group, or class) Interpretation and evaluation of data and graphs to answer the relevant question Science journal showing reflections throughout the inquiry process Presentation of the complete inquiry process Teacher observation</p>	
Materials	Resources and Ideas
<p>Research materials specific to each design</p>	<p>Research sites for kids:</p> <ul style="list-style-type: none"> • www.factmonster.com • www.kidsclick.org • www.ipl.org/div/kidspace • www.kidrex.org <p>www.sciencebuddies.org/ www.sarsef.org/ (<i>volunteers are available through SARSEF</i>) www.powershow.com/view/26bf93-Mzg0N/LPS_Science_Fair_Bill_Nye_the_Science_Guy_powerpoint_ppt_presentation FOSS kits Engineering is Elementary units Teachers Pay Teachers BrainPop</p>

Amphitheater Elementary Science Curriculum Plan	
Grade: K	Strand: 4 Life Sciences
Enduring Understandings (Big Idea)	
Understand the characteristics of living things and how they change over time.	
Essential Questions	
What are the parts of the human body? How do we use our senses? How do children resemble their parents? What do animals look like? What do they need to survive? What types of animals thrive in Arizona? How do they change as they get older?	What does a plant need to grow? What tools can I use to grow my plant? What types of plants will grow in Arizona? What will my plant be like when it's grown? How can I record my results? What do plants grow from? Who takes care of our plants, grass, and trees?
Understanding the Knowledge and Content of this Standard	Essential Skills and Processes
Distinguish between living things and nonliving things- living things need water, food, air, and change over time	Compare and contrast living and nonliving things.
The parts of the human body are – head, shoulders, arms, elbows, wrists, hands, fingers, legs, hips, knees, ankles, feet, heels, and toes.	Identify parts of the human body. Investigate the functions of different human structures.
The parts of a plant are – roots, stem, leafs, and flowers.	Identify parts of a plant. Investigate the functions of different plant structures.
The five senses are – sight, hearing, smell, taste, and touch.	Investigate the five senses and their related body parts.
Most plants and animals will grow to physically resemble their parents.	Compare and contrast the difference between young and old.
There are plants and animals that exist in the local environment.	Identify local plants and animals.
Plants and animals need the following to grow – food, water, air, and space	Identify that plants and animals have needs to survive.
There are changes in a small system (ant farm, plant terrarium, aquarium)	Describe changes observed in a small system.
Simple tools can make a task easier such as a shovel, rake, and watering can K.SC.3.2.1	Investigate how simple tools can help when planting and caring for plants.
Diverse people use science daily K.SC.2.1.1	Identify community helpers that work with people, plants, and animals.
Diverse people make /made important contributions to scientific innovation K.SC.2.1.2	Identify scientists and inventors who have contributed to scientific innovation with

		people, plants, and animals.
Science Vocabulary		
<u>Human Body</u> Head Shoulders Arms Elbows Wrists Hands Fingers Legs Hips Knees Ankles Feet Heels Toes <u>Senses</u> Eyes - Sight Ears - Hearing Nose - Smell Tongue - Taste Skin - Touch	<u>Animals</u> Different Coverings Movements Predator/Prey Habitats Names for youth vs. adult <u>Basic Needs</u> Food Water Air Space <u>Community Helpers</u> Gardener Grounds Keeper Zoo Keeper Doctor Nurse Dentist	<u>Plant Parts</u> Seed Seed Coat Stem Leafs Flower <u>Basic Plant Needs</u> Soil Water Sunlight Air <u>Tools</u> Shovel Rake Watering Can
Assessment		
Class discussion and participation		Plant journal
Informal record of responses		Writing journal
Materials and Resources		
<u>Resources:</u> Concept Books Student recording sheet Reading Street Extend your day Scholastic Let's Find Out Dr. Jean Harry Kindergarten National Geographic for Kids		<u>Field Trip:</u> Reid Park Zoo Apple Orchard Local farm
<u>Materials:</u> Student recording sheet Concept Maps Journal Pages Outdoor growing area		<u>Activities:</u> Grow sunflowers for Mother's Day Draw and write animal facts Colored water for carnations Hands on Learning – apples/senses Self-Portraits

Amphitheater Elementary Science Curriculum Plan	
Grade: K	Strand: 5 Physical Science
Enduring Understandings (Big Idea)	
Understanding the characteristics and materials of objects.	
Essential Questions	
How are objects different in shape, texture, and size, type of material, color, and position? How do we describe objects by shape, texture, size, type of material, color, and position? What effects how things move? How can I investigate different forms of energy to make things move?	
Understanding the Knowledge and Content of this Standard	Essential Skills and Processes
Observable properties of objects using the senses are - shape, texture, size, and color	Investigate the properties of objects using senses.
Observable properties are – size, color, and type of material	Investigate the properties of objects.
Spatial relationships of objects are – above, below, next to, left, right, middle, and center	Identify the relationship of two or more objects using appropriate vocabulary.
Applied forces can make things move – push and pull	Investigate forces through push and pull.
Forces can make things move without another thing touching them – magnets, static electricity	Investigate forces that can make objects move without touch.
Some things are attracted by magnets	Identify materials that are attracted to magnets.
There are daily uses for magnets	Identify daily objects that use magnets.
Diverse people make /made important contributions to scientific innovation <small>K.SC.2.1.2</small>	Identify scientists and inventors who have contributed to scientific innovation
Science Vocabulary	
<u>Properties</u> Shape Texture Size Color <u>Relationships</u> Above Below Next to Left Right Middle Center	<u>Force</u> Push Pull Magnets Static Electricity Attract Repel Incline Distance

Assessment	
Class discussion and participation	End of chapter assessments in mathematics
Informal record of responses	
Materials and Resources	
<u>Resources:</u> Concept books Teachers Pay Teachers Harry Kindergarten Math Curriculum Shapes in the real world <u>Sheep in a Jeep</u> Dr Jean	<u>Activities:</u> Stem magnet kit Stem motion kit Attribute block activities Building
<u>Materials:</u> Pages out of magazines Magnets Ramps with cars Air Popcorn Poppers Outdoor Slide Balloons Marbles	

Amphitheater Elementary Science Curriculum Plan	
Grade: K	Strand: 6 Earth and Space
Enduring Understandings (Big Idea)	
The Earth has structure and a place within the solar system and universe.	
Essential Questions	
What are some of the observable materials of Earth? What is the difference between natural and man-made objects? What types of things can be reused or recycled? What is temperature? How does weather affect us? What are the different types of weather? Who informs us about the weather?	
Understanding the Knowledge and Content of this Standard	Essential Skills and Processes
Basic Earth materials – rocks, soil, and water	Investigate and identify different materials
Basic Earth materials have physical properties – color, texture, and capacity to retain water	Investigate the physical properties
Objects are natural or man-made	Compare and Contrast natural verses man-made materials
Objects can be reused or recycled	Identify objects that can be reused or recycled
Weather has different aspects – temperature, wind, precipitation, and storms	Identify different types of weather
There are observable changes in weather	Investigate weather changes
Weather affects people’s daily activities	Describe how changes in weather affect people in their daily activities
Simple tools can make a task easier K.SC.3.2.1	Investigate how simple tools can be used
Diverse people use science daily K.SC.2.1.1	Identify community helpers
Diverse people make /made important contributions to scientific innovation K.SC.2.1.2	Identify scientists and inventors who have contributed to scientific innovation
Science Vocabulary	
Rocks Soil Water Color Texture Capacity Natural Man-made Reuse Recycle	Temperature – thermometer Wind Precipitation Storms Weather Thunder Lightning Fog Snow Wind Rain

	Clouds Monsoon
Assessment	
Class discussion and participation	Informal record of responses
Materials and Resources	
<u>Resources:</u> Concept Books Student recording sheet Reading Street Extend your day Scholastic Let's Find Out Teachers Pay Teachers	<u>Materials:</u> Outdoor Space/Playground Thermometer Magnifying glasses Recycle Bins/Recyclables

Amphitheater Elementary Science Curriculum Plan	
Grade: K-5	Engineering Design Process
Enduring Understandings (Big Ideas)	
<ul style="list-style-type: none"> Defining and Delimiting Engineering Problems Developing Possible Solutions Optimizing the Design Solution 	
Essential Questions	
<p>How might we define a simple design problem reflecting a need or a want?</p> <p>What are the constraints/criteria?</p> <p>How might we generate and compare possible solutions to a problem?</p> <p>How might we plan and carry out fair tests?</p> <p>How might we improve upon our design?</p>	
Understanding the Content of this Standard	Essential Skills and Processes
<p>Students will be able to use the Design Process. (<i>italics denote K-2 language</i>)</p>	<p>Design Process: Students will understand how technology solves problems and makes work easier.</p> <div style="border: 1px solid black; padding: 5px; text-align: center; margin-bottom: 5px;">Identify the problem (<i>Ask</i>)</div> <div style="border: 1px solid black; padding: 5px; text-align: center; margin-bottom: 5px;">Do research</div> <div style="border: 1px solid black; padding: 5px; text-align: center; margin-bottom: 5px;">Develop possible solutions (<i>Imagine</i>)</div> <div style="border: 1px solid black; padding: 5px; text-align: center; margin-bottom: 5px;">Choose one solution</div> <div style="border: 1px solid black; padding: 5px; text-align: center; margin-bottom: 5px;">Design and construct a prototype (<i>Plan and Create</i>)</div> <div style="border: 1px solid black; padding: 5px; text-align: center; margin-bottom: 5px;">Test the prototype (<i>Test</i>)</div> <div style="border: 1px solid black; padding: 5px; text-align: center; margin-bottom: 5px;">Evaluate and redesign (<i>Improve</i>)</div> <div style="border: 1px solid black; padding: 5px; text-align: center; margin-bottom: 5px;">Communicate results</div>
<p style="text-align: center;"><u>Identify the problem (<i>Ask</i>)</u> <u>Research</u></p> <p>Find a design problem, based on the fact that peoples’ needs and desires change over time as well as their demand for new technologies.</p>	<ul style="list-style-type: none"> Identify & create a solvable design problem/need/want Explain why that problem is relevant Conduct research

Create or identify criteria for success and constraints.	<ul style="list-style-type: none"> Understand & explain that there are constraints on material, time and costs
<p><u>Develop possible solutions (Imagine)</u> Generate and compare possible solutions to a problem.</p>	<ul style="list-style-type: none"> Work within the criteria while generating possible solutions Judge solutions against constraints Identify solution(s) that best fits problem
<p><u>Design and construct a prototype (Plan and Create)</u> Plan the model or prototype based on chosen solution(s). Create the model prototype.</p>	<ul style="list-style-type: none"> Design a model. Communicate the design of a model (written on paper, whiteboard, or computer software, etc.) Construct a model using available resources.
<p><u>Test the prototype (Test)</u> Design and conduct fair tests with controlled variables.</p>	<ul style="list-style-type: none"> Plan and conduct fair tests using prototypes Control variables Consider failure points found through testing
<p><u>Evaluate and redesign (Improve)</u> Evaluate & redesign model.</p>	<ul style="list-style-type: none"> Use failure points to identify parts of a model that can be improved Make changes to the model (redesign). Repeat testing process
<p><u>Communicate results</u> Communicate results.</p>	<ul style="list-style-type: none"> Explain your results using data Gather input from peers Describe successes and failures Suggest improvements based on the criteria and failure points
History of Engineering and Innovation	
How have individuals contributed to engineering innovations?	<ul style="list-style-type: none"> Research the various contributions of scientists and innovators in this field (e.g., Wilber and Orville Wright, Leonardo da Vinci, Thomas Edison, Benjamin Franklin, Steve Jobs, Bill Gates, Mary Anderson-windshield wiper, George de Mestral-velcro, Alan Turing-computer science/cryptologist, Hedy Lamarr- basis for wi-fi). Describe how science, engineering and technology have improved the lives of people. Critique the benefits and risks related to the use of technology. Investigate careers related to engineering & design.
Science Vocabulary	
<p>prototype, model, design, process, predict, evaluate, technology, record, research, create, problem, solution, design problem, want, need, individual, community, global, technology, criteria, constraints, materials, cost, generate, compare, options, reasonable, plan, blueprints, investigate, variable, fair test, control, failure points, redesign</p>	

Assessment	
Formative	Summative
<ul style="list-style-type: none"> • Reflections • Center activities (teacher observation) • Engineering Journals 	<ul style="list-style-type: none"> • Performance assessment • Presentation of design
Materials	Resources
<p>Engineering is Elementary Units Various materials for making models and prototypes</p>	<ul style="list-style-type: none"> • Discovery Education • Reading Street Leveled Readers (on-line) • Reading A-Z leveled readers • Khan Academy • http://www.sciencekids.co.nz/engineering.html • www.teachengineering.org • http://www.childrensengineering.org/ • http://www.childrensengineering.com/free-resources.htm • https://www.teachengineering.org/googlesearch_results.php • http://betterlesson.com/lesson/620237/the-wonderful-towers-of-watts-building-background-knowledge?grade=14&subject=2&from=bl_directory_no-keywords_second-grade_technology-and-engineering_mt-lesson_620237_title • http://www.engr.ncsu.edu/theengineeringplace/educators/k8plans.php • https://drive.google.com/folderview?id=0Bzm8D1yH2vdZXzIERWhDYTFFLXc&usp=sharing • YouTube videos <ul style="list-style-type: none"> ▪ Nasa For Kids: Intro to Engineering ▪ The Engineering Process: Crash Course Kid ○ National Science Foundation Resources: https://www.nsf.gov/news/classroom/engineering.jsp ○ Teachers Pay Teachers

