

Navigation Guide

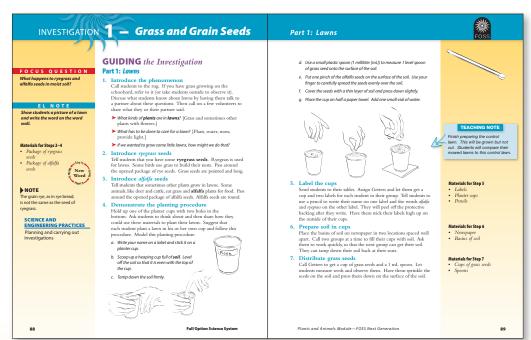
How to Review FOSS

Teacher Editions

The *Investigations Guide* is a spiral-bound guide containing the active investigations. FOSS lesson plans include:

- Materials used in the current steps
- Key three-dimensional highlights
- Embedded assessment "What to Look For"
- Sense-making discussions

- Strategies to support English learners
- Vocabulary review
- Teaching notes to facilitate instruction



Start your review here:

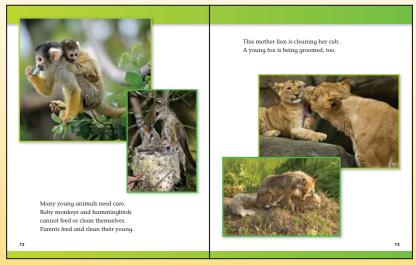
- Air and Weather: pp. 1-3, 77-79, 93-96
- Sound and Light: pp. 1-3, 75-77, 90-97
- Plants and Animals: pp. 1-3, 71-73, 88-95

Teacher Resources (also online) contains teacher-support chapters on three-dimensional teaching and learning, access and equity, and environmental literacy.

Student Books

The **FOSS Science Resources** student book contains readings developed to reinforce and extend core ideas covered during FOSS active investigations. Readings give students opportunities to:

- Ask and answer questions
- Use evidence to support their ideas
- Use text to acquire information
- Draw information from multiple sources
- Interpret illustrations to build understanding

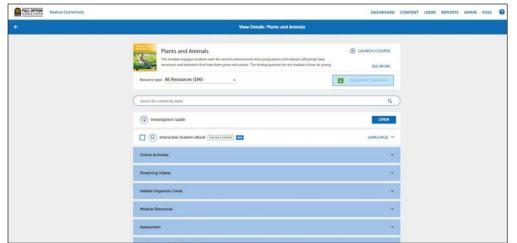


Also available in Spanish and as interactive eBooks.

FOSSweb on ThinkLink

Technology for Learning Anywhere

FOSSweb digital resources are located on ThinkLink, School Specialty's new cloud-based curriculum platform.



Access:

- Supports easy single sign-on and class management with Google classroom and learning management systems.
- Provides easy access to both teacher and student digital resources, including duplication masters, online activities, and streaming videos.

Interactive eBooks

Keep your students engaged while teaching literacy skills with interactive FOSS Science Resources eBooks. The eBooks include integrated audio with text syncing and links to online activities and videos that bring the photos to life.





Online Activities for Differentiating Instruction

FOSSweb digital resources provide engaging, interactive online activities that offer additional content and skill support for students.

FOSS Modules—Grade 1

Module Phenomenon and Driving Question

Module Overview/Bundled Performance Expectations

Air and Weather Module

Anchor phenomenon:

The air around us and the natural objects that we see in the sky

Module driving questions:

FOSS Module

- What is all around us?
- What do we observe in the sky above us?



4 investigations **Critical Pathway:**31 sessions**

Students turn their focus upward to explore that objects in the sky change position in predictable ways. They explore the natural world by using simple instruments and calendars to observe and monitor change. They use new tools and methods to build on their understanding of the weather and to find out about properties of air by exploring how objects interact with air. They observe daily changes in air temperature and connect them to the daily movement of the Sun in the sky. They monitor changes in hours of daylight over seasons and changing weather conditions. And they find the Moon in the day and night skies and monitor its movement over the month.

Earth Sciences: S.1.8, S.1.9, S.K.7*, S.K.6*

Physical Sciences: S.2.1* **ETAS:** S.1.10, S.1.11, S.1.12

Sound and Light Module

Anchor phenomenon:Sound and light

Module driving question:

 How do sound and light interact with objects?

Sound and Light



4 investigations **Critical Pathway:**30 sessions

Students develop an understanding of how to observe and manipulate the phenomena of sound and light using simple tools and musical instruments. They learn that sound comes from vibrating objects, has volume and pitch, and develop simple models for how sound travels. With light, students find out what happens when materials with different properties are placed in a beam of light, and explore how to create and change shadows and reflections. Students explore how to use sound and light devices to communicate information and compare the ways that animals use their senses (ears and eyes) to gather information about their environment.

Physical Sciences: S.1.1, S.1.2, S.1.3, S.1.4

ETAS: S.1.10, S.1.11, S.1.12

Plants and Animals Module

Anchor phenomenon:

Young plants and animals have structures that help them grow and survive

Module driving question:

 How do young plants and animals survive in their habitat?





4 investigations **Critical Pathway:**36 sessions

Students observe firsthand the structures of plants and discover ways to propagate new plants from mature plants (from seeds, bulbs, roots, and stem cuttings). They observe and describe changes that occur as young plants grow, and compare classroom plants to those in the schoolyard. They design terrariums (habitat systems) and provide for the needs of both plants and animals living together in the classroom. They explore variation in the same kind of organism, including variation between young and adults, and find out about the behaviors of parents to help their offspring survive. They explore structure and function relationships as they sort different kinds of animal and plant structures, including animal sensory structures.

Life Sciences: S.1.7, S.1.5, S.1.6

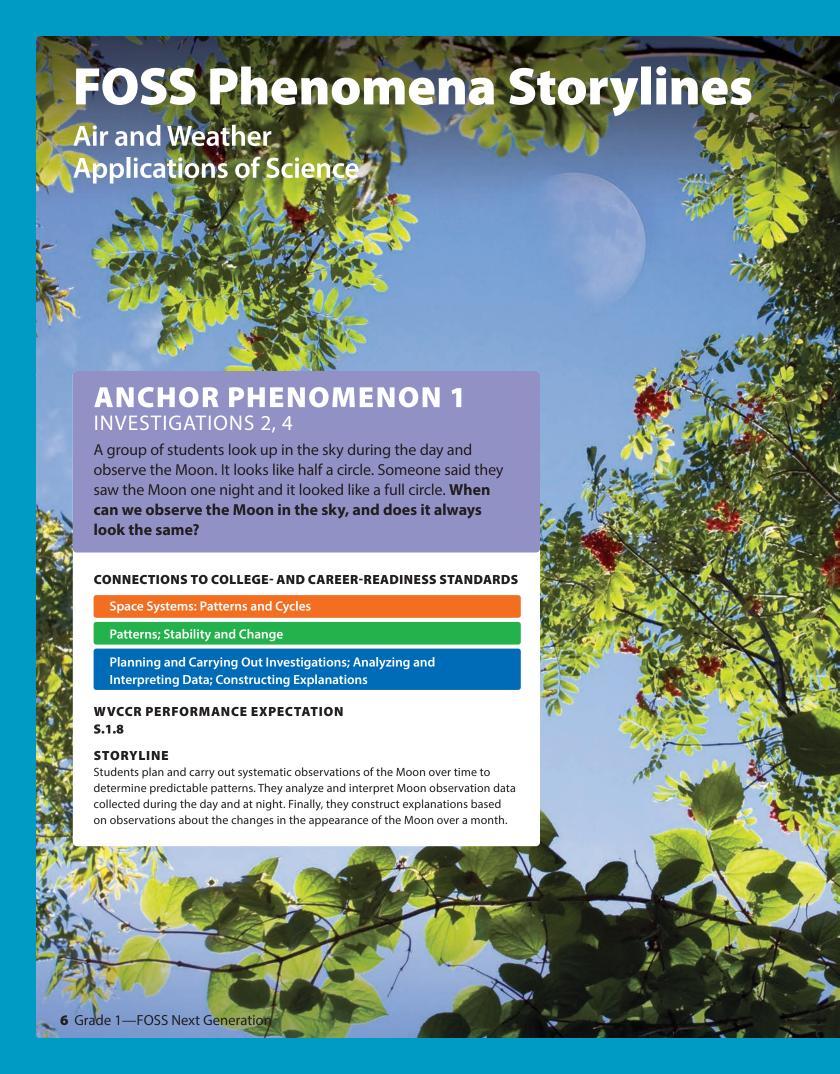
ETAS: S.1.11

- * These PEs are addressed in grade K and extended in grade 1 or are foundational for grade 2
- ** A session is 45 minutes.

FOSS Module

FOSS Module

The Core Topics of Science	The Practices of Scientists and Engineers	Science Connecting Concepts
Space Systems: Patterns and Cycles Structures and Properties of Matter Interdependent Relationships in Ecosystems: Animals, Plants, and Their Environment Weather and Climate Engineering Design	 Asking questions and defining problems Developing and using models Planning and carrying out investigations Analyzing and interpreting data Using mathematics and computational thinking Constructing explanations and designing solutions Obtaining, evaluating, and communicating information 	 Patterns Cause and effect Scale, proportion, and quantity Systems and system models Structure and function Stability and change
Waves: Light and Sound Engineering Design	 Asking questions and defining problems Developing and using models Planning and carrying out investigations Analyzing and interpreting data Constructing explanations and designing solutions Obtaining, evaluating, and communicating information 	 Patterns Cause and effect Systems and system models
Structure, Function, and Information Processing Engineering Design	 Asking questions and defining problems Developing and using models Planning and carrying out investigations Analyzing and interpreting data Using mathematics and computational thinking Constructing explanations and designing solutions Engaging in argument from evidence Obtaining, evaluating, and communicating information 	 Patterns Cause and effect Systems and system models Structure and function



ANCHOR PHENOMENON 2 INVESTIGATIONS 2, 4

Two sisters like to practice soccer after dinner. In June, they play for a long time before it gets dark. Four months later, it is already dark before dinner. How can children determine a schedule for evening soccer practice from June to October?

CONNECTIONS TO COLLEGE- AND CAREER-READINESS STANDARDS

Space Systems: Patterns and Cycles

Patterns; Stability and Change

Using Mathematics and Computational Thinking; Analyzing and Interpreting Data; Constructing Explanations

WVCCR PERFORMANCE EXPECTATIONS S.1.8, S.1.9

STORYLINE

Students investigate how daylight changes using mathematics and computational thinking to analyze data. They use bar graphs to make predictions about the amount of daylight hours during the year. Then they construct explanations about the changes in daylight through the seasons.



ANCHOR PHENOMENON 3 INVESTIGATIONS 1, 3

While reading a book about air, students observe parachutes and kites moving in the sky. What are good designs for a parachute to move through the air safely? What are good designs for a kite?

CONNECTIONS TO COLLEGE- AND CAREER-READINESS STANDARDS

Engineering Design

Cause and Effect, Systems and System Models; Structure and Function

Defining Problems; Designing Solutions; Obtaining, Evaluating and Communicating Information

WVCCR PERFORMANCE EXPECTATIONS S.1.10, S.1.11, S.1.12

STORYLINE

Students design and construct parachutes to figure out how people use air to fly. They test parachute designs to ensure they land safely. Then students apply ideas about moving air (wind) to construct and fly a kite.

FOSS Phenomena Storylines

Sound and Light Applications of Science

ANCHOR PHENOMENON 1 INVESTIGATIONS 1–2

A student is playing with a musical instrument in one corner of the classroom. Another student in a different corner of the classroom can't see the musical instrument, but they can hear it play different sounds. How can you hear and identify the musical instrument without seeing it?

CONNECTIONS TO COLLEGE- AND CAREER-READINESS STANDARDS

Waves: Light and Sound; Engineering Design

Patterns; Cause and Effect; Systems and System Models

Developing and Using Models; Planning and Carrying Out Investigations; Constructing Explanations and Designing Solutions

WVCCR PERFORMANCE EXPECTATIONS 5.1.1, S.1.2, S.1.10, S.1.11, S.1.12

STORYLINE

Students are introduced to a variety of sounds produced by animals, people, and machines and are challenged to identify a musical instrument without seeing it. They plan and carry out investigations, examining different vibrating objects and instruments, in order to determine cause-and-effect relationships with volume, pitch, and other sound properties. Using these relationships, they develop a model of sound vibrations traveling from sound source to sound receiver. They use this model to design a communication device. Finally, they construct explanations based on experiences about how different sounds are made and describe how they can identify a musical instrument without seeing it.

ANCHOR PHENOMENON 2 INVESTIGATIONS 3-4

A class is preparing for a school performance. During the performance, the teacher who can't be seen around a corner, needs to communicate to the students about when they should stand and when they should sit down without using sound.

Design a way for teachers and students to communicate during a performance without letting an audience know.

CONNECTIONS TO COLLEGE- AND CAREER-READINESS STANDARDS

Waves: Light and Sound; Engineering Design

Cause and Effect; Systems and System Models

Asking Questions and Defining Problems; Analyzing and Interpreting Data; Constructing Explanations and Designing Solutions

WVCCR PERFORMANCE EXPECTATIONS 5.1.2, S.1.3, S.1.4, S.1.10, S.1.11, S.1.12

STORYLINE

Students work with light sources and mirrors to explore light interactions. They plan and carry out investigations examining how shadows are made and how light goes through different materials. Using the data from the investigations, students develop a model of how humans are able to see objects when there is light. Next, they construct explanations based on experiences about how light travels using mirrors. Finally, they design a solution to communicate around a corner using light, so teachers and students can communicate during a performance.



Plants and Animals
Applications of Science

ANCHOR PHENOMENON 1 INVESTIGATIONS 1–2, 4

A family wanted to grow some new plants, but the garden store was closed for a few days. They were going to look around their home for living plant parts that would grow. **What parts** of living plants can be used to grow new plants?

CONNECTIONS TO COLLEGE- AND CAREER-READINESS STANDARDS

Structure, Function, and Information Processing

Patterns; Cause and Effect; Structure and Function

Planning and Carrying Out Investigations; Constructing Explanations; Engaging in Argument from Evidence

WVCCR PERFORMANCE EXPECTATIONS

S.1.7, S.1.5, S.1.6

STORYLINE

Students plan and carry out investigations to collect data about structures and functions of plants in order to survive. They construct explanations about the patterns of growth resulting in similarities and differences in plants. Then, engage in argument from evidence based on direct experiences about ways to get young plants from mature plants.

ANCHOR PHENOMENON 2

INVESTIGATIONS 3-4

An injured duckling (baby duck) was brought to a local nature center. The nature center cares for injured animals and returns them to their natural homes when they are healthy. How will the nature center know what kind of duck it is? When is the right time to return an injured duck back to its natural habitat?

CONNECTIONS TO COLLEGE- AND CAREER-READINESS STANDARDS

Structure, Function, and Information Processing

Structures and Function; Systems and System Models

Planning and Carrying Out Investigations; Analyzing and Interpreting Data;
Constructing Explanations; Obtaining, Evaluating, and Communicating Information

WVCCR PERFORMANCE EXPECTATIONS S.1.7, S.1.5, S.1.6

STORYLINE

Students develop and use a terrarium as a model to observe interactions of plants and animals. They make observations to analyze and interpret data about changes to the terrarium system overtime. In their notebook, they gather data from media to construct explanations about how plants and animals use structures to meet their needs, and how adult animals help their young survive.





ANCHOR PHENOMENON 3 INVESTIGATION 3

Some shoes use a hook and loop fastener (Velcro®) to keep them on your feet. The original version was invented by an engineer who was curious about how burrs (sticky seeds) stuck onto the fur of his dog. He observed small hooks at the end of the burrs. **What can we learn from animal or plant structures to help us solve problems?**

CONNECTIONS TO COLLEGE- AND CAREER-READINESS STANDARDS

Structure, Function, and Information Processing; Engineering Design

Structure and Function

Defining Problems; Designing Solutions; Obtaining, Evaluating and Communicating Information

WVCCR PERFORMANCE EXPECTATIONS S.1.7, S.1.11

STORYLINE

Students obtain information about plant and animal structures and functions. Then, design and construct solutions with materials mimicking structures observed in nature.

Critical Pathway

West Virginia Science

Today, many elementary educators face the reality that time for science instruction is limited. The FOSS developers have determined a Critical Pathway through each module that is faithful to the standards in the time you have to teach with the flexibility to expand or differentiate instruction. There are 97 total sessions for grade 1.

AIR AND WEATHER

SESSION	INV./PART	CRITICAL PATHWAY	IG PAGES
1	Inv 1.1	Air Is There, Steps 1–9	93-94
2	Inv 1.1	Air Is There, Steps 10–15	95-96
3	Inv 1.2	Parachutes, Steps 1–8	100-103
4	Inv 1.2	Parachutes, Steps 9–13; 15–17 (optional video clip Step 14)	103–105
5	Inv 1.2	Parachutes, Steps 18–21	106–107
6	Inv 1.2	Parachutes, Steps 22–27	108-109
	Inv 1.3	Pushing on Air, Steps 1–17—Focus on Conducting Investigations	113–117
7	Inv 1.4	Air and Water, Steps 1–6 Step 19 (use top of notebook sheert 4 only); Steps 20–23	121–122 125–126
	Inv 1.4	Air and Water, Steps 7–18—Focus on Analyzing Data	122–125
	Inv 1.5	Balloon Rockets Steps 1–6, 8–9—Focus on Investigations	129–131
8	Inv 1.5	Review Steps 7, 10; I-Check 1, Step 11	131–132
9	Inv 2.1	Weather Calendars, Steps 1–14	149–152
10	Inv. 2.2	Measuring Temperature and Daylight, Steps 1–13	157–160
11	Inv 2.2	Measuring Temperature and Daylight, Steps 14–22	160–162
12	Inv 2.2	Measuring Temperature and Daylight, Steps 23–25	163-164
	Inv 2.3	Watching Clouds, Steps 1–4—Focus on Environmental Literacy	168–169
13	Inv 2.3	Watching Clouds, Steps 5–11	170–171
	Inv 2.3	Watching Clouds, Steps 12–24—Focus on Reading and Media	172–175
14	Inv 2.4	Observing the Moon, Steps 1–6	179–180
15	Inv 2.4	Observing the Moon, Steps 7–9	181
16	Inv 2.4	Observing the Moon, Steps 10–13	182
17*	Inv 2.4	Observing the Moon, Steps 14–16 *	183
18	Inv 2.4	Review, Step 17; I-Check 2, Step 18	184

^{*}Indicates the need to allow for growth time

CONTACT YOUR SALES REPRESENTATIVE IF YOUR DISTRICT NEEDS A CUSTOMIZED CRITICAL PATHWAY.

AIR AND WEATHER (continued)

SESSION	INV./PART	CRITICAL PATHWAY	IG PAGES
19*	Inv 2.4	Observing the Moon, Steps 19–20 * (continue Moon observations over 4 weeks)	185
20	Inv 3.1	Bubbles in the Wind, Steps 1–11	204–206
21	Inv 3.2	Wind Speed, Steps 1–13	210-212
**	Inv 3.3	Pinwheels, Steps 1–12—Focus on Outdoor Investigations **	215–217
22	Inv 3.4	Wind Vanes, Steps 1–4; Steps 12–13	221–222; 224
23	Inv 3.4	Wind Vanes, Steps 5–11	222-223
**	Inv 3.5	Kites, Steps 1–13—Focus on Engineering of Kites; Outdoor Investigations invoving wind **	228-231
24	Inv 3.5	Review Step 14; I-Check 3, Step 15	232
25	Inv 4.1	Change Over a Month, Steps 1–9	248-250
26	Inv 4.1	Change Over a Month, Steps 10–12	250-251
27	Inv 4.2	Daylight through the Year, Steps 1–10	255-256
28	Inv 4.2	Daylight through the Year, Steps 11–14	257
29*	Inv 4.3	Comparing the Seasons, Steps 1–3 Steps 4–8, continue data analysis through the seasons *	262 263
30	Inv 4.3	Comparing the Seasons, Steps 9–10	264-265
31	Inv 4.4	Comparing the Seasons, Steps 11–12; Review Step 13 I-Check 4, Step 23	266 267

^{*}Indicates the need to allow for growth time

SOUND AND LIGHT

SESSION	INV./PART	CRITICAL PATHWAY	IG PAGES
1	Inv 1.1	Making Sounds, Steps 1–7	90-92
2	Inv 1.1	Making Sounds, Steps 8–12	93-95
3	Inv 1.1	Making Sounds, Steps 13–20	95-97
4	Inv. 1.2	Hearing Sounds, Steps 1–16	104–107
5	Inv. 1.2	Hearing Sounds, Steps 17–25	108-111
	Inv 1.3	Outdoor Sounds, Steps 1–10—Focus on Applying Concepts Locally	114–115
6	Inv 1.3	Review Steps 11–13; I-Check 1, Step 14	116–117
7	Inv 2.1	Changing Volume, Steps 1–12	135–137
8	Inv 2.1	Changing Volume, Steps 13–20	137–140
9	Inv. 2.2	Changing Pitch, Steps 1–13	143–146
10	Inv 2.2	Changing Pitch, Steps 14–18	147–148
11	Inv 2.3	Spoon Gong Systems, Steps 1–10, 12–14	152–156
	Inv 2.3	Spoon Gong Systems, Step 11—Focus on Media, Video	155
	Inv 2.3	Spoon Gong Systems, Steps 15–18—Focus on Reading	157–158
12	Inv 2.3	Sound Challenges, Steps 1–7	161–163
13	Inv 2.4	Sound Challenges, Steps 8–16	163-164
14	Inv 2.4	Review, Step 17; I-Check 2, Step 18	165

SOUND AND LIGHT (continued)

SESSION	INV./PART	CRITICAL PATHWAY	IG PAGES
15	Inv 3.1	Making Shadows, Steps 1–15	180–183
16	Inv 3.2	Sun and Shadows, Steps 1–13	186–189
17	Inv 3.2	Sun and Shadows, Steps 14–18	190-192
18	Inv 3.3	Light and Materials, Steps 1–10	196–198
19	Inv 3.3	Light and Materials, Steps 11–14	199–200
20	Inv 3.3	Review Steps 15–17; I-Check 3, Step 18	200-201
21	Inv 4.1	Light and Mirrors, Steps 1–8	219–221
22	Inv 4.1	Light and Mirrors, Steps 9–16	221–223
23	Inv 4.2	Reflections, Steps 1–14	226-228
24	Inv 4.2	Reflections, Steps 15–18	229-230
25	Inv 4.3	Eyes and Seeing, Steps 1–12	234–237
26	Inv 4.3	Eyes and Seeing, Steps 13–18	238-240
27	Inv 4.4	Designing with Light, Steps 1–10	244-246
28	Inv 4.4	Designing with Light, Steps 11–19	246-247
29	Inv 4.4	Designing with Light, Steps 20–21	248-249
30	Inv 4.4	Review Step 22; I-Check 4, Step 23	249

Investigation sessions, with references to the pages and step numbers in the *Guide*

PLANTS AND ANIMALS

SESSION	INV./PART	CRITICAL PATHWAY	IG PAGES
1	Inv 1.1	(Grass and Grain Seeds) Lawns, Steps 1–17	88-91
2	Inv 1.1	Lawns, Steps 18–23	92-93
3	Inv 1.1	Lawns, Steps 24–27 (Reading Step 24)	94-95
4 *	Inv 1.2	Mowing the Lawn, Steps 1–7	98-99
5 *	Inv 1.2	Mowing the Lawn, Steps 8–12	99–100
6*	Inv 1.2	Mowing the Lawn, Steps 13–16	101–102
7	Inv 1.3	Wheat, Steps 1–12	107–110
8	Inv 1.3	Wheat, Steps 13–15	110–111
9*	Inv 1.3	Wheat, Steps 16–21 (Reading Step 20) Step 24 (After 3 weeks, end to wheat growth investigation)	107–114, 124
	Inv 1.3	Wheat, Steps 22–23, 25—Focus on Video and Summary	115–116
10 *	Inv 1.4	Variation, Steps 1–12	120-123
11 *	Inv 1.4	Variation, Steps 13–16 (Reading Step 13)	124
	Inv 1.4	Variation, Step 17—Focus on Video	125
12	Inv 1.4	Review Step 18; I-Check 1, Step 19	125
1	Inv 2.1	(Stems) Rooting Stem Cuttings, Steps 1–11	141–143
2	Inv 2.1	Rooting Stem Cutting, Steps 12–19	143–145
	Inv 2.2	Spuds, Steps 1–15—Focus on Investigation and Analysis	149–152
	Inv 2.2	Spuds, Steps 16–21—Focus on Sense-Making	152–154
3 *	Inv 2.3	New Plants from Cuttings, Steps 1–11 Step 12, Observe growth over time *	157–159
4	Inv 2.3	Review, Step 12, Discuss Guiding Question; I-Check 2, Step 13	159

^{*}Indicates the need to allow for growth time

PLANTS AND ANIMALS (continued)

SESSION	INV./PART	CRITICAL PATHWAY	IG PAGES
1	Inv 3.1	(Terrariums) Setting Up Terrariums, Steps 1–13	179–181
2	Inv 3.1	Setting Up Terrariums, Steps 14–19	182
3	Inv 3.1	Setting Up Terrariums, Steps 20–23 (Reading, Step 20)	183–184
4	Inv 3.2	Animals in the Terrarium, Steps 1–3	188
5	Inv 3.2	Animals in the Terrarium, Steps 4–15	189–191
6*	Inv 3.2	Animals in the Terrarium, Steps 16–18; Steps 19–21	191–194
7	Inv 3.2	Animals in the Terrarium, Steps 22–27 (Reading Step 22)	195–198
8	Inv 3.3	Habitat Match, Steps 1–8; (skip Step 9, Video)	202-204
9	Inv 3.3	Habitat Match, Steps 10–14 (Online activites, Step 13, in Centers)	205–106
	Inv 3.4	Squirrel Behavior, Steps 1–15—Focus on Environmental Literacy	210–214
10	Inv 3.4	Squirrel Behavior, Steps 16–18 (Reading Step 16)	215-216
11	Inv 3.4	Squirrel Behavior, Step 19 (see FOSSweb: Teacher Masters No. 13B Engineering 3 of 3; Multimedia, Organisms Cards for Engineering)	217
12	Inv 3.4	Review Step 20; I-Check 3, Step 21	
1	Inv 4.1	(Growth and Change) Planting Bulbs, Steps 1–9	235–236
2	Inv 4.1	Planting Bulbs, Steps 10–12	
3 *	Inv 4.1	Planting Bulbs, Steps 13–18	237–238
	Inv 4.2	Planting Roots, Steps 1–16—Focus on Setting up Investigation	242-244
	Inv 4.2	Planting Roots, Steps 17–19—Focus on Analysis and Sense-making	245
	Inv 4.2	Planting Roots, Steps 20–21—Focus on Online Activity and Summary	246-247
4	Inv 4.3	Plant and Animal Growth, Steps 1–10	251-252
5	Inv 4.3	Plant and Animal Growth, Steps 11–14	253
6	Inv 4.3	Plant and Animal Growth, Steps 15–19 (Reading Step 15)	254-255
7	Inv 4.3	Plant and Animal Growth, Step 20 (Video); Step 21 (Online activity)	255
8	Inv 4.3	Review Step 22; I-Check 4, Step 23	256

^{*}Indicates the need to allow for growth time

Diverse Learning Needs

Designed for All Learners

Access and Equity

The FOSS Program has been designed to maximize the science learning opportunities for all students, including those who have traditionally not had access to or have not benefited from equitable science experiences—students with special needs, ethnically diverse learners, English learners, students living in poverty, girls, and advanced and gifted learners. FOSS is rooted in a 30-year tradition of multisensory science education and informed by recent research on UDL and culturally and linguistically responsive teaching and learning. See the Access and Equity chapter on FOSSweb for strategies and suggestions.

English Language Development (ELD)



Strategies for Effective Learning

Engaging Students

English Language Art Connections

FOSS leverages the natural connection between science and language arts. Students read articles and think critically to enhance their understanding. Students practice ELA skills as well as scientific thinking by organizing their thoughts in a science notebook.



Engineering

FOSS provides meaningful engineering design challenges to students across the grade bands. Students take on the role of scientists to problem-solve and then take on the role of engineers to design and innovate.





Environmental Literacy

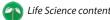
FOSS throws open the classroom door and takes students outdoors to apply scientific principles to natural systems.

Custom Professional Learning

FOSS can help you build a customized professional learning plan for your district, through its experienced network of consultants to facilitate workshops and sustain the progress of your implementation through ongoing support.

WEST VIRGINIA FOSS NEXT GENERATION K-8 SCOPE AND SEQUENCE

Grade	Integrated Middle Grades						
	Heredity and Adaptation*		€ € € Chemical Interactions				
6–8	Earth History Di		versity of Life Human Systems Interactions*		Electromagnetic Force*	Gravity and Kinetic Energy	
	Planetary Science		ℰ ℰ ℂ Weather and Wa	ater Popula		Populations and Ecosystems Waves	
*Half-length co	*Half-length courses 🥋 Physical Science content 😩 Earth Science content 🥝 Life Science content 💮 Engineering content				ineering content		



Grade	Physical Science	Earth Science	Life Science		
5	Mixtures and Solutions	Earth and Sun	Living Systems		
4	Energy	Soils, Rocks, and Landforms	Environments		
3	Motion and Matter	Water and Climate	Structures of Life		
2	Solids and Liquids	Pebbles, Sand, and Silt	Insects and Plants		
1	Sound and Light	Air and Weather	Plants and Animals		
K	Materials and Motion Trees and Weather Animals Two by Two				
PreK	Observing Nature				