

| Engage Lesson Group | Science Practices | Cross Cutting Concepts | Disciplinary Core Ideas & Performance Expectations |
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| <p>1. <i>EyeSpots</i>: Students experience, observe in, and write/draw about their own special outdoor area.</p> <p>2. <i>Beach Surprise</i>: Students read about a true student-citizen-science story and consider and discuss the importance of data/information to community action.</p> <p>3. <i>Citizen-Science Race</i>: Students play a physical game to review the key concepts of <i>biodiversity, citizen-science, data, and observations</i>.</p> <p>4. <i>Silly Skits</i>: Students read and discuss safety and ethics for citizen-scientists. Then they create and perform their own “what NOT to do” comedy skits.</p> <p>NOTE: You may choose to do lessons 21-22 and introduce lesson 23 at this point if students see site-based biodiversity challenges and are eager to improve them and/or if you need more time allowed for students to complete a large or complex solution to the problems they see.</p> | <p>Obtaining, Evaluating, and Communicating Information</p> <p>Asking Questions and Defining Problems</p> | <p>Science Addresses Questions About the Natural and Material World</p> <p>Cause and Effect</p> <p>Influence of Science, Engineering, and Technology on Society and the Natural World</p> | <p>ESS3.C: Human Impacts on Earth Systems</p> <p>5-ESS3-1: Obtain and combine information about ways individual communities use science ideas to protect the Earth’s resources and environment.</p> <p>3-LS4: (introduced) Biological Evolution: Unity and Diversity</p> <p>4-LS1: (introduced) From Molecules to Organisms: Structures and Processes</p> <p>ELA: Reading Standards for Informational Text 3-5</p> <p>3rd: 3.R.1.1, 3.R.1.2, 3.R.1.3, 3.R.1.4, 3.R.1.6, 3.R.1.7</p> <p>4th: 4.R.1.1, 4.R.1.2, 4.R.1.3, 4.R.1.4, 4.R.1.8</p> <p>5th: 5.R.1.1, 5.R.1.2, 5.R.1.3, 5.R.1.4</p> |

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| <p>5. <i>SunPrints</i>: Students are confused as they create art and investigate a mysterious phenomenon of light. They isolate and test one variable, make observations, and form an evidence-supported explanation.</p> | <p>Asking Questions and Defining Problems</p> <p>Constructing Explanations and Designing Solutions</p> <p>Analyzing and Interpreting Data</p> <p>Obtaining, Evaluating, and Communicating Information</p> | <p>Cause and Effect</p> <p>Patterns</p> | <p>PS4.B: Electromagnetic Radiation 4-PS4-2: Develop a model to describe that light reflecting from objects and entering the eye allows objects to be seen. (Stage is set here for this in Lesson 15)</p> |
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| <p>6. <i>Math + Art = Frames!</i>: Students use math and measurement to solve the design problem of making a frame to showcase the SunPrints.</p> <p>7. <i>Say Cheese</i>: Students get to be silly through trial and error as they learn the basics of taking and selecting functional biodiversity data photographs.</p> | <p>Asking Questions and Defining Problems</p> <p>Constructing Explanations and Designing Solutions</p> <p>Obtaining, Evaluating, and Communicating Information</p> | <p>Connections to Engineering, Technology, and Applications of Science</p> | <p>ETS1.A: Defining and Delimiting Engineering Problems ETS1.B: Developing Possible Solutions ETS1.C: Optimizing the Design Solution</p> <p>3-5-ETS1-1: Define a simple design problem reflecting a need or a want that includes specified criteria for success and constraints on materials, time, or cost.</p> <p>3-5-ETS1-2: Generate and compare multiple possible solutions to a problem based on how well each is likely to meet the criteria & constraints of the problem.</p> <p>Common Core MATH Standards Connections: MP.2, MP.4, MP.5, 3.NBT, 3.NF, 3.MD.B.4, 4.G.A.1, 4.MD.A.1, 4.MD.A.2, 5.MD.A.1</p> |

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| <p>8. <i>Journal Wonderings</i>: Students use writing and drawing as they observe an organism in the wild and develop researchable questions about how some of its traits and behaviors help it survive there.</p> <p>9. <i>Photography in the Weeds</i>: Students use digital photography to collect citizen-science biodiversity data on wild organisms.</p> <p>10. <i>Wonderings Researched & Shared</i>: Students research their questions from lesson 8, then develop and present an argument with supporting evidence for how particular traits and behaviors help a particular organism survive there.</p> | <p>Engaging in Argument from Evidence</p> <p>Obtaining, Evaluating, and Communicating Information</p> | <p>Cause and Effect</p> <p>Systems and System Models</p> <p>Connections to Engineering, Technology, and Applications of Science</p> | <p>LS1.A: Structure and Function 4-LS1-1: Construct an argument that plants and animals have internal and external structures that function to support survival, growth, behavior, and reproduction.</p> <p>LS4.C: Adaptation 3-LS4-3: Construct an argument with evidence that in a particular habitat some organisms can survive well, some survive less well, and some cannot survive.</p> <p>3-LS4-2 (students may also) Use evidence to construct an explanation for how the variations in characteristics among individuals of the same species may provide advantages in surviving, finding mates, and reproducing.</p> <p>5-LS1-1 (students may also) Support an argument that plants get the materials they need for growth chiefly from air and water.</p> <p>5-LS2: (touches on) Ecosystems: Interactions, Energy and Dynamics</p> <p>5-ESS3: (may touch on) Earth and Human Activity</p> |

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| <p>11. <i>Dealing with Data:</i> Students select and organize their own citizen-science data photographs, and communicate with other young citizen-scientists around the world.</p> <p>12. <i>Survival Game:</i> Students read a true story of survival and assume the role of a local plant or animal while playing a game to recognize how changes in the local environment can affect a population’s survival there.</p> <p>13. <i>Sharing Photo Data:</i> Students upload at least one in-focus data photo to the on-line citizen-science database and write at least one fact-based description of the observation.</p> | <p>Obtaining, Evaluating, and Communicating Information</p> <p>Developing and Using Models</p> | <p>Connections to Engineering, Technology, and Applications of Science</p> <p>Science Addresses Questions About the Natural and Material World</p> <p>Cause and Effect</p> <p>Systems and System Models</p> | <p>ESS3.C: Human Impacts on Earth Systems 5-ESS3-1: Obtain and combine information about ways individual communities use science ideas to protect the Earth’s resources and environment</p> <p>LS4.C: Adaptation 3-LS4-3: Construct an argument with evidence that in a particular habitat some organisms can survive well, some survive less well, and some cannot survive at all.</p> <p>LS2.C: Ecosystem Dynamics, Functioning, and Resilience</p> <p>LS4.D: Biodiversity and Humans 4-LS1-1: Construct an argument that plants and animals have internal and external structures that function to support survival, growth, behavior, and reproduction.</p> <p>Students may also touch on: LS3.A: Inheritance of Traits LS3.B: Variation of Traits</p> <p>LS4.B: Natural Selection LS4.C: Adaption</p> <p>ELA: Reading Standards for Informational Text 3-5 3rd: 3.R.1.1, 3.R.1.2, 3.R.1.3, 3.R.1.4, 3.R.1.6, 3.R.1.7 4th: 4.R.1.1, 4.R.1.2, 4.R.1.3, 4.R.1.4, 4.R.1.8 5th: 5.R.1.1, 5.R.1.2, 5.R.1.3, 5.R.1.4</p> |

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| <p>14. <i>In a Dark, Dark Room</i>: Students investigate to solve a seemingly ghostly property of light and learn the importance of isolating a variable.</p> <p>15. <i>Tinkering</i>: Students apply what they learned in the prior lesson by using the iterative process to design and engineer their own handheld cameras obscura as a model of the human eye.</p> | <p>Developing And Using Models</p> <p>Planning and Carrying Out Investigations</p> <p>Constructing Explanations and Designing Solutions</p> <p>Asking Questions and Defining Problems</p> <p>Obtaining, Evaluating, and Communicating Information</p> | <p>Cause and Effect</p> <p>Patterns</p> <p>Connections to Engineering, Technology, and Applications of Science</p> | <p>PS4.B: Electromagnetic Radiation 4-PS4-2: Develop a model to describe that light reflecting from objects and entering the eye allows objects to be seen.</p> <p>ETS1.A: Defining and Delimiting Engineering Problems 3-5-ETS1-1: Define a simple design problem reflecting a need or a want that includes specified criteria for success and constraints on materials, time, or cost. 3-5-ETS1-3: Plan and carry out fair tests in which variables are controlled and failure points are considered to identify aspects of a model or prototype that can be improved.</p> <p>ETS1.B: Developing Possible Solutions 3-5-ETS1-2: Generate and compare multiple possible solutions to a problem based on how well each is likely to meet the criteria and constraints of the problem. ETS1-C: Optimizing the Design Solution</p> <p>Common Core MATH Standards Connections: MP.2, MP.4, MP.5, 3.NBT, 3.NF, 3.MD.B.4, 4.G.A.1, 4.MD.A.1, 4.MD.A.2, 5.MD.A.1</p> |

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| <p>16. <i>Your EyeSpot Environment</i>: Students write and draw in their nature journals as they observe and consider what aspects of their outdoor environment support and which challenge local biodiversity.</p> | <p>Constructing Explanations and Designing Solutions</p> <p>Engaging in Argument from Evidence</p> | <p>Cause and Effect</p> <p>Energy and Matter</p> | <p>(some or all of the following)</p> <p>LS3.A: Inheritance of Traits LS3.B: Variation of Traits 3-LS3-2: Use evidence to support the explanation that traits can be influenced by the environment.</p> <p>LS4.C: Adaptation 3-LS4-3: Construct an argument with evidence that in a particular habitat some organisms can survive well, some survive less well, and some cannot survive at all.</p> <p>LS2.C: Ecosystem Dynamics, Functioning, and Resilience 3-LS4-2: Use evidence to construct an explanation for how the variations in characteristics among individuals of the same species may provide advantages in surviving, finding mates, and reproducing</p> <p>LS4.D: Biodiversity and Humans 4-LS1-1: Construct an argument that plants and animals have internal and external structures that function to support survival, growth, behavior, and reproduction.</p> <p>ESS2.A: Earth Materials and Systems 4-ESS2-1: Make observations to provide evidence of the effects of weathering or erosion by water, ice, wind, or vegetation.</p> <p>LS1.C: Organization for Matter and Energy Flow in Organisms 5-LS1-1: Support an argument that plants get the materials they need for growth chiefly from air and water.</p> <p>LS2.A: Interdependent Relationships in Ecosystems</p> |

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| <p>17. <i>Can You See It My Way?</i> Students apply their knowledge about how organisms are supported and challenged by their environment as they write an empathetic and creative short story from the perspective of a local life form very different from themselves.</p> <p>18. <i>Art and Data Critique:</i> Students look objectively at and evaluate their photography for its success as informative scientific data as well as interesting or moving artwork.</p> | <p>Engaging in Argument from Evidence</p> <p>Obtaining, Evaluating, and Communicating Information</p> | <p>Cause and Effect</p> <p>Energy and Matter</p> <p>Systems and System Models</p> <p>Influence of Engineering, Technology, and Science on Society and the Natural World</p> | <p>LS2.C: Ecosystem Dynamics, Functioning, and Resilience</p> <p>LS4.D: Biodiversity and Humans 4-LS1-1: Construct an argument that plants and animals have internal and external structures that function to support survival, growth, behavior, and reproduction.</p> <p>ESS2.A: Earth Materials and Systems</p> <p>LS1.A: Structure and Function 4-LS1-1: Construct an argument that plants and animals have internal and external structures that function to support survival, growth, behavior, and reproduction 5-LS1-1 (students may also) Support an argument that plants get the materials they need for growth chiefly from air and water.</p> <p>5-ESS3.C: Human Impacts on Earth Systems 5-ESS3-1: Obtain and combine information about ways individual communities use science ideas to protect Earth’s resources and environment.</p> |

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| <p>19. <i>Adventure Matters:</i> Students write and illustrate their own wildly imaginative adventure story that follows a tiny bit of matter around, starting in their own lungs and traveling as far as another planet.</p> <p>20. <i>Matter Maps:</i> Students visually model the multi-directional flow of matter around their own local, outdoor, wild space and discover the interconnectedness of all life.</p> | <p>Developing and Using Models</p> <p>Connections to Nature of Science</p> | <p>Energy and Matter</p> <p>Systems and System Models</p> <p>Patterns</p> <p>Cause and Effect</p> | <p>LS1.C: Organization for Matter and Energy Flow in Organisms</p> <p>LS2.A: Interdependent Relationships in Ecosystems</p> <p>LS2.B: Cycles of Matter and Energy Transfer in Ecosystems</p> <p>5-LS2-1: Develop a model to describe the movement of matter among plants, animals, decomposers, and the environment.</p> <p>(touches on)</p> <p>LS1.B: Growth and Development of Organisms</p> <p>3-LS1-1: Develop models to describe that organisms have unique and diverse life cycles but all have in common birth, growth, reproduction, and death.</p> <p>3-ESS2: Earth’s Systems</p> <p>4-PS3: Energy</p> <p>4-ESS3: Earth and Human Activity</p> |

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| <p>21. <i>BioGRAPHing!</i> : Students interpret, graph, and recognize the importance of data through a true story of a young girl trying to protect her local, wild, suburban biodiversity.</p> <p>22. <i>Biodiversity Assessment</i>: Students count and graph the variety and abundance of their own nearby biodiversity.</p> | <p>Analyzing and Interpreting Data</p> <p>Engaging in Argument from Evidence</p> | <p>Patterns</p> <p>Cause and Effect</p> <p>Science Addresses Questions About the Natural and Material World</p> <p>Influence of Engineering, Technology, and Science on Society and the Natural World</p> | <p>LS4-C: Adaptation 3-LS4-3: Construct an argument with evidence that in a particular habitat some organisms can survive well, some survive less well, and some cannot survive.</p> <p>LS2.C: Ecosystem Dynamics, Functioning, and Resilience</p> <p>LS3.B: Variation of Traits</p> <p>LS4.D: Biodiversity and Humans 3-LS4-4: (Introduced) Make a claim about the merit of a solution to a problem caused when the environment changes and the types of plants and animals that live there may change.</p> <p>LS2.A: Interdependent Relationships in Ecosystems</p> <p>ETS1.B: (Introduced) Developing Possible Solutions</p> <p>5-ESS3: Earth and Human Activity</p> <p>Common Core Reading and Math: RI.3.7 and MP.2, 3.MD.B.3, 3.MD.B.4, MP.4, MP.5</p> |

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| <p>23. <i>Class Challenge: A Biodiversity Project:</i> Students use the data they collected in their <i>Biodiversity Assessment</i> to assess their site’s biodiversity and then develop a feasible plan and act on it to improve and/or protect their site’s biodiversity.</p> <p>NOTE: You may choose do lessons 21-22 and introduce 23 very early in the curriculum (as early as after Lesson 4 <i>Silly Skits</i>) if students see site-based biodiversity challenges and are eager to improve them and/or if you need more time allowed for students to complete a large or complex solution to the problems they see.</p> | <p>Engaging in Argument from Evidence</p> <p>Obtaining, Evaluating, and Communicating Information</p> <p>Analyzing and Interpreting Data</p> <p>Developing and Using Models</p> <p>Connections to Nature of Science</p> <p>Asking Questions and Defining Problems</p> <p>Constructing Explanations and Designing Solutions</p> <p>Planning and Carrying Out Investigations</p> | <p>Patterns</p> <p>Cause and Effect</p> <p>Science Addresses Questions About the Natural and Material World</p> <p>Energy and Matter</p> <p>Systems and System Models</p> <p>Connections to Engineering, Technology, and Applications of Science</p> <p>Influence of Engineering, Technology, and Science on Society and the Natural World</p> | <p>ETS1.A: Defining and Delimiting Engineering Problems</p> <p>3-5-ETS1-1: Define a simple design problem reflecting a need or a want that includes specified criteria for success and constraints on materials, time, or cost.</p> <p>3-5-ETS1-2: Generate and compare multiple possible solutions to a problem based on how well each is likely to meet the criteria and constraints of the problem.</p> <p>3-5-ETS1-3: Plan and carry out fair tests in which variables are controlled and failure points are considered to identify aspects of a prototype that can be improved.</p> <p>ETS1-C: Optimizing the Design Solution</p> <p>LS2.A: Interdependent Relationships in Ecosystems</p> <p>LS1-C: Organization for Matter and Energy Flow in Organisms</p> <p>LS2.B: Cycles of Matter and Energy Transfer in Ecosystems</p> <p>ESS3.C: Human Impacts on Earth Systems</p> <p>Common Core Reading and Math: RI.3.3, SL.3.4, 3.LS4-4, 3-LS4-1, 3-LS4-4, W.3.1, W.3.2, 4-PS4-3, MP.2, MP.4, MP.5</p> |

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| <p>24. <i>Patterns in Nature & Art</i>: Students extend their knowledge of patterns in data to finding patterns in nature and applying them in their own art and design.</p> <p>25. <i>Faux Antique Frames</i> Students use math to create functional frames that meet specified criteria and with reflecting designs based on patterns they observed in nature.</p> | <p>Obtaining, Evaluating, and Communicating Information</p> <p>Constructing Explanations and Designing Solutions</p> | <p>Patterns</p> <p>Cause and Effect</p> <p>Connections to Engineering, Technology, and Applications of Science</p> | <p>LS1.A: (observed) Structure and Function</p> <p>LS3.B: (observed) Variation of Traits</p> <p>ETS1.A: Defining and Delimiting Engineering Problems 3-5-ETS1-1: Define a simple design problem reflecting a need or a want that includes specified criteria for success and constraints on materials, time, or cost.</p> <p>ETS1.C: Optimizing the Design Solution</p> <p>Common Core Math: MP.2, MP.4, MP.5, 3.NBT, 3.NF, 3.MD.B.4, 4.G.A.1, 4.MD.A.1, 4.MD.A.2, 5.MD.A.1</p> |
| Engage & Evaluate | | | |
| Your Biodiversity PEEK STEAM Exhibition! (can stand alone or be part of a larger school-wide showcase event) | | | |