GRADE 4

Grade 4 students' view of the natural world includes many scientifically accurate components. They recognize the role of evidence in scientific thinking and are beginning to include evidence in their scientific explanations. Fourth graders enjoy an active learning environment with opportunities to manipulate physical materials and construct models.

Fourth-grade students learn disciplinary core ideas from the three scientific domains of Physical, Life, and Earth and Space Sciences while demonstrating their learning in the context of the content standards for this grade level. In Physical Science, students construct explanations based on evidence connecting the speed of an object to the energy of that object, including the transference of energy in its various forms. They obtain information about sources, uses, and environmental effects of renewable and nonrenewable energy resources. Additionally, fourth-grade students analyze wave patterns with observable wavelengths and amplitudes. In Life Science, students compare the internal and external structures of plants and animals, obtain and communicate information about human body systems, and investigate ways animals process information. In Earth and Space Science, Grade 4 students examine evidence to construct explanations for both slow and rapid changes on Earth's land features, describe patterns of Earth's land and water based on maps, and carry out investigations relating to erosion. The disciplinary core ideas of the Engineering, Technology, and Applications of Science (ETS) domain are integrated within the content standards of the three scientific domains and are denoted with an asterisk (*).

Grade 4 content standards provide students with opportunities for investigation, observation, and explanation of a variety of scientific phenomena. Through participation in specific engineering design projects, they find answers regarding which components of a device change energy from one form to another, how wave patterns can be used to transfer information, and how to limit the effects of harmful natural Earth processes on human life.

Grade 4: Energy

(Energy)

Students will:

AL.4.1 - Use evidence to explain the relationship of the speed of an object to the energy of that object.

AL.4.2 - Plan and carry out investigations that explain transference of energy from place to place by sound, light, heat, and electric currents.

a. Provide evidence that heat can be produced in many ways (e.g., rubbing hands together, burning leaves) and can move from one object to another by conduction.
b. Demonstrate that different objects can absorb, reflect, and/or conduct energy.
c. Demonstrate that electric circuits require a complete loop through which an electric current can pass.

AL.4.3 - Investigate to determine changes in energy resulting from increases or decreases in speed that occur when objects collide.

AL.4.4 - Design, construct, and test a device that changes energy from one form to another (e.g., electric circuits converting electrical energy into motion, light, or sound energy; a passive solar heater converting light energy into heat energy).*

AL.4.5 - Compile information to describe how the use of energy derived from natural renewable and nonrenewable resources affects the environment (e.g., constructing dams to harness energy from water, a renewable resource, while causing a loss of animal habitats; burning of fossil fuels, a nonrenewable resource, while causing an increase in air pollution; installing solar panels to harness energy from the sun, a renewable resource, while requiring specialized materials that necessitate mining).

Grade 4: Energy

(Energy)

Students who demonstrate understanding can:

4-PS3-1 **Use evidence to construct an explanation relating the speed of an object to the energy 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 **Make observations to provide evidence that energy can be transferred from place to place by sound, light, heat, and electric currents.** [*Assessment Boundary: Assessment does not include quantitative measurements of energy.*]

4-PS3-3 **Ask questions and predict outcomes about the changes in energy that occur when objects collide.** [Clarification Statement: Emphasis is on the change in the energy due to the change in speed, not on the forces, as objects interact.] [*Assessment Boundary: Assessment does not include quantitative measurements of energy.*]

4-PS3-4 **Apply scientific ideas to design, test, and refine a device that converts energy from one form to another.*** [Clarification Statement: Examples of devices could include electric circuits that convert electrical energy into motion energy of a vehicle, light, or sound; and, a passive solar heater that converts light into heat. Examples of constraints could include the materials, cost, or time to design the device.] [*Assessment Boundary: Devices should be limited to those that convert motion energy to electric energy or use stored energy to cause motion or produce light or sound.*]

4-ESS3-1 **Obtain and combine information 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.]

Grade 4: Energy
(Energy)

The performance expectations were developed using the following elements from the NRC document *A Framework for K-12 Science Education*:

Science and Engineering Practices

Asking Questions and Defining Problems

Asking questions and defining problems in grades 3–5 builds on grades K–2 experiences and progresses to specifying qualitative relationships.

- Ask questions that can be investigated and predict reasonable outcomes based on patterns such as cause and effect relationships. (4-PS3-3)

Planning and Carrying Out Investigations

Planning and carrying out investigations to answer questions or test solutions to problems in 3–5 builds on K–2 experiences and progresses to include investigations that control variables and provide evidence to support explanations or design solutions.

- Make observations to produce data to serve as the basis for evidence for an explanation of a phenomenon or test a design solution. (4-PS3-2)

Constructing Explanations and Designing Solutions

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.

- Use evidence (e.g., measurements, observations, patterns) to construct an explanation. (4-PS3-1)
- Apply scientific ideas to solve design problems. (4-PS3-4)

Obtaining, Evaluating, and Communicating Information

Obtaining, evaluating, and communicating information in 3–5 builds on K–2 experiences and progresses to evaluate the merit and accuracy of ideas and methods.

- Obtain and combine information from books and other reliable media to explain phenomena. (4-ESS3-1)

Disciplinary Core Ideas

PS3.A: Definitions of Energy

- The faster a given object is moving, the more energy it possesses. (4-PS3-1)
- Energy can be moved from place to place by moving objects or through sound, light, or electric currents. (4-PS3-2),(4-PS3-3)

PS3.B: Conservation of Energy and Energy Transfer

- 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)
- Light also transfers energy from place to place. (4-PS3-2)
- Energy can also be transferred from place to place by electric currents, which can then be used locally to produce motion, sound, heat, or light. The currents may have been produced to begin with by transforming the energy of motion into electrical energy. (4-PS3-2),(4-PS3-4)

PS3.C: Relationship Between Energy and Forces

- When objects collide, the contact forces transfer energy so as to change the objects' motions. (4-PS3- 3)

PS3.D: Energy in Chemical Processes and Everyday Life

- The expression "produce energy" typically refers to the conversion of stored energy into a desired form for practical use. (4-PS3-4)

ESS3.A: Natural Resources

- 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)

ETS1.A: Defining Engineering Problems

- 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 well each one meets the specified criteria for success or how well each takes the constraints into account.*(secondary to 4-PS3-4)*

Crosscutting Concepts

Energy and Matter

- Energy can be transferred in various ways and between objects. (4-PS3-1),(4-PS3-2),(4-PS3-3),(4-PS3-4)

Cause and Effect

- Cause and effect relationships are routinely identified and used to explain change. (4-ESS3-1)

Connections to Engineering, Technology, and Applications of Science

Interdependence of Science, Engineering, and Technology

- Knowledge of relevant scientific concepts and research findings is important in engineering. (4-ESS3-1)

Influence of Engineering, Technology, and Science on Society and the Natural World

- Over time, people's needs and wants change, as do their demands for new and improved technologies. (4-ESS3-1)
- Engineers improve existing technologies or develop new ones. (4-PS3-4)

Connections to Nature of Science

Science is a Human Endeavor

- Most scientists and engineers work in teams. (4-PS3-4)
- Science affects everyday life. (4-PS3-4)

Grade 4: Energy
(Energy)

Connections to other DCIs in fourth grade: N/A

Articulation of DCIs across grade-levels:
K.PS2.B (4-PS3-3); **K.ETS1.A** (4-PS3-4); **2.ETS1.B** (4-PS3-4); **3.PS2.A** (4 -PS3-3); **5.PS3.D** (4-PS3-4); **5.LS1.C** (4-PS3-4); **5.ESS3.C** (4-ESS3-1); **MS.PS2.A** (4-PS3-3);**MS.PS3.A** (4-PS3-1),(4-PS3-2),(4-PS3-3),(4-PS3-4); **MS.PS3.B** (4-PS3-2),(4-PS3-3),(4-PS3-4); **MS.PS3.C** (4-PS3-3); **MS.PS3.D** (4-ESS3-1); **MS.PS4.B** (4-PS3-2);**MS.ESS2.A** (4-ESS3-1); **MS.ESS3.A** (4-ESS3-1); **MS.ESS3.C** (4-ESS3-1); **MS.ESS3.D** (4-ESS3-1); **MS.ETS1.B** (4-PS3-4); **MS.ETS1.C** (4-PS3-4)

Common Core State Standards Connections:

ELA/Literacy -

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-PS3-1)
RI.4.3	Explain events, procedures, ideas, or concepts in a historical, scientific, or technical text, including what happened and why, based on specific information in the text. (4-PS3-1)
RI.4.9	Integrate information from two texts on the same topic in order to write or speak about the subject knowledgeably. (4-PS3-1)
W.4.2	Write informative/explanatory texts to examine a topic and convey ideas and information clearly. (4-PS3-1)
W.4.7	Conduct short research projects that build knowledge through investigation of different aspects of a topic. (4- PS3-2),(4-PS3-3),(4-PS3-4),(4-ESS3-1)
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-PS3-1),(4-PS3-2),(4-PS3-3),(4-PS3-4),(4-ESS3-1)
W.4.9	Draw evidence from literary or informational texts to support analysis, reflection, and research. (4-PS3-1),(4-ESS3-1)

Mathematics -

MP.2	Reason abstractly and quantitatively. (4-ESS3-1)
MP.4	Model with mathematics. (4-ESS3-1)
4.OA.A.1	Interpret a multiplication equation as a comparison, e.g., interpret 35 = 5 × 7 as a statement that 35 is 5 times as many as 7 and 7 times as many as 5. Represent verbal statements of multiplicative comparisons as multiplication equations. (4-ESS3-1)
4.OA.A.3	Solve multistep word problems posed with whole numbers and having whole-number answers using the four operations, including problems in which remainders must be interpreted. Represent these problems using equations with a letter standing for the unknown quantity. Assess the reasonableness of answers using mental computation and estimation strategies including rounding. (4-PS3-4)

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

Grade 4: Waves

(Waves and Their Applications in Technologies for Information Transfer)

Students will:

AL.4.6 - Develop a model of waves to describe patterns in terms of amplitude and wavelength and including that waves can cause objects to move.

AL.4.7 - Develop and use models to show multiple solutions in which patterns are used to transfer information (e.g., using a grid of 1s and 0s representing black and white to send information about a picture, using drums to send coded information through sound waves, using Morse code to send a message).*

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-PS4-3 **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.]

Grade 4: Waves

(Waves and Their Applications in Technologies for Information Transfer)

The performance expectations were developed using the following elements from the NRC document *A Framework for K-12 Science Education*:

Science and Engineering Practices

Developing and Using Models

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.

- Develop a model using an analogy, example, or abstract representation to describe a scientific principle. (4-PS4-1)

Constructing Explanations and Designing Solutions

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.

- Generate and compare multiple solutions to a problem based on how well they meet the criteria and constraints of the design solution. (4-PS4-3)

Connections to Nature of Science

Scientific Knowledge is Based on Empirical Evidence

- Science findings are based on recognizing patterns. (4-PS4-1)

Disciplinary Core Ideas

PS4.A: Wave Properties

- Waves, which are regular patterns of motion, can be made in water by disturbing the surface. When waves move across the surface of deep water, the water goes up and down in place; there is no net motion in the direction of the wave except when the water meets a beach. *(Note: This grade band endpoint was moved from K–2.)* (4-PS4-1)
- Waves of the same type can differ in amplitude (height of the wave) and wavelength (spacing between wave peaks). (4-PS4-1)

PS4.C: Information Technologies and Instrumentation

- Digitized information can be transmitted over long distances without significant degradation. High-tech devices, such as computers or cell phones, can receive and decode information—convert it from digitized form to voice—and vice versa. (4-PS4-3)

ETS1.C: Optimizing The Design Solution

- Different solutions need to be tested in order to determine which of them best solves the problem, given the criteria and the constraints. *(secondary to 4-PS4-3)*

Crosscutting Concepts

Patterns

- Similarities and differences in patterns can be used to sort, classify, and analyze simple rates of change for natural phenomena. (4-PS4-1)
- Similarities and differences in patterns can be used to sort and classify designed products. (4-PS4-3)

Connections to Engineering, Technology, and Applications of Science

Interdependence of Science, Engineering, and Technology

- Knowledge of relevant scientific concepts and research findings is important in engineering. (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.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.C** (4-PS4-3); **MS.ETS1.B** (4-PS4-3)

Common Core State Standards Connections:

ELA/Literacy -

RI.4.1 Write opinion pieces on topics or texts, supporting a point of view with reasons and information. (4-PS4-3)

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)

Mathematics -

MP.4 Model with mathematics. (4-PS4-1)

4.G.A.1 Draw points, lines, line segments, rays, angles (right, acute, obtuse), and perpendicular and parallel lines. Identify these in two-dimensional figures. (4-PS4-1)

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

Grade 4: Structure, Function, and Information Processing

(From Molecules to Organisms: Structures and Processes)

(Waves and Their Applications in Technologies for Information Transfer)

Students will:

AL.4.8 - Construct a model to explain that an object can be seen when light reflected from its surface enters the eyes.

AL.4.9 - Examine evidence to support an argument that the internal and external structures of plants (e.g., thorns, leaves, stems, roots, colored petals, xylem, phloem) and animals (e.g., heart, stomach, lung, brain, skin) function to support survival, growth, behavior, and reproduction.

AL.4.10 - Obtain and communicate information explaining that humans have systems that interact with one another for digestion, respiration, circulation, excretion, movement, control, coordination, and protection from disease.

AL.4.11 - Investigate different ways animals receive information through the senses, process that information, and respond to it in different ways (e.g., skunks lifting tails and spraying an odor when threatened, dogs moving ears when reacting to sound, snakes coiling or striking when sensing vibrations).

Students who demonstrate understanding can:

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-LS1-1 **Construct an argument that plants, animals have internal and external structures that function to support survival, growth, behavior, and reproduction.** [Clarification Statement: Examples of structures could include thorns, stems, roots, colored petals, heart, stomach, lung, brain, and skin.] [*Assessment Boundary: Assessment is limited to macroscopic structures within plant and animal systems.*]

4-LS1-2 **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.** [Clarification Statement: Emphasis is on systems of information transfer.] [*Assessment Boundary: Assessment does not include the mechanisms by which the brain stores and recalls information or the mechanisms of how sensory receptors function.*]

Grade 4: Structure, Function, and Information Processing

(From Molecules to Organisms: Structures and Processes)

(Waves and Their Applications in Technologies for Information Transfer)

The performance expectations 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 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. • Develop a model to describe phenomena. (4-PS4-2) • Use a model to test interactions concerning the functioning of a natural system. (4-LS1-2) **Engaging in Argument from Evidence** 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). • Construct an argument with evidence, data, and/or a model. (4-LS1-1)	**PS4.B: Electromagnetic Radiation** • An object can be seen when light reflected from its surface enters the eyes. (4-PS4-2) **LS1.A: Structure and Function** • Plants and animals have both internal and external structures that serve various functions in growth, survival, behavior, and reproduction. (4-LS1-1) **LS1.D: Information Processing** • 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)	**Cause and Effect** • Cause and effect relationships are routinely identified. (4-PS4-2) **Systems and System Models** • A system can be described in terms of its components and their interactions. (4-LS1-1),(4-LS1-2)

Connections to other DCIs in fourth grade: N/A

Articulation of DCIs across grade-levels:
1.PS4.B (4-PS4-2); **1.LS1.A** (4-LS1-1); **1.LS1.D** (4-LS1-1); **3.LS3.B** (4-LS1-1); **MS.PS4.B** (4-PS4-2); **MS.LS1.A** (4-LS1-1),(4-LS1-2); **MS.LS1.D** (4-PS4-2),(4-LS1-2)

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)
SL.4.5	Add audio recordings and visual displays to presentations when appropriate to enhance the development of main ideas or themes. (4-PS4-2),(4-LS1-2)

Mathematics -

MP.4	Model with mathematics. (4-PS4-2)
4.G.A.1	Draw points, lines, line segments, rays, angles (right, acute, obtuse), and perpendicular and parallel lines. Identify these in two-dimensional figures. (4-PS4-2)
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)

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

Grade 4: Earth's Systems: Processes that Shape the Earth

(Earth's Systems)

Students will:

AL.4.12 - Construct explanations by citing evidence found in patterns of rock formations and fossils in rock layers that Earth changes over time through both slow and rapid processes (e.g., rock layers containing shell fossils appearing above rock layers containing plant fossils and no shells indicating a change from land to water over time, 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).

AL.4.13 - Plan and carry out investigations to examine properties of soils and soil types (e.g., color, texture, capacity to retain water, ability to support growth of plants).

AL.4.14 - Explore information to support the claim that landforms are the result of a combination of constructive forces, including crustal deformation, volcanic eruptions, and sediment deposition as well as a result of destructive forces, including erosion and weathering.

AL.4.15 - Analyze and interpret data (e.g., angle of slope in downhill movement of water, volume of water flow, cycles of freezing and thawing of water, cycles of heating and cooling of water, speed of wind, relative rate of soil deposition, amount of vegetation) to determine effects of weathering and rate of erosion by water, ice, wind, and vegetation using one single form of weathering or erosion at a time.

AL.4.16 - Describe patterns of Earth's features on land and in the ocean using data from maps (e.g., topographic maps of Earth's land and ocean floor; maps of locations of mountains, continental boundaries, volcanoes, and earthquakes).

AL.4.17 - Formulate and evaluate solutions to limit the effects of natural Earth processes on humans (e.g., designing earthquake, tornado, or hurricane-resistant buildings; improving monitoring of volcanic activity).*

Grade 4: Earth's Systems: Processes that Shape the Earth

(Earth's Systems)

Students who demonstrate understanding can:

4-ESS1-1 **Identify evidence from patterns in rock formations and fossils in rock layers 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.*]

4-ESS2-1 **Make observations and/or measurements to provide evidence of the effects of weathering or the rate of erosion by water, ice, wind, or vegetation.** [Clarification Statement: Examples of variables to test could include angle of slope in the downhill movement of water, amount of vegetation, speed of wind, relative rate of deposition, cycles of freezing and thawing of water, cycles of heating and cooling, and volume of water flow.] [*Assessment Boundary: Assessment is limited to a single form of weathering or erosion.*]

4-ESS2-2 **Analyze and interpret data from maps to describe patterns of Earth's features.** [Clarification Statement: Maps can include topographic maps of Earth's land and ocean floor, as well as maps of the locations of mountains, continental boundaries, volcanoes, and earthquakes.]

4-ESS3-2 **Generate and compare multiple solutions to reduce the impacts of natural Earth processes on humans.*** [Clarification Statement: Examples of solutions could include designing an earthquake resistant building and improving monitoring of volcanic activity.] [*Assessment Boundary: Assessment is limited to earthquakes, floods, tsunamis, and volcanic eruptions.*]

Grade 4: Earth's Systems: Processes that Shape the Earth

(Earth's Systems)

The performance expectations were developed using the following elements from the NRC document *A Framework for K-12 Science Education*:

Science and Engineering Practices

Planning and Carrying Out Investigations

Planning and carrying out investigations to answer questions or test solutions to problems in 3–5 builds on K–2 experiences and progresses to include investigations that control variables and provide evidence to support explanations or design solutions.

- Make observations and/or measurements to produce data to serve as the basis for evidence for an explanation of a phenomenon. (4-ESS2-1)

Analyzing and Interpreting Data

Analyzing data in 3–5 builds on K–2 experiences and progresses to introducing quantitative approaches to collecting data and conducting multiple trials of qualitative observations. When possible and feasible, digital tools should be used.

- Analyze and interpret data to make sense of phenomena using logical reasoning (4-ESS2-2)

Constructing Explanations and Designing Solutions

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.

- Identify the evidence that supports particular points in an explanation. (4-ESS1-1)
- Generate and compare multiple solutions to a problem based on how well they meet the criteria and constraints of the design solution. (4-ESS3-2)

Disciplinary Core Ideas

ESS1.C: The History of Planet Earth

- 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)

ESS2.A: Earth Materials and Systems

- 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)

ESS2.B: Plate Tectonics and Large-Scale System Interactions

- 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)

ESS2.E: Biogeology

- Living things affect the physical characteristics of their regions. (4-ESS2-1)

ESS3.B: Natural Hazards

- 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) *(Note: This Disciplinary Core Idea can also be found in 3.WC.)*

ETS1.B: Designing Solutions to Engineering Problems

- Testing a solution involves investigating how well it performs under a range of likely conditions.*(secondary to 4-ESS3-2)*

Crosscutting Concepts

Patterns

- Patterns can be used as evidence to support an explanation. (4-ESS1-1),(4-ESS2-2)

Cause and Effect

- Cause and effect relationships are routinely identified, tested, and used to explain change. (4- ESS2-1),(4-ESS3-2)

Connections to Engineering, Technology, and Applications of Science

Influence of Engineering, Technology, and Science on Society and the Natural World

- Engineers improve existing technologies or develop new ones to increase their benefits, to decrease known risks, and to meet societal demands. (4-ESS3-2)

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)

Grade 4: Earth's Systems: Processes that Shape the Earth (Earth's Systems)

Connections to other DCIs in fourth grade:
4.EST1.C (4-ESS3-2)

Articulation of DCIs across grade-levels:
K.ETS1.A (4-ESS3-2); **2.ESS1.C** (4-ESS1-1),(4-ESS2-1); **2.ESS2.A** (4-ESS2-1); **2.ESS2.B** (4- ESS2-2); **2.ESS2.C** (4-ESS2-2); **2.ETS1.B** (4-ESS3-2); **2.ETS1.C** (4-ESS3-2);**3.LS4.A** (4-ESS1-1); **5.ESS2.A** (4-ESS2-1); **5.ESS2.C** (4-ESS2-2); **MS.LS4.A** (4-ESS1-1); **MS.ESS1.C** (4-ESS1-1),(4-ESS2-2); **MS.ESS2.A** (4-ESS1-1),(4-ESS2-2),(4-ESS3-2); **MS.ESS2.B** (4-ESS1-1),(4-ESS2-2); **MS.ESS3.B** (4-ESS3-2); **MS.ETS1.B** (4-ESS3-2)

Common Core State Standards Connections:

ELA/Literacy -

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)
RI.4.7	Interpret information presented visually, orally, or quantitatively (e.g., in charts, graphs, diagrams, time lines, animations, or interactive elements on Web pages) and explain how the information contributes to an understanding of the text in which it appears. (4-ESS2-2)
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)
W.4.7	Interpret information presented visually, orally, or quantitatively (e.g., in charts, graphs, diagrams, time lines, animations, or interactive elements on Web pages) and explain how the information contributes to an understanding of the text in which it appears. (4-ESS1-1),(4-ESS2-2)
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),(4-ESS2-1)
W.4.9	Draw evidence from literary or informational texts to support analysis, reflection, and research. (4-ESS1-1)

Mathematics -

MP.2	Reason abstractly and quantitatively. (4-ESS1-1),(4-ESS2-1),(4- ESS3-2)
MP.4	Model with mathematics. (4-ESS1-1),(4-ESS2-1)(4-ESS3-2)
MP.5	Use appropriate tools strategically. (4-ESS2-1)
4.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-ESS2-1)
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 diagrams such as number line diagrams that feature a measurement scale. (4-ESS2-1),(4-ESS2-2)
4.OA.A.1	Interpret a multiplication equation as a comparison, e.g., interpret 35 = 5 × 7 as a statement that 35 is 5 times as many as 7 and 7 times as many as 5. Represent verbal statements of multiplicative comparisons as multiplication equations. (4-ESS3-2)

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

Grade 4: Engineering Design

Engineering, technology, and science core disciplinary ideas are integrated into grade level science performance expectations.

Students will:

AL.4.4 - Design, construct, and test a device that changes energy from one form to another (e.g., electric circuits converting electrical energy into motion, light, or sound energy; a passive solar heater converting light energy into heat energy).*

AL.4.7 - Develop and use models to show multiple solutions in which patterns are used to transfer information (e.g., using a grid of 1s and 0s representing black and white to send information about a picture, using drums to send coded information through sound waves, using Morse code to send a message).*

AL.4.17 - Formulate and evaluate solutions to limit the effects of natural Earth processes on humans (e.g., designing earthquake, tornado, or hurricane-resistant buildings; improving monitoring of volcanic activity).*

Students who demonstrate understanding can:

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-ETS1-2	**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.**
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.**

Grade 4: Engineering Design

Engineering, technology, and science core disciplinary ideas are integrated into grade level science performance expectations.

The performance expectations were developed using the following elements from the NRC document *A Framework for K- 12 Science Education*:

Science and Engineering Practices

Asking Questions and Defining Problems

Asking questions and defining problems in 3–5 builds on grades K–2 experiences and progresses to specifying qualitative relationships.

- Define a simple design problem that can be solved through the development of an object, tool, process, or system and includes several criteria for success and constraints on materials, time, or cost. (3-5-ETS1-1)

Planning and Carrying Out Investigations

Planning and carrying out investigations to answer questions or test solutions to problems in 3–5 builds on K–2 experiences and progresses to include investigations that control variables and provide evidence to support explanations or design solutions.

- Plan and conduct an investigation collaboratively to produce data to serve as the basis for evidence, using fair tests in which variables are controlled and the number of trials considered. (3-5-ETS1-3)

Constructing Explanations and Designing Solutions

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.

- Generate and compare multiple solutions to a problem based on how well they meet the criteria and constraints of the design problem. (3-5-ETS1-2)

Disciplinary Core Ideas

ETS1.A: Defining and Delimiting Engineering Problems

- 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 well each one meets the specified criteria for success or how well each takes the constraints into account. (3-5-ETS1-1)

ETS1.B: Developing Possible Solutions

- Research on a problem should be carried out before beginning to design a solution. Testing a solution involves investigating how well it performs under a range of likely conditions. (3-5-ETS1-2)
- At whatever stage, communicating with peers about proposed solutions is an important part of the design process, and shared ideas can lead to improved designs. (3-5-ETS1-2)
- Tests are often designed to identify failure points or difficulties, which suggest the elements of the design that need to be improved. (3-5-ETS1-3)

ETS1.C: Optimizing the Design Solution

- Different solutions need to be tested in order to determine which of them best solves the problem, given the criteria and the constraints. (3-5-ETS1-3)

Crosscutting Concepts

Influence of Science, Engineering, and Technology on Society and the Natural World

- People's needs and wants change over time, as do their demands for new and improved technologies. (3-5-ETS1-1)
- Engineers improve existing technologies or develop new ones to increase their benefits, decrease known risks, and meet societal demands. (3-5-ETS1-2)

Connections to 3-5-ETS1.A: Defining and Delimiting Engineering Problems include:

Fourth Grade: 4-PS3-4

Connections to 3-5-ETS1.B: Developing Possible Solutions Problems include:

Fourth Grade: 4-ESS3-2

Connections to K-2-ETS1.C: Optimizing the Design Solution include:

Fourth Grade: 4-PS4-3

Articulation of DCIs across grade-levels:

K-2.ETS1.A (3-5-ETS1-1),(3-5-ETS1-2),(3-5-ETS1-3); **K-2.ETS1.B** (3-5-ETS1-2); **K-2.ETS1.C** (3-5-ETS1-2),(3-5-ETS1-3); MS.ETS1.A (3-5-ETS1-1); **MS.ETS1.B** (3-5-ETS1-1),(3-5-ETS1-2),(3-5-ETS1-3); **MS.ETS1.C** (3-5-ETS1-2),(3-5-ETS1-3)

Common Core State Standards Connections:

ELA/Literacy -

RI.5.1	Quote accurately from a text when explaining what the text says explicitly and when drawing inferences from the text. (3-5-ETS1-2)
RI.5.1	Draw on information from multiple print or digital sources, demonstrating the ability to locate an answer to a question quickly or to solve a problem efficiently. (3-5-ETS1-2)
RI.5.9	Integrate information from several texts on the same topic in order to write or speak about the subject knowledgeably. (3-5-ETS1-2)
W.5.7	Conduct short research projects that use several sources to build knowledge through investigation of different aspects of a topic. (3-5-ETS1-1),(3-5-ETS1-3)
W.5.8	Recall relevant information from experiences or gather relevant information from print and digital sources; summarize or paraphrase information in notes and finished work, and provide a list of sources. (3-5-ETS1-1),(3-5-ETS1-3)
W.5.9	Draw evidence from literary or informational texts to support analysis, reflection, and research. (3-5-ETS1-1),(3-5-ETS1-3)

Grade 4: Engineering Design

Engineering, technology, and science core disciplinary ideas are integrated into grade level science performance expectations.

Mathematics -	
3.OA	Operations and Algebraic Thinking (3-ETS1-1),(3-ETS1-2)
MP.2	Reason abstractly and quantitatively. (3-5-ETS1-1),(3-5-ETS1-2),(3-5-ETS1-3)
MP.4	Model with mathematics. (3-5-ETS1-1),(3-5-ETS1-2),(3-5-ETS1-3)
MP.5	Use appropriate tools strategically. (3-5-ETS1-1),(3-5-ETS1-2),(3-5-ETS1-3)
3-5.OA	Operations and Algebraic Thinking (3-ETS1-1),(3-ETS1-2)

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