



## Grade 4 Next Generation Science Standards Course Pacing Guide

*Narrative and Rationale:* The five bundles in this Grade 4 model all have a particular topical focus. Bundle 1 focuses on organism structure and function and information processing. In Bundle 2, students are introduced to waves and their properties. The idea that waves can cause objects to move can be used to facilitate student understanding of the scale of the rate of weathering or erosion in certain environments. Bundle 3 builds on the third grade focus on force to facilitate students' understanding of Earth systems and their processes of change. Opportunities also exist to connect back to concepts of energy transfer introduced earlier in the year. In Bundle 4, the abstract concept of energy transfer is introduced alongside a focus on information transfer. Bundle 5 extends the study of energy to include cause and effect relationships between energy and collisions.

There are a variety of opportunities to incorporate the 3–5 engineering design performance expectations throughout the year. Although these performance expectations are included in this 4th grade model, they will be fully accessible at the end of grade five. The science and engineering practices and crosscutting concepts in the fourth grade performance expectations enable students to develop a concrete understanding of phenomena associated with energy transfer. Note that the practices and crosscutting concepts described are intended as end-of-instructional unit expectations and not curricular designations—additional practices and crosscutting concepts should be used throughout instruction in each bundle.

<b>Michigan Model</b> Social and Emotional Health	Bundle 1 Structures and Functions of Organisms	Bundle 2 Waves and Erosion	Bundle 3 Reducing Impacts	Bundle 4 Energy Transfer and Information Transmission	Bundle 5 Energy and Collisions
~ 2 weeks	~6 weeks	~ 6 weeks	~ 6 weeks	~ 8 weeks	~6 weeks
Resources:	Pearson Resources	Pearson Resources	Pearson Resources	Pearson Resources	Pearson Resources
http://www.spsd.net/wp- content/uploads/2018/03 /SEX-ED-NEWSLETTER.pdf	Chapter 4 (1-6 ~ Skip #2) Chapter 5-1 Chapter 5-2	Chapter 6	Chapter 5-3 Chapter 5-4 Chapter 5-5	Chapter 1 Chapter 3	Chapter 2
Social/Emotional Health	Bundle Question	Bundle Question	Bundle Question	Bundle Question	Bundle Question
Lesson # 8 Lesson #9 Safety Lesson #6	How do organisms receive and process information?	What effect can water have on land?	How can we reduce negative impacts of natural hazards and of resource use?	How do we move energy and information from place to place?	What happens when object collide?



NGSS Standards	NGSS Standards	NGSS Standards	NGSS Standards	NGSS Standards
4-LS1-1. Construct an	4-PS4-1. Develop a	4-PS4-1. Develop a	4-PS4-2. Develop a model	4-PS3-1. Use evidence to
argument that plants	model of waves to	model of waves to	to describe that light	construct an explanation
and animals have	describe patterns in	describe patterns in	reflecting from objects	relating the speed of an
internal and external	terms of amplitude and	terms of amplitude and	and entering the eye	object to the energy of
structures that function	wavelength and that	wavelength and that	allows objects to be seen.	that object.
to support survival,	waves can cause objects	waves can cause objects		
growth, behavior, and	to move.	to move.	<b>4-PS3-2.</b> Make	4-PS3-3. Ask questions and
reproduction.			observations to provide	predict outcomes about
	4-ESS1-1. Identify	4-ESS2-2. Analyze and	evidence that energy can	the changes in energy that
4-LS1-2. Use a model to	evidence from patterns	interpret data from	be transferred from place	occur when objects
describe that animals	in rock formations and	maps to describe	to place by sound, light,	collide.
receive different types	fossils in rock layers for	patterns of Earth's	heat, and electric	
of information through	changes in a landscape	features.	currents.	3-5-ETS1-3. Plan and carry
their senses, process the	over time to support an			out fair tests in which
information in their	explanation for changes	4-ESS3-1. Obtain and	4-PS3-4. Apply scientific	variables are controlled
brain, and respond to	in a landscape over time.	combine information to	ideas to design, test, and	and failure points are
the information in		describe that energy	refine a device that	considered to identify
different ways.	4-ESS2-1. Make	and fuels are derived	converts energy from one	aspects of a model or
	observations and/or	from natural resources	form to another.	prototype that can be
<b>3-5-ETS1-1.</b> Define a	measurements to	and their uses affect the		improved.
simple design problem	provide evidence of the	environment.	4-PS4-3. Generate and	
reflecting a need or a	effects of weathering or		compare multiple	
want that includes	the rate of erosion by	4-ESS3-2. Generate and	solutions that use	
specified criteria for	water, ice, wind, or	compare multiple	patterns to transfer	
success and constraints	vegetation.	solutions to reduce the	information.	
on materials, time, or		impacts of natural Earth		
cost.	3-5-ETS1-2.	processes on Michigan's		
	Generate and compare	people and places.		
	multiple possible			
	solutions to a problem	3-5-ETS1-2. Generate		
	based on how well each	and compare multiple		
	is likely to meet the	possible solutions to a		
	criteria and constraints	problem based on how		
	of the problem.	well each is likely to		
		meet the criteria and		
		constraints of the		
		problem.*		