Kindergarten Science

This year students will study....

Science Domains:
Earth, Life, & Physical Science

Earth Science: Local Weather
- Where do puddles come from? Where do they go?
- Where do puddles happen? What do you notice?

Foundations in Computer Science
- Creating simple algorithms
- Identifying basic computer hardware

Physical Science: Force and Motion
- What makes things move? How can something little move something big?

Life Science: Habitats and Survival
- How do living things get what they need?
- Analyzing how animals engineer shelters

Engineering Design: Students explore engineering problems and investigate possible solutions in the context of their science units.

Systems, Inquiry, and Application: Students work on developing science practices, such as:

- Expressing science thinking using pictures, arrows, color, and labels with words and phrases
- Explaining ideas to a partner and to their teacher in writing and speaking
- Making observations and gathering evidence from text and video

Grade 1 Science

This year students will study....

Science Domains:
Earth, Life, & Physical Science

Earth Science: Seasonal Patterns
What patterns do we notice in our outdoor observations over a day? month? year?

Foundations in Computer Science
Creating & debugging simple algorithms
Understanding functions of basic hardware

Physical Science: Force and Motion
What makes things move? How can something little move something big?

Life Science: Habitats and Survival
How do living things get what they need?
Analyzing how animals engineer shelters

Engineering Design: Students explore engineering problems and investigate possible solutions in the context of their science units.

Systems, Inquiry, and Application: Students work on developing science practices, such as:

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- Making observations and gathering evidence from text and video

Grade 2 Science

This year students will study....

Science Domains:
Earth, Life, & Physical Science

Earth Science: Seasonal Patterns
What patterns do we notice in our outdoor observations over a day? month? year?

Foundations in Computer Science
Creating & debugging simple algorithms
Understanding functions of basic hardware

Physical Science: Force and Motion
What makes things move? How can something little move something big?

Life Science: Habitats and Survival
How do living things get what they need?
Analyzing how animals engineer shelters

Engineering Design: Students explore engineering problems and investigate possible solutions in the context of their science units.

Systems, Inquiry, and Application: Students work on developing science practices, such as:

- Expressing science thinking using pictures, arrows, color, and labels with words and phrases
- Explaining ideas to a partner and to their teacher in writing and speaking
- Making observations and gathering evidence from text and video

Grade 3 Science

This year students will study....

Science Domains:
Earth, Life, & Physical Science

Earth Science
Why do we have more hours of daylight in June compared to December?

Foundations in Computer Science
Being a responsible and safe digital citizen
Collaboratively design and debug programs that achieve the intended goal

Physical Science
Forces and motion: How do objects start moving, stay moving, and stop moving?

Life Science
Exploring ecosystem dynamics and organism survival by studying Orca pods

Engineering Design: Students explore engineering problems and investigate possible solutions in the context of their science units.

Systems, Inquiry, and Application: Students work on developing science practices, such as:

- Expressing science thinking using pictures, arrows, color, and labels with words and phrases
- Explaining ideas to a partner and to their teacher in writing and speaking
- Making observations and gathering evidence from text and video

Grade 4 Science

This year students will study….

Science Domains:
Earth, Life, & Physical Science

Earth Science
Why do we have more hours of daylight in June compared to December?

Foundations in Computer Science
Being a responsible and safe digital citizen
Collaboratively design and debug programs that achieve the intended goal

Physical Science
Energy transfer with simple circuits. How do flashlights and other simple circuits work? What would make them stop working? How might we fix a circuit system?

Life Science
Local field study of salmon habitat; Exploring ecosystem dynamics: Why do dead things "disappear"?

Engineering Design: Students explore engineering problems and investigate possible solutions in the context of their science units.

Systems, Inquiry, and Application: Students work on developing science practices, such as:

- Expressing science thinking using pictures, arrows, color, and labels with words and phrases
- Explaining ideas to a partner and to their teacher in writing and speaking
- Making observations and gathering evidence from text and video

Grade 5 Science

This year students will study….

Science Domains:
Earth, Life, & Physical Science

Earth Science
Why do we have more hours of daylight in June compared to December?

Foundations in Computer Science
Being a responsible and safe digital citizen
Collaboratively design and debug programs that achieve the intended goal

Physical Science
Energy transfer with simple circuits. How do flashlights and other simple circuits work? What would make them stop working? How might we fix a circuit system?

Life Science

Engineering Design: Students explore engineering problems and investigate possible solutions in the context of their science units.

Systems, Inquiry, and Application: Students work on developing science practices, such as:

- Expressing science thinking using pictures, arrows, color, and labels with words and phrases
- Explaining ideas to a partner and to their teacher in writing and speaking
- Making observations and gathering

Understanding stewardship and interdependence in ecosystems (Islandwood); Exploring ecosystem dynamics: Why do dead things "disappear"?

evidence from text and video