



Identify Big Ideas

Topic/Unit

Science Concepts and Ideas

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1. Related ideas should be clustered together

2. Include big ideas and small ideas

Select a Phenomenon and Driving Question

Brainstorm Possible Phenomena or Design Problems

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Criteria for Useful Phenomenon
1. Grade level appropriate
2. Relevance
3. Student interest
4. Local

Choose the most useful phenomenon or design problem for student learning above and write it below.

Selected Phenomenon or Design Problem

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Possible Questions

Write possible questions about the selected phenomenon or design problem using the lens of the Crosscutting Concepts.

	Patterns
	Cause and Effect: Mechanism and Explanation
	Scale, Proportion, and Quantity
	Systems and System Models
	Energy and Matter: Flows, Cycles, and Conservation
	Structure and Function
	Stability and Change

Driving Question

Write the driving question related to the phenomenon or design problem with the most potential to drive student learning.

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