

**Diving into Science UNIT OVERVIEW**

STAGE ONE: Identify Desired Results		
<p>Established Goals/ Standards</p> <p><b>Big Idea in Science:</b> How scientists behave and what they do.</p> <p>NYS Standards in MMS Grade 6: Standard 1: <b>Students will use</b> (mathematical analysis), <b>scientific inquiry</b>, (and engineering design), <b>to pose questions, seek answers, and develop solutions.</b></p>	Long-Term Transfer Goal	
	<p><i>At the end of this unit, students will use what they have learned to independently...</i></p> <p><b>.Students will use</b> (mathematical analysis), <b>scientific inquiry</b>, (and engineering design), <b>to pose questions, seek answers, and develop solutions to work together as a group to solve problems and communicate results.</b></p>	
	Meaning	
	<table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 50%; vertical-align: top;"> <p>Enduring Understandings <i>Students will understand that...</i></p> <ul style="list-style-type: none"> <li>● the criteria and constraints of a problem are important <i>aspects</i> in determining how to approach a solution.</li> <li>● science practices of iteration, keeping records, and sharing ideas as they work are part of how scientists solve problems</li> </ul> </td> <td style="width: 50%; vertical-align: top;"> <p>Essential Questions:</p> <ul style="list-style-type: none"> <li>● How do scientists work together to solve problems?</li> <li>● How do scientists design an experiment to solve a problem?</li> </ul> </td> </tr> </table>	<p>Enduring Understandings <i>Students will understand that...</i></p> <ul style="list-style-type: none"> <li>● the criteria and constraints of a problem are important <i>aspects</i> in determining how to approach a solution.</li> <li>● science practices of iteration, keeping records, and sharing ideas as they work are part of how scientists solve problems</li> </ul>
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Acquisition		
<p><i>What knowledge will students learn as part of this unit?</i></p> <ul style="list-style-type: none"> <li>● criteria and constraints of a problem are important aspects in determining how to approach a solution</li> <li>● science practice of iteration and the importance for finding validity</li> <li>● about matter and gravity, and its influence on the strength and stability of structures.</li> <li>● How to construct a model</li> </ul>	<p><i>What skills will students learn as part of this unit?</i></p> <ul style="list-style-type: none"> <li>● keep records/data and share ideas</li> <li>● plan, build, test their new designs/model</li> <li>● consider what they have learned to help them understand how scientists work together to solve problems</li> <li>● identify inconsistencies in procedures that lead to variations in results.</li> <li>● make a list of criteria and constraints</li> <li>● run a class procedure in their groups and share results. If needed, revise the procedure(iteration), then test the procedure</li> </ul>	

		<ul style="list-style-type: none"> <li>● Reflect</li> </ul>
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STAGE TWO: Determine Acceptable Evidence	
	Assessment Evidence
<p>Criteria to assess understanding:</p> <p>Scholars will..</p> <ul style="list-style-type: none"> <li>● work cooperatively using teamwork</li> <li>● give explanations that are claims supported by evidence, accepted ideas and facts.</li> <li>● Explain the criteria and constraints that affected the design</li> <li>● Keep records/data tables and share ideas as they work to design their book supports and improve their Penny Experiment procedures.</li> <li>● Include why procedures must be repeatable and can be replicated. (validity)</li> <li>● Explain the reasoning behind changes made to original designs. (Iterations)</li> </ul>	<p>Performance Task focused on Transfer:</p> <p>P1: Design an investigation to solve the following problem: How much filling can be placed on the bottom cookie so it is completely covered but doesn't leak over the sides?( Engineering design process)</p> <p>P2: Compare IDEO scientists and engineers work as shown in video with their work on design projects (ie: book support, penny activity. Pgs DIV 102-DIV 103)</p> <hr/> <p>Other Assessment Evidence:</p> <ul style="list-style-type: none"> <li>● Student Journals</li> <li>● Create Your Explanation BLM</li> <li>● Class discussion</li> <li>● Drops on a Penny graph BLM</li> <li>● Project Board BLM</li> <li>● Testing My Design BLM</li> </ul>

T, M, A (Code for Transfer, Meaning Making and Acquisition)	STAGE THREE: Plan Learning Experiences	
1.A,M 2. A,M 3.A,M 4. A, M 5.A, M 6. A, M	<p>Learning Events:</p> <p><b>Day 1:</b></p> <ul style="list-style-type: none"> <li>● Introducing the final performance task( engineering a design solution for a new product for the cookie company they work for) They will complete a series of lessons to develop the skills and understandings</li> </ul>	<p>Evidence of learning: (formative assessment)</p> <p>Summary + Closure at end of each lesson utilizing the "Workshop Model".</p>

<p>7.T 8.T 9.T</p>	<p>they will need to accomplish this task.</p> <ul style="list-style-type: none"> <li>● How do scientists and engineers solve problems???</li> </ul> <p>Activate prior knowledge using an EL protocol. Introduce the Project Board.</p> <ul style="list-style-type: none"> <li>● IDEO The Deep Dive One Company's Secret Weapon for Innovation(22:01) Pg DIV 102- Show the part about team-work</li> <li>● Introduce expectations for group work- what does it look like to be part of a small workgroup</li> <li>● Explain and define that a design challenge has 2 parts: constraint and criteria- what does this mean?</li> <li>● Explain the book support challenge and begin design process( end of Day 1)</li> </ul> <p><b>Day 2 and Day 3</b></p> <ul style="list-style-type: none"> <li>● Continue design process from prior days work( first attempt)</li> <li>● Gallery walk plusses and minuses- sticky notes</li> <li>● Video Teacher Demonstration on center mass/ columns</li> <li>● Refine design based on feedback and center of mass, column demo- iteration</li> <li>● Update Project Board</li> </ul> <p><b>Day 4</b></p> <ul style="list-style-type: none"> <li>● Group presentations of book supports</li> <li>● Students provide feedback to each other</li> <li>● Update project board</li> <li>● Introduce Line Plot</li> </ul> <p><b>Day 5 and 6</b></p> <ul style="list-style-type: none"> <li>● Review the cookie simulation</li> <li>● Penny Drop procedure design/carry out w/ a partner</li> <li>● Create a line plot</li> <li>● Communicate their results- why are the results all over the line graph?</li> <li>● Introduce repeatable and replicate/validity- all class members will use the same process that we will develop as a class as they carry out the procedure agreed upon by all scholars</li> <li>● Create a second Line Plot</li> <li>● Compare and contrast data</li> </ul>	<p>Investigation Design Reports. Powerpoint/ poster</p>
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- Update Project Board

**Day 7, 8 and 9**

- IDEO The Deep Dive One Company's Secret Weapon for Innovation(22:01) Pg DIV 102-
- Complete a venn diagram comparing their work, IDEO work and things that are the same.
- Complete performance task Pg DIV 102-( see details in Stage 2)
- Present their work