3rd Grade Science Curriculum - Forces and Interactions Approximately 6 weeks

Big Ideas:

- Students are able to determine the effects of balance and unbalanced forces on the motion of an object.
- Students observe an object's motion to determine an object's future motion.
- Determine cause and effect relationships of electric or magnetic interactions between two objects not in contact with each other.
- Apply understanding of magnetic interactions to define a simple design problem that can be solved with magnets.

Essential Questions (Student Friendly language)

- How do equal and unequal forces on an object affect the object?
- How can patterns be used to predict future motion?
- How can magnets be used?
- How can magnets be used to solve problems?

Vocabulary: Repel, Attract, Force, Motion, Poles, Magnetic, Magnetic Field, Magnetism, Attraction, Speed

Students who demonstrate understanding can:

- **3-PS2-1.** Plan and conduct an investigation to provide evidence of the effects of balanced and unbalanced forces on the motion of an object.[Clarification Statement: Examples could include an unbalanced force on one side of a ball can make it start moving; and, balanced forces pushing on a box from both sides will not produce any motion at all.] [Assessment Boundary: Assessment is limited to one variable at a time: number, size, or direction of forces. Assessment does not include quantitative force size, only qualitative and relative. Assessment is limited to gravity being addressed as a force that pulls objects down.]
- **3-PS2-2.** Make observations and/or measurements of an object's motion to provide evidence that that a pattern can be used to predict future motion.[Clarification Statement: Examples of motion with a predictable pattern could include a child swinging in a swing, a ball rolling back and forth in a bowl, and two children on a see-saw.] [Assessment Boundary: Assessment does not include technical terms such as period and frequency.]
- **3-PS2-3.** Ask questions to determine cause and effect relationships of electric or magnetic interactions between two objects not in contact with each other.[Clarification Statement: Examples of an electric force could include the force on hair from an electrically charged balloon and the electrical forces between a charged rod and pieces of paper; examples of a magnetic force could include the force between two permanent magnets, the force between an electromagnet and steel paperclips, and the force exerted by one magnet versus the force exerted by two magnets. Examples of cause and effect relationships could include how the distance between objects affects strength of the force and how the orientation of magnets affects the direction of the magnetic force.] [Assessment Boundary: Assessment is limited to forces produced by objects that can be manipulated by students, and electrical interactions are limited to static electricity.]
- **3-PS2-4** Define a simple design problem that can be solved by applying scientific ideas about magnets.*[Clarification Statement: Examples of problems could include constructing a latch to keep a door shut and creating a device to keep two moving objects from touching each other.]

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.

 multiple forces acting on it, but they add to give zero net objects for constant on to sum to zero and effect relationships are routinely identified. The state is a simple problem that can be solved through the development of a new or improved object or tool. (3-PS2-1) Planning and Carrying Out Investigations to answer questions or test solutions to problems in 3-5 builds on K-2 explanations and provide evidence to support evidence to support evidence to support or design solutions. Plan and conduct an investigation collaboratively to produce data to serve as the basis for evidence for an explanation of a phenomenon or test a design solution. (3-PS2-2) Pase and conduct of a phenomenon or test a design solution. (3-PS2-2) Pase and conduction of a phenomenon or test a design solution. (3-PS2-2) PS2-B: Types of Interactions Objects in contact event forces on each other. (3-PS2-1) Electric, and magnetic forces batting on it, guesting on it,	The performance expectations above were developed using the following elements from the NRC document A Framework for K-12 Science Education:				
 Asking fuestions and defining problems in grades 3–5 builds on grades K–2 experiences and progresses to specify gualitative relationships. Bask questions that can be investigated based on patterners such as cause and effect relationships. (3-P52-3). Bask questions and organizations to a new or inproved object or not object. Forces that do not sun to zero organization and objects and to organization. An object a meta to bask to get a comparison of the solution to a new or improved object or not on. (3-P52-3). Planning and Carrying Out investigations to answer questions to answer questions to any particular to a new or inproved object or not on. (3-P52-1). Planning and Carrying Out investigations to answer questions to problem in 3–5 builds on K–2 experimence and progresses to include investigations that any provide object is produent in various situations domentum, and vector quantity, are not inproved objects in conduct or test a design solutions. (3-P52-1) Planning and Carrying Out investigations that are unclude working to that a dimeter on the comparison of the solutions to problem in signal patients. (1-P52-2) Productions and/or massurements to produce distication of the problem in various situation domentum, and vector quantity, are not quantities and provide distications and/or massurements to produce distication of the problem on to test a design solutions. (3-P52-2) Polacts in contact exert forces on each other. (3-P52-4) PS2-10 - Scientific discoveries about the natural world can offen index on an explanation of down or produced at the level, (3-P52-4) PS2-11 - Scientific discoveries about the natural world can offen index on an explanation of down or produced at the level, (3-P52-4) PS2-12 - Scientific discoveries about the natural world can offen index objects and down or produced. The size of the offence in each situation dopend on the properise of the proble			Disciplinary Core Ideas		
 Articulation of DCIs across grade-levels: K.PS2.A (3-PS2-1); K.PS2.B (3-PS2-1); K.PS3.C (3-PS2-1); K.ETS1.A (3-PS2-4); 1.ESS1.A (3-PS2-2); 4.PS4.A (3-PS2-2); 4.ETS1.A (3-PS2-4); 5.PS2.B (3-PS2-1); MS.PS2.A (3-PS2-1), (3-PS2-2); MS.PS2.B (3-PS2-4); MS.PS2.A (3-PS2-1), (3-PS2-3) RI.3.1 Ask and answer questions to demonstrate understanding of a text, referring explicitly to the text as the basis for the answers. (3-PS2-1), (3-PS2-3) RI.3.3 Describe the relationship between a series of historical events, scientific ideas or concepts, or steps in technical procedures in a text, using language that pertains to time, sequence, and cause/effect. (3-PS2-3) RI.3.8 Describe the logical connection between particular sentences and paragraphs in a text (e.g., comparison, cause/effect, first/second/third in a sequence). (3-PS2-3) W.3.7 Conduct short research projects that build knowledge about a topic. (3-PS2-2) W.3.8 Recall information from experiences or gather information from print and digital sources; take brief notes on sources and sort evidence into provided categories. (3-PS2-1), (3-PS2-2) SL.3.3 Ask and answer questions about information from a speaker, offering appropriate elaboration and detail. (3-PS2-3) 	 Asking question grades K	 ions and defining problems in grades 3–5 builds -2 experiences and progresses to specifying lationships. ations that can be investigated based on such as cause and effect relationships. (3-PS2- simple problem that can be solved through the nent of a new or improved object or tool. (3- d Carrying Out Investigations a carrying out investigations to answer questions ons to problems in 3–5 builds on K–2 and progresses to include investigations that bels and provide evidence to support or design solutions. conduct an investigation collaboratively to data to serve as the basis for evidence, using in which variables are controlled and the of trials considered. (3-PS2-1) servations and/or measurements to produce erve as the basis for evidence for an ton of a phenomenon or test a design solution. s to Nature of Science bwledge is Based on Empirical Evidence findings are based on recognizing patterns. (3- vestigations Use a Variety of Methods investigations use a variety of methods, tools, 	 Each force acts on one particular object and has both strength and a direction. An object at rest typically has multiple forces acting on it, but they add to give zero net force on the object. Forces that do not sum to zero can cause changes in the object's speed or direction of motion. (Boundary: Qualitative and conceptual, but not quantitative addition of forces are used at this level.) (3-PS2-1) The patterns of an object's motion in various situations can be observed and measured; when that past motion exhibits a regular pattern, future motion can be predicted from it. (Boundary: Technical terms, such as magnitude, velocity, momentum, and vector quantity, are not introduced at this level, but the concept that some quantities need both size and direction to be described is developed.) (3-PS2-2) PS2.B: Types of Interactions Objects in contact exert forces on each other. (3-PS2-1) Electric, and magnetic forces between a pair of objects do not require that the objects be in contact. The sizes of the forces in each situation depend on the properties of the objects and their distances apart and, for forces between two magnets, on their orientation relative to 	 Patterns of change can be used to make predictions. (3-PS2-2) Cause and Effect Cause and effect relationships are routinely identified. (3-PS2-1) Cause and effect relationships are routinely identified, tested, and used to explain change. (3-PS2-3) Connections to Engineering, Technology, and Applications of Science Interdependence of Science, Engineering, and Technology Scientific discoveries about the natural world can often lead to new and improved technologies, which are developed through the engineering design process. (3- 	
 K.PS2.A (3-PS2-1); K.PS2.B (3-PS2-1); K.PS3.C (3-PS2-1); K.ETS1.A (3-PS2-4); 1.ESS1.A (3-PS2-2); 4.PS4.A (3-PS2-2); 4.ETS1.A (3-PS2-4); 5.PS2.B (3-PS2-1); MS.PS2.A (3-PS2-1), (3-PS2-2); MS.PS2.B (3-PS2-3), (3-PS2-4); MS.PS2.A (3-PS2-2); MS.PS2.B (3-PS2-4); MS.PS2.A (3-PS2-1), (3-PS2-2); MS.PS2.B (3-PS2-3), (3-PS2-4); MS.PS2.A (3-PS2-2); MS.PS2.B (3-PS2-4); MS.PS2.A (3-PS2-1), (3-PS2-2); MS.PS2.B (3-PS2-4); MS.PS2.A (3-PS2-2); MS.PS2.B (3-PS2-4); MS.PS2.A (3-PS2-2); MS.PS2.B (3-PS2-4); MS.PS2.A (3-PS2-1), (3-PS2-2); MS.PS2.B (3-PS2-4); MS.PS2.A (3-PS2-2); MS.PS2.A (3-PS2-4); MS.PS2.A (3-PS2-3) RI.3.1 Ask and answer questions to demonstrate understanding of a text, referring explicitly to the text as the basis for the answers. (<i>3-PS2-1</i>), (<i>3-PS2-3</i>) RI.3.2 Describe the relationship between a series of historical events, scientific ideas or concepts, or steps in technical procedures in a text, using language that pertains to time, sequence, and cause/effect. (<i>3-PS2-3</i>) RI.3.3 Describe the logical connection between particular sentences and paragraphs in a text (e.g., comparison, cause/effect, first/second/third in a sequence). (<i>3-PS2-3</i>) W.3.4 Recall information from experiences or gather information from print and digital sources; take brief notes on sources and sort evidence into provided categories. (<i>3-PS2-2</i>), <i>SL.3.3</i> Ask and answer questions about information from a speaker, offering ap					
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	Mathematics				

MP.2 Reason abstractly and quantitatively. (3-PS2-1)

MP.5 Use appropriate tools strategically. (3-PS2-1)

3.MD.A.2 Measure and estimate liquid volumes and masses of objects using standard units of grams (g), kilograms (kg), and liters (l). Add, subtract, multiply, or divide to solve one-step word problems involving masses or volumes that are given in the same units, e.g., by using drawings (such as a beaker with a measurement scale) to represent the problem. (3-PS2-1)