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| 3 -  Plan and conduct an investigation to provide evidence of the effects of balanced and unbalanced forces on the motion of an object. |
| 3 -  Make observations and/or measurements of an object’s motion to provide evidence that a pattern can be used to predict future motion. |
| 3 -  Ask questions to determine cause and effect relationships of electric or magnetic interactions between two objects not in contact with each other. |
| 3 -  Define a simple design problem that can be solved by applying scientific ideas about magnets.\* |
| 3 -  Construct an argument that some animals form groups that help members survive. |
| 3 -  Analyze and interpret data from fossils to provide evidence of the organisms and the environments in which they lived long ago. |
| 3 -  Construct an argument with evidence that in a particular habitat some organisms can survive well, some survive less well, and some cannot survive at all. |
| 3 -  Make a claim about the merit of a solution to a problem caused when the environment changes and the types of plants and animals that live there may change.\* |
| 3 -  Develop models to describe that organisms have unique and diverse life cycles but all have in common birth, growth, reproduction, and death. |
| 3 -  Analyze and interpret data to provide evidence that plants and animals have traits inherited from parents and that variation of these traits exists in a group of similar organisms. |
| 3 -  Use evidence to support the explanation that traits can be influenced by the environment. |
| 3 -  Use evidence to construct an explanation for how the variations in characteristics among individuals of the same species may provide advantages in surviving, finding mates, and reproducing. |
| 3 -  Represent data in tables and graphical displays to describe typical weather conditions expected during a particular season. |
| 3 -  Obtain and combine information to describe climates in different regions of the world. |
| 3 -  Make a claim about the merit of a design solution that reduces the impacts of a weather-related hazard.\* |
| 3 -  Define a simple design problem reflecting a need or a want that includes specified criteria for success and constraints on materials, time, or cost. |
| 3 -  Generate and compare multiple possible solutions to a problem based on how well each is likely to meet the criteria and constraints of the problem. |
| 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. |