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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. |