6.1 Light and Matter

Content Area: Science Course(s): Science 6

Time Period: Marking Period 1

Length: **20 days** Status: **Published**

Established Goals/Standards

Please choose the appropriate Goals/Standards from the Standards tab above.

SCI.MS-LS1-8 Gather and synthesize information that sensory receptors respond to stimuli by sending

messages to the brain for immediate behavior or storage as memories.

SCI.MS-PS4-2 Develop and use a model to describe that waves are reflected, absorbed, or transmitted

through various materials.

Technology Standards

TECH.8.1.8.A.1 Demonstrate knowledge of a real world problem using digital tools.

TECH.8.1.8.A.2 Create a document (e.g., newsletter, reports, personalized learning plan, business letters

or flyers) using one or more digital applications to be critiqued by professionals for

usability.

TECH.8.1.8.A.3 Use and/or develop a simulation that provides an environment to solve a real world

problem or theory.

NJ 21st Century Life and Careers/NJ Career Readiness Practices

CAEP.9.2.8.B.3 Evaluate communication, collaboration, and leadership skills that can be developed

through school, home, work, and extracurricular activities for use in a career.

Interdisciplinary Connections

ELA/Literacy -

RST.6- Integrate quantitative or technical information expressed in words in a text with a version of that

8.7 information expressed visually (e.g., in a flowchart, diagram, model, graph, or table). (MS-PSI-I)

Mathematics -

MP.2 Reason abstractly and quantitatively. (MS-PS1-1)

MP.4 Model with mathematics. (MS-PS1-1)

6.RP.A.3 Use ratio and rate reasoning to solve real-world and mathematical problems. (MS-PS1-1)

Use numbers expressed in the form of a single digit times an integer power of 10 to estimate very

8.EE.A.3 large or very small quantities, and to express how many times as much one is than the other. (MS-

PS1-1)

Essential Questions

- How do we see?
- How does light travel?
- Why do we sometimes see different things when looking at the same object?

Enduring Understanding

- Light waves travel through space.
- The structures of materials determine their properties.

Content

- Humans see by interpreting wavelengths that are reflected off objects.
- Waves can be absorbed, reflected, refracted, or transmitted through an object
- When light shines on an object, it is reflected, absorbed, or transmitted through the object, depending on the object's material and the frequency (color) of the light.
- The path that light travels can be traced as straight lines, except at surfaces between different transparent materials (e.g., air and water, air and glass) where the light path bends.
- A wave model of light is useful for explaining brightness, color, and the frequency-dependent bending of light at a surface between media.

Assessment

Summative: Develop and use a model to describe that waves are reflected, absorbed, or transmitted through various materials.

Formative Assessments

- Participation/Observations
- Ouestioning
- Discussion Circles
- Science Notebook
- Exit Slips
- Peer/Self Assessment
- Rubrics
- Teacher-created project-based assessment
- Turn & Talk

Alternate Assessments

- Teacher-created project-based assessment
- Alternate running records
- Discussion Circles
- Turn and Talks

Benchmark Assessments

• Teacher-created assessment

Accommodations and Modifications

Accommodations and Modifications according to student IEP, 504, I&RS goals, and/or gifted status.

Resources

- Investigation of glass and mirrors
- OpenSciEd phenomenon 2 way mirror
- Student created models and discussion ~ how the human eye works