2023–2024 Gr4 Science Benchmark Unit 4

Answer Key

Question 1. A – 1 Point

Standards

4-PS4-1

Develop a model of waves to describe patterns in terms of amplitude and wavelength and that waves can cause objects to move.

Question 2. B – 1 Point

Standards

4-PS4-1

Develop a model of waves to describe patterns in terms of amplitude and wavelength and that waves can cause objects to move.

Question 3. C – 1 Point

Standards

4-PS4-1

Develop a model of waves to describe patterns in terms of amplitude and wavelength and that waves can cause objects to move.

Question 4. C – 1 Point

Standards

4-PS4-1

Develop a model of waves to describe patterns in terms of amplitude and wavelength and that waves can cause objects to move.

Question 5. A;B;C;E – 4 Points

Standards
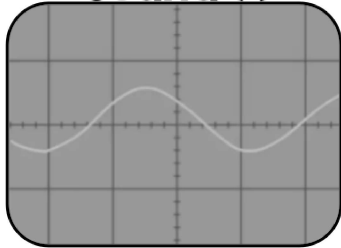
4-PS4-1

Develop a model of waves to describe patterns in terms of amplitude and wavelength and that waves can cause objects to move.

Question 6. A – 1 Point

Standards

4-PS4-1

Develop a model of waves to describe patterns in terms of amplitude and wavelength and that waves can cause objects to move.

Question 7. O – 1 Point

Standards

4-PS4-1

Develop a model of waves to describe patterns in terms of amplitude and wavelength and that waves can cause objects to move.
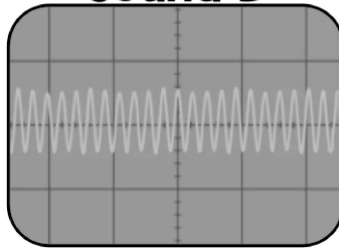
Question 8.

Drag the sound images so that they are in order from the LOWEST pitched sound to the HIGHEST pitched sound. (Place the lowest pitched sound in Box 1)
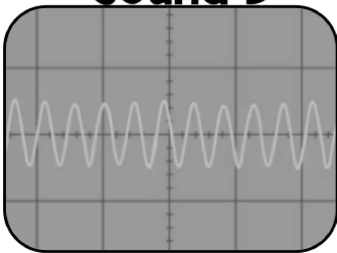
Sound A

Sound B

Sound C

Sound D

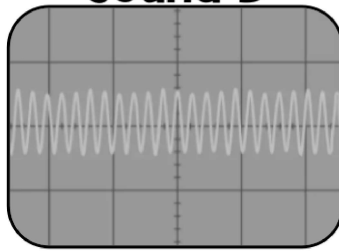**Sound A**

Sound C

Sound D

Sound B

• 1 Point

Standards

4-PS4-1
Develop a model of waves to describe patterns in terms of amplitude and wavelength and that waves can cause objects to move.

Question 9. C — 1 Point

Standards

4-PS4-3
Generate and compare multiple solutions that use patterns to transfer information.

Question 10.

Information is CODED into a wave signal.	
A wave signal is TRANSMITTED across a distance.	
A wave signal is RECEIVED by a receiver.	
A wave signal is DECODED into its original form.	

— 1 Point

Standards

4-PS4-3
Generate and compare multiple solutions that use patterns to transfer information.

Question 11. O — 1 Point

Standards

4-PS4-3
Generate and compare multiple solutions that use patterns to transfer information.

Question 12. O — 2 Points

Standards

4-PS4-3
Generate and compare multiple solutions that use patterns to transfer information.

Question 13. O — 3 Points

Standards

4-PS4-3
Generate and compare multiple solutions that use patterns to transfer information.