Grade 1 - Unit 2 - Light Sound and Communication

Mission Statement

The primary goal of the Swedesboro-Woolwich School District is to prepare each student with the real life skills needed to compete in a highly competitive global economy. This will be achieved by providing a comprehensive curriculum, the integration of technology, and the professional services of a competent and dedicated faculty, administration, and support staff.

Guiding this mission will be Federal mandates, including No Child Left Behind, the New Jersey Core Curriculum Content Standards, and local initiatives addressing the individual needs of our students as determined by the Board of Education. The diverse resources of the school district, which includes a caring PTO and active adult community, contribute to a quality school system. They serve an integral role in supporting positive learning experiences that motivate, challenge and inspire children to learn.

Unit/Module Overview

• In this unit of study, students develop an understanding of the relationship between sound and vibrating materials as well as between the availability of light and the ability to see objects. The idea that light travels from place to place can be understood by students at this level by placing objects made with different materials in the path of a beam of light and determining the effect of the different materials. The crosscutting concept of cause and effect is called out as an organizing concept for the disciplinary core ideas. Students are expected to demonstrate grade-appropriate proficiency in planning and carrying out investigations, constructing explanations, and designing solutions. Students are also expected to use these practices to demonstrate understanding of the core ideas. The crosscutting concepts of structure and function and influence of engineering, technology, and science on society and the natural world are also called out as organizing concepts for the disciplinary core ideas. Students are expected to demonstrate grade-appropriate proficiency in constructing explanations and designing solutions, asking questions and defining problems, and developing and using models. Students are also expected to use these practices to demonstrate understanding of the core ideas. Classes will also continue their efforts with the UNLESS Contest of the Philadelphia Zoo in supporting environment issues of waste management.

Standards Covered in Current Unit/Module

Related Standards and Learning Goals

- SCI.1.1-PS4-3 Plan and conduct an investigation to determine the effect of placing objects made with different materials in the path of a beam of light.
- SCI.1.1-PS4-4 Use tools and materials to design and build a device that uses light or sound to solve the problem of communicating over a distance.
- SCI.1.1-PS4-2 Make observations to construct an evidence-based account that objects can be seen only when illuminated.
- SCI.1.1-PS4-1 Plan and conduct investigations to provide evidence that vibrating materials can make sound and that sound can make materials vibrate.
- SCI.K-2.K-2-ETS1-2 Develop a simple sketch, drawing, or physical model to illustrate how the shape of an object helps it function as needed to solve a given problem.

Disciplinary Core Ideas

- PS4.A: Wave Properties
 - Sound can make matter vibrate, and vibrating matter can make sound. (1-PS4-1)
- PS4.B: Electromagnetic Radiation
 - Objects can be seen if light is available to illuminate them or if they give off their own light. (1-PS4-2)
 - Some materials allow light to pass through them, others allow only some light through and others block all the light and create a dark shadow on any surface beyond them, where the light cannot reach. Mirrors can be used to redirect a light beam. (Boundary: The idea that light travels from place to place is developed through experiences with light sources, mirrors, and shadows, but no attempt is made to discuss the speed of light.) (1- PS4-3)
- PS4.C: Information Technologies and Instrumentation
 - o People also use a variety of devices to communicate (send and receive information) over long distances. (1- PS4-4)
- ETS1.A: Defining and Delimiting Engineering Problems
 - A situation that people want to change or create can be approached as a problem to be solved through engineering. (K-2-ETS1-1)
 - Asking questions, making observations, and gathering information are helpful in thinking about problems. (K2-ETS1-1)
 - Before beginning to design a solution, it is important to clearly understand the problem. (K-2-ETS1-1)
- ETS1.B: Developing Possible Solutions
 - Designs can be conveyed through sketches, drawings, or physical models. These representations are useful in communicating ideas for a problem's solutions to other people. (K-2-ETS1-2)
- ETS1.C: Optimizing the Design Solution
 - Because there is always more than one possible solution to a problem, it is useful to compare and test designs. (K2-ETS1-3)

Science and Engineering Practices

- Planning and Carrying Out Investigations
 - Plan and conduct investigations collaboratively to produce evidence to answer a question. (1-PS4-1, 1-PS4-3)
- Constructing Explanations and Designing Solutions

- Make observations (firsthand or from media) to construct an evidence-based account for natural phenomena. (1-PS4-2)
- Use tools and materials provided to design a device that solves a specific problem. (1-PS4-4)
- Asking Questions and Defining Problems
 - Ask questions based on observations to find more information about the natural and/or designed world(s). (K2-ETS1-1)
 - Define a simple problem that can be solved through the development of a new or improved object or tool. (K- 2-ETS1-1)
- Developing and Using Models
 - Develop a simple model based on evidence to represent a proposed object or tool. (K-2-ETS1-2)
- Analyzing and Interpreting Data
 - Analyze data from tests of an object or tool to determine if it works as intended. (K-2-ETS1-3)

Crosscutting Concepts

- Cause and Effect
 - Simple tests can be designed to gather evidence to support or refute student ideas about causes. (1-PS4-1, 1- PS4-2, 1-PS4-3)
- Structure and Function
 - The shape and stability of structures of natural and designed objects are related to their function(s). (K-2- ETS1-2)
- Influence of Engineering, Technology, and Science, on Society and the Natural World
 - People depend on various technologies in their lives; human life would be very different without technology. (1-PS4-4)
- Scientific Investigations
 - Use a Variety of Methods Science investigations begin with a question. (1-PS4-1)
 - Scientists use different ways to study the world. (1-PS4-1)

Learning Targets	Essential Questions
 I can provide evidence that vibrating materials can make a vibrating sound and sound can make materials vibrate. I can illustrate how the shape of an object helps it function as needed to solve a given problem. I can build a device that uses light or sound to communicate over a far distance. I can determine the effect of placing objects made with different materials in the path of a beam of light. I can make observations to explain how object in the sky at night can only be seen when illuminated. 	 How can light or sound be used to communicate over a distance? How can you prove that you can only see something when someone shines a light on it or if the object gives off its own light? How do instruments (band) make sound? What happens to a beam of light when you put different kinds of things in front of it? How would you design an experiment to prove your thinking?

Unit/Module Weekly Learning Activities and Pacing Guide			
Topic & # Days	NJ Standards	Critical Knowledge & Skills	Possible Resources & Activities
Unit 2 Light Sound and Communica tion 1 day	 Make observations to construct an evidence-based account that objects in darkness can be seen only when illuminated. [Clarification Statement: Examples of observations could include those made in a completely dark room, a pinhole box, and a video of a cave explorer with a flashlight. Illumination could be from an external light source or by an object giving off its own light.] (1-PS4-2) Plan and conduct investigations to determine the effect of placing objects made with different materials in the path of a beam of light. [Clarification Statement: Examples of materials could include those that are transparent (such as clear plastic), translucent (such as wax paper), opaque (such as cardboard), and reflective (such as a mirror).] [Assessment Boundary: Assessment does not include the speed of light.] (1-PS4-3) 	Obj. We are learning to:	Anchor Phenomenon: Everglades Adventure Materials Mystery Science Lessons Read Alouds Cross Cut Weather Reading Activities Mystery Labs Additional Hands on Activities

Unit 2 Light Sound and Communica tion 4 days	 Ask questions, make observations, and gather information about a situation people want to change to define a simple problem that can be solved through the development of a new or improved object or tool. (K-2-ETS1-1) Develop a simple sketch, drawing, or physical model to illustrate how the shape of an object helps it function as needed to solve a given problem. (K-2-ETS1-2) Same as above 	Obj. We are learning to:	Resources and Activities: • Lesson 1: • How do they make silly sounds in cartoons? Materials • Mystery Science Lessons • Read Alouds • Cross Cut Weather Reading Activities • Mystery Labs • Additional Hands on Activities
Unit 2 Light Sound and Communica	Same as above	Obj. We are learning to: • Targets Listed Above Suggested Formative Assessment(s): • Anecdotal notes	Resources and Activities: • Read-AlongLesson 2:

tion 3 days	 Conferences Lab activity Lesson assessments Open-ended responses Participation Performance assessment Performance task Sharing strategies Teacher observation Unit assessment 	 Where do sounds come from? Materials Mystery Science Lessons Read Alouds Cross Cut Weather Reading Activities Mystery Labs Additional Hands on Activities
Unit 2 Light Sound and Communication 4 days	Obj. We are learning to:	Resources and Activities: • Lesson 3: • What if there were no windows? Materials • Mystery Science Lessons • Read Alouds • Cross Cut Weather Reading Activities • Mystery Labs • Additional Hands on Activities
Unit 2 Light Sound and Communica tion 3 days	Obj. We are learning to:	Resources and Activities: Read-AlongLesson 4: Can you see in the dark? Materials Mystery Science Lessons Read Alouds Cross Cut Weather Reading Activities

		Sharing strategiesTeacher observationUnit assessment	Mystery LabsAdditional Hands on Activities
Unit 2 Light Sound and Communica tion 4 days	• Same as above	Obj. We are learning to:	Resources and Activities: • Lesson 5: • How could you send a secret message to someone far away? Materials • Mystery Science Lessons • Read Alouds • Cross Cut Weather Reading Activities • Mystery Labs • Additional Hands on Activities
Unit 2 Light Sound and Communica tion 4 days	• Same as above	Obj. We are learning to:	Resources and Activities: Read-AlongLesson 6: How do boats find their way in the fog? Performance Task: What do we see and hear in the Everglades at night? Materials Mystery Science Lessons Read Alouds Cross Cut Weather Reading Activities Mystery Labs Additional Hands on Activities

Interdisciplinary Connections	Career Ready, Life Literacies, and Key Skills
 W.1.2 Write informative/explanatory texts in which they name a topic, supply some facts about the topic, and provide some sense of closure. (1-PS4-2) W.1.7 Participate in shared research and writing projects (e.g., explore a number of "how-to" books on a given topic and use them to write a sequence of instructions). (1-PS4-1, 1-PS4-2, 1-PS4-3, 1-PS4-4) W.1.8 With guidance and support from adults, recall information from experiences or gather information from provided sources to answer a question. (1-PS4-1, 1-PS4-2, 1-PS4-3) SL.1.1 Participate in collaborative conversations with diverse partners about grade 1 topics and texts with peers and adults in small and larger groups. (1-PS4-1,1-PS4-2, 1-PS4-3) Rl.2.1 Ask and answer such questions as who, what, where, when, why, and how to demonstrate understanding of key details in a text. (K-2-ETS1-1) W.2.6 With guidance and support from adults, use a variety of digital tools to produce and publish writing, including in collaboration with peers. (K-2-ETS1-1, K-2-ETS1-3) W.2.8 Recall information from experiences or gather information from provided sources to answer a question. (K-2-ETS1-1, K-2-ETS1-3) SL.2.5 Create audio recordings of stories or poems; add drawings or other visual displays to stories or recounts of experiences when appropriate to clarify ideas, thoughts, and feelings. (K-2-ETS1-2) 	TECH.9.4.2.Cl.1 Demonstrate openness to new ideas and perspectives (e.g., 1.1.2.CR1a, 2.1.2.EH.1, 6.1.2.CivicsCM.2). TECH.9.4.2.Cl.2 Demonstrate originality and inventiveness in work (e.g., 1.3A.2CR1a). TECH.9.4.2.CT.1 Gather information about an issue, such as climate change, and collaboratively brainstorm ways to solve the problem (e.g., K-2-ETS1-1, 6.3.2.GeoGl.2). TECH.9.4.2.CT.2 Identify possible approaches and resources to execute a plan (e.g., 1.2.2.CR1b, 8.2.2.ED.3). TECH.9.4.2.CT.3 Use a variety of types of thinking to solve problems (e.g., inductive, deductive). TECH.9.4.2.IML.3 Use a variety of sources including multimedia sources to find information about topics such as climate change, with guidance and support from adults (e.g., 6.3.2.GeoGl.2, 6.1.2.HistorySE.3, W.2.6, 1-LSI-2).
 NJSLS Math MP.2 Reason abstractly and quantitatively. (K-2-ETS1-1, K-2-ETS1-3) MP.4 Model with mathematics. (K-2-ETS1-1, K-2-ETS1-3) MP.5 Use appropriate tools strategically. (1-PS4-4) 1.MD.A.1 Order three objects by length; compare the lengths of two objects indirectly by using a third object. (1-PS4-4) 1.MD.A.2 Express the length of an object as a whole number of length units, 	

by layering multiple copies of a shorter object (the length unit) end to end; understand that the length measurement of an object is the number of same-size length units that span it with no gaps or overlaps. (1-PS4-4)

• 2.MD.D.10 Draw a picture graph and a bar graph (with single-unit scale) to represent a data set with up to four categories. Solve simple put-together, take-apart, and compare problems using information presented in a bar graph. (K-2-ETS1-1, K-2-ETS1-3)

English Language Arts/Literacy

Students will participate in shared research and writing projects as they engage in engineering design. Students can use text and media resources to first gather information about devices that use light or sound to communicate over a distance. They can demonstrate understanding of key details in a text by asking and answering questions during class and small-group discussions. In addition, students recall information from experiences or gather information from provided sources to support their thinking as they design and build their device. As students complete their devices, they prepare a sketch or drawing of their device, label the components, and describe, in writing, how each component relates to the function of the device and how their communication device works. Students can also write components, and describe, in writing, how each component relates to the function of the device and how their communication device works. Students can also write a "how to" book describing how to use tools and materials to build their design. Students can also use drawings or other visual displays to accompany their writing in order to describe their thought process and clarify their ideas. Adult support should be provided throughout the process.

Mathematic

Students need opportunities to use tools for a variety of purposes as they design and build devices for communicating with light or sound. They can use objects such as interlocking cubes or paper clips to measure length in nonstandard units, expressing their measurements as whole numbers. Students can also use indirect measurement (i.e., compare the lengths of two objects indirectly by using a third object) to order three objects by length. For example, they might compare the lengths of string used for paper-cup telephones and observe and describe the relative effectiveness of each length of string.

Students can also use graphs to organize data, such as the number of drum beats, and then analyze the data to find a pattern. Students will reason abstractly and quantitatively as they organize data into graphs, analyze the data, and use it to solve simple put-together, take-apart, and compare problems.	
Climate Change Students will learn about the Philadelphia Zoo UNLESS Contest. They will discuss how their school is participating, ways they can support the cause, and how the project will address an environmental issue that is impacting wildlife.	

<u>Link to Additional Components including Cross Curricular Connections, Accommodations, Assessments, Etc</u>

ELA Enduring Understanding Statements