

Unit Essential Questions Use to guide instruction and assessment (e.g., LiveLesson® sessions, CBAs, custom assessments, and lesson modifications)	
1. How do living things change as they grow?	
Alignment to A Framework for K–12 Science Education: Practices, Crosscutting Concepts, and Core Ideas and to the Next Generation Science Standards (NGSS) View state-specific alignments .	Suggested Differentiation Activities Use to personalize instruction based on learning styles and needs
Interdependent Relationships in Ecosystems: Animals, Plants, and Their Environment <ol style="list-style-type: none"> a. Use observations to describe patterns of what plants or animals (including humans) need to survive. b. Construct an argument supported by evidence for how plants and animals (including humans) can change the environment to meet their needs. c. Use a model to represent the relationship between the needs of different plants and animals (including humans) and the places they live. d. Communicate solutions that will reduce the impact of humans on the land, water, air, and/or other living things in the local environment. 	<ul style="list-style-type: none"> • Assist students with visualizing the life cycle of an animal or plant by using a graphic organizer (e.g., Kidspiration® > Activities > Science > “Life Cycles”). • Challenge students to collect pictures to show how they have grown and changed since being a baby and express this transformation in a drawing, collage, or photo slideshow. Set aside time for students to share their projects with their classmates in a LiveLesson® session (e.g., use Microsoft® PowerPoint or Microsoft® Photo Story for presentations). • Use video clips to reinforce or enrich the understanding of plant needs and how they can change their environment (e.g., PBS KIDS > Sid the Science Kid > Investigations > “Growing Plants” and “Plant a Tree”). • Encourage students to participate in the “How do seeds change?” Try It! activity on p. 104 of their online textbook. • Use interactive tools and activities to support the students’ understanding that not all animal babies look like their parents (e.g., BrainPOP Jr.® > Science > “Frogs” >



Game; Discovery Education™ > "Animal Life Cycles: Frog Life Cycle" Skill Builder; and Sheppard Software > Science > "Life Cycles").

Notes