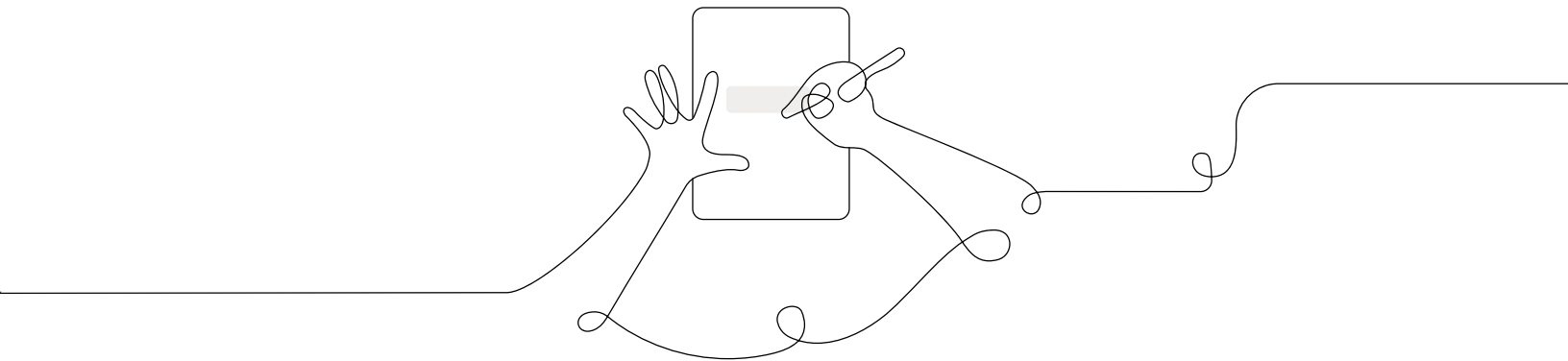


Participant Notebook

Grade K - Unit 3, Sunlight and Weather
Internalization / Guided Planning



Unit Internalization / Guided Planning

Agenda

Part 1

Introduction & Framing

NGSS & 3D Learning

Phenomenon-Based Instruction

Unit Internalization

Part 2

Teaching and Learning in Amplify Science Instructional

Approach Reflection Planning a Lesson

Closing

Demo account for your workshop:

URL: **learning.amplify.com** (Log in with Google)

Temporary username: _____ @pd.tryamplify.net

Password: _____

Reflection

Use the provided spaces as a place for reflection throughout the session.

Session goals and student outcomes

What	Why	How

Year at a glance

Units per year

K–2 **3** 3–5 **4**

Unit types

Although every Amplify Science unit provides a three-dimensional learning experience, each unit emphasizes one of the following specific science and engineering practices.

Investigation

Investigation units focus on the process of strategically developing investigations and gathering data to answer questions. Students are first asked to consider questions about what happens in the natural world and why, and are then involved in designing and conducting investigations that produce data to help answer those questions.

Modeling

These Amplify Science units provide extra support to students engaging in the practice of modeling. Students use physical models, investigate with computer models, and create their own diagrams to help them visualize what might be happening on the nanoscale.

Engineering design

Engineering design solves complex problems by applying science principles to the design of functional solutions, and iteratively testing those solutions to determine how well they meet pre-set criteria. All Amplify Science engineering design units are structured to make the development of such solutions the central focus.

Argumentation (grades 3–5)

These Amplify Science units provide extra support to students engaging in the practice of argumentation. As students move up the K–5 grades, they focus on important aspects of argumentation in an intentional sequence.

Course structure

Key

- | | |
|------------------------|-----------------------------|
| A Argumentation | E Engineering design |
| I Investigation | M Modeling |

Kindergarten (66 lessons)

Needs of Plants and Animals **22 lessons** **I**

Pushes and Pulls **22 lessons** **E**

Sunlight and Weather **22 lessons** **M**

Grade 1 (66 lessons)

Animal and Plant Defenses **22 lessons** **M**

Light and Sound **22 lessons** **E**

Spinning Earth **22 lessons** **I**

Grade 2 (66 lessons)

Plant and Animal Relationships **22 lessons** **I**

Properties of Materials **22 lessons** **E**

Changing Landforms **22 lessons** **M**

Grade 3 (88 lessons)

Balancing Forces **22 lessons** **M**

Inheritance and Traits **22 lessons** **I**

Environments and Survival **22 lessons** **E**

Weather and Climate **22 lessons** **A**

Grade 4 (88 lessons)

Energy Conversions **22 lessons** **E**

Vision and Light **22 lessons** **I**

Earth's Features **22 lessons** **A**

Waves, Energy, and Information **22 lessons** **M**

Grade 5 (92 lessons)

Patterns of Earth and Sky **22 lessons** **I**

Modeling Matter **22 lessons** **M**

The Earth System **26 lessons** **E**

Ecosystem Restoration **22 lessons** **A**

K-5 Program components

The K-5 program contains both physical and digital instructional materials. The table below describes materials and, when applicable, includes links to find additional information.

Teacher materials

Teacher's Guide	Contains all of the unit's lesson plans, differentiation strategies, and an assortment of instructional supports and resources at the unit, lesson, and individual activity level (also available in print for purchase): bit.ly/amplifyk5navigation
Classroom Slides	Each lesson has a downloadable and editable PowerPoint or Google Slides file to help guide teachers and students through the lesson: bit.ly/amplifyslideshowto
Classroom Wall materials	The printed Classroom Wall materials can be found in the unit kit. PDFs are also provided in the digital Teacher's Guide: bit.ly/amplifyclassroomwall
Embedded assessments	Includes formal and informal opportunities for students to demonstrate understanding and for teachers to gather information: bit.ly/amplifyk5assessment
Program Guide	A resource for finding out more about the program's structure, components, supports, how it meets the standards, and flexibility: bit.ly/amplifyprogramguide
Program Hub	Features remote learning resources, training videos, hands-on investigation videos, and Professional Learning resources: bit.ly/amplifyprogramhub

Student materials

Hands-on materials	The unit kit includes both consumable and non-consumable physical materials used for the hands-on activities that are carried out at strategic points throughout the unit. bit.ly/amplifymaterials
Investigation Notebooks	Contains instructions for student activities and space for students to record data, reflect on ideas from texts and investigations, and construct explanations and arguments: bit.ly/amplifyk5fillable
Student books	Informational texts written by the Lawrence Hall of Science allow students to practice reading within the science content area: bit.ly/amplifystudentbooks
Digital applications	Digital tools and simulations, available across grades 2–5, support and advance learning objectives by giving students opportunities to analyze data, visualize phenomena, and share their thinking: bit.ly/amplifydigitaltools

Curriculum add-ons

Spanish-language licenses	Spanish materials that mirror their English counterparts in both content and quality are also available for purchase: bit.ly/amplifyspanish
Interactive Classroom	A new digital interface for teachers and students designed for classrooms in which every student has a digital device: bit.ly/amplifyinteractiveclassroom

Three dimensional learning reference



3-D learning engages students in using scientific and engineering practices and applying crosscutting concepts as tools to develop understanding of and solve challenging problems related to disciplinary core ideas.

Science and Engineering Practices

- | | |
|---|---|
| 1. Asking Questions and Defining Problems | 5. Using Mathematics and Computational Thinking |
| 2. Developing and Using Models | 6. Constructing Explanations and Designing Solutions |
| 3. Planning and Carrying Out Investigations | 7. Engaging in Argument from Evidence |
| 4. Analyzing and Interpreting Data | 8. Obtaining, Evaluating, and Communicating Information |

Disciplinary Core Ideas

Earth and Space Sciences:

- Earth's Place in the Universe
- Earth's Systems
- Earth and Human Activity

Life Sciences:

- From Molecules to Organisms
- Ecosystems
- Heredity
- Biological Evolution

Physical Sciences:

- Matter and its Interactions
- Motion and Stability
- Energy and their Applications

Engineering, Technology and the Applications of Science:

- Engineering Design
- Links among Engineering Technology, Science and Society

Crosscutting Concepts

- | | |
|------------------------------------|---------------------------|
| 1. Patterns | 5. Energy and Matter |
| 2. Cause and Effect | 6. Structure and Function |
| 3. Scale, Proportion, and Quantity | 7. Stability and Change |
| 4. Systems and System Models | |

Scientific and Engineering Practices

1. Asking questions (for science)
and defining problems (for engineering)
2. Developing and using models
3. Planning and carrying out investigations
4. Analyzing and interpreting data
5. Using mathematics and computational thinking
6. Constructing explanations (for science)
and designing solutions (for engineering)
7. Engaging in argument from evidence
8. Obtaining, evaluating, and communicating information

Disciplinary Core Ideas

Life Science	Physical Science
LS1: From Molecules to Organisms: Structures and Processes	PS1: Matter and Its Interactions
LS2: Ecosystems: Interactions, Energy, and Dynamics	PS2: Motion and Stability: Forces and Interactions
LS3: Heredity: Inheritance and Variation of Traits	PS3: Energy
LS4: Biological Evolution: Unity and Diversity	PS4: Waves and Their Applications in Technologies for Information Transfer
Earth & Space Science	Engineering & Technology
ESS1: Earth's Place in the Universe	ETS1: Engineering Design
ESS2: Earth's Systems	ETS2: Links Among Engineering, Technology, Science, and Society
ESS3: Earth and Human Activity	

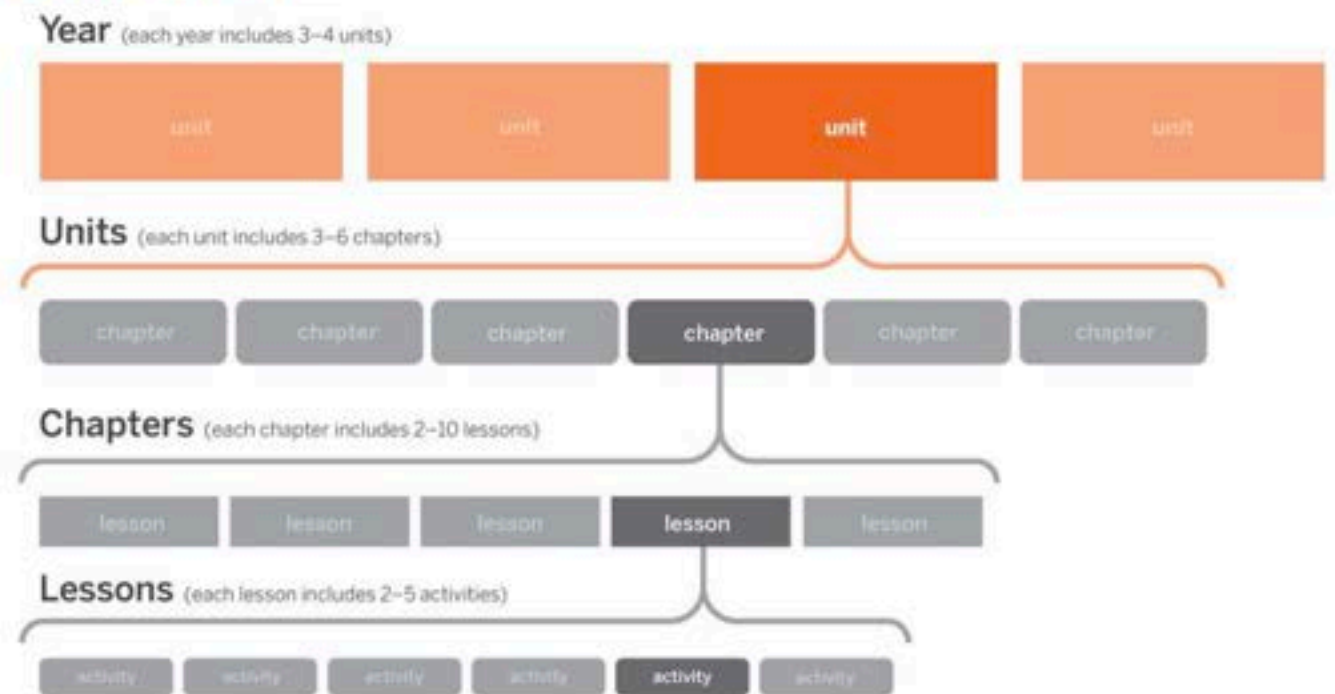
Core and Component Ideas

Life Science	Earth & Space Science	Physical Science	Engineering & Technology
LS1: From Molecules to Organisms: Structures and Processes LS1.A: Structure and Function LS1.B: Growth and Development of Organisms LS1.C: Organization for Matter and Energy Flow in Organisms LS1.D: Information Processing LS2: Ecosystems: Interactions, Energy, and Dynamics LS2.A: Interdependent Relationships in Ecosystems LS2.B: Cycles of Matter and Energy Transfer in Ecosystems LS2.C: Ecosystem Dynamics, Functioning, and Resilience LS2.D: Social Interactions and Group Behavior LS3: Heredity: Inheritance and Variation of Traits LS3.A: Inheritance of Traits LS3.B: Variation of Traits LS4: Biological Evolution: Unity and Diversity LS4.A: Evidence of Common Ancestry and Diversity LS4.B: Natural Selection LS4.C: Adaptation LS4.D: Biodiversity and Humans	ESS1: Earth's Place in the Universe ESS1.A: The Universe and Its Stars ESS1.B: Earth and the Solar System ESS1.C: The History of Planet Earth ESS2: Earth's Systems ESS2.A: Earth Materials and Systems ESS2.B: Plate Tectonics and Large-Scale System Interactions ESS2.C: The Roles of Water in Earth's Surface Processes ESS2.D: Weather and Climate ESS2.E: Biogeology ESS3: Earth and Human Activity ESS3.A: Natural Resources ESS3.B: Natural Hazards ESS3.C: Human Impacts on Earth Systems ESS3.D: Global Climate Change	PS1: Matter and Its Interactions PS1.A: Structure and Properties of Matter PS1.B: Chemical Reactions PS1.C: Nuclear Processes PS2: Motion and Stability: Forces and Interactions PS2.A: Forces and Motion PS2.B: Types of Interactions PS2.C: Stability and Instability in Physical Systems PS3: Energy PS3.A: Definitions of Energy PS3.B: Conservation of Energy and Energy Transfer PS3.C: Relationship Between Energy and Forces PS3.D: Energy in Chemical Processes and Everyday Life PS4: Waves and Their Applications in Technologies for Information Transfer PS4.A: Wave Properties PS4.B: Electromagnetic Radiation PS4.C: Information Technologies and Instrumentation	ETS1: Engineering Design ETS1.A: Defining and Delimiting an Engineering Problem ETS1.B: Developing Possible Solutions ETS1.C: Optimizing the Design Solution ETS2: Links Among Engineering, Technology, Science, and Society ETS2.A: Interdependence of Science, Engineering, and Technology ETS2.B: Influence of Engineering, Technology, and Science on Society and the Natural World <p><i>Note: In NGSS, the core ideas for Engineering, Technology, and the Application of Science are integrated with the Life Science, Earth & Space Science, and Physical Science core ideas</i></p>

Crosscutting Concepts

1. Patterns
2. Cause and effect: Mechanism and explanation
3. Scale, proportion, and quantity
4. Systems and system models
5. Energy and matter: Flows, cycles, and conservation
6. Structure and function
7. Stability and change

K-5 Navigation structure



Unit Level resources

The Unit Level resources aim to quickly familiarize teachers with the unit's content, structure, and materials. It is recommended that teachers read through the Planning for the Unit documents, and consult the Teacher References as necessary. Some of the Unit Level resources include:

Planning for the Unit

Unit Overview	Describes what's in each unit and how students learn across chapters
Unit Map	An overview of what students figure out by chapter and how they figure it out
Progress Build	Explains the learning progression of ideas students figure out in the unit
Materials and Preparation	Lists materials included in the unit's kit, items to be provided by the teacher, and briefly outlines preparation requirements for each lesson
Science Background	Adult-level primer on the science content students figure out in the unit

Teacher References

Lesson Overview Compilation	Lesson Overview of each lesson in the unit, including lesson summary, activity purposes, and timing
3-D Statements	Describes 3-D learning across the unit, chapters, and in individual lessons
Assessment System	Describes components of the Amplify Science Assessment System
Embedded Formative Assessments	Includes full text of formative assessments in the unit
Books in This Unit	K-5: Summarizes each unit text and explains how the text supports instruction
Articles in This Unit	6-8: Summarizes each unit text and explains how the text supports instruction
Apps in This Unit	2-8: Outlines functionality of digital tools and how students use them

Printable Resources

Coherence Flowcharts	Visualization of how all of the different parts of a chapter connect and flow into one another so that students are able to figure out the unit phenomenon
Investigation Notebook	Digital version of the Investigation Notebook, for copying and projecting. The PDFs are fillable, so students can also complete their work digitally.
Article Compilation	6-8: Downloadable PDF with all of the unit's science articles in one document
Copymaster Compilation	Downloadable PDF with all of the unit's copymasters in one place
Print Materials	A digital copy of the Print Materials included in the Unit Kit



Unit Map

Why are the playgrounds at two schools different temperatures? Why does one playground flood?

The students at Woodland and Carver Elementary schools are not comfortable outside during their recess times. The Carver students are too cold in the morning, and the Woodland students are too hot in the afternoon. The school principals need student weather scientists to help them explain the difference in playground temperatures. Students gather data from models of the sun and of Earth's surface and observe their own playgrounds to figure out how sunlight causes changes in the temperature of different surfaces. Students then use models to figure out why Woodland's playground sometimes floods.

Chapter 1: What is the weather like on the playgrounds?

Students figure out: The weather at Carver Elementary and Woodland Elementary is similar. Both schools have many sunny days and some cloudy, windy, or rainy days. The type of weather at each school must not be causing the difference in their playgrounds' temperatures.

How they figure it out: Students learn to describe types of weather, then observe and record the weather at their own school. They read a book that helps them describe temperature and use thermometers to take measurements. Students then construct graphs to analyze weather data from each school.

Chapter 2: Why do the playgrounds get warm?

Students figure out: The surfaces of the playgrounds get warm because sunlight shines on their surfaces during the day.

How they figure it out: Students use models of the sun and of Earth's surface to measure the temperature of a surface when light is and is not shining on it. Students read about models and how scientists use them. Students measure the temperature of their own playground surface in sunlight and in shade and they act out how sunlight shining on a surface makes the surface warmer.

Chapter 3: Why are the playgrounds warmer in the afternoon?

Students figure out: The playgrounds at both schools are warmer in the afternoon than in the morning because sunlight has been shining on the surfaces for a longer time.

How they figure it out: Students use models to measure the temperature of a surface as light shines on it for different lengths of time. They analyze morning and afternoon temperature data from their own playground and act out how sunlight shining on a surface over time makes it get warmer and warmer.

Chapter 4: Why is Woodland Elementary School's playground always warmer during recess?

Students figure out: Woodland Elementary's playground has a darker surface than Carver Elementary's playground. Woodland's playground is warmer because dark surfaces get warmer than pale surfaces when the sun shines on them.



How they figure it out: Students use models to measure the temperature of dark and pale surfaces as light shines on them. Students also read a book about a lizard who travels to different surfaces throughout the day. Students compare the temperatures of pale and dark surfaces on their own playgrounds and evaluate how possible solutions would affect the temperature on each playground.

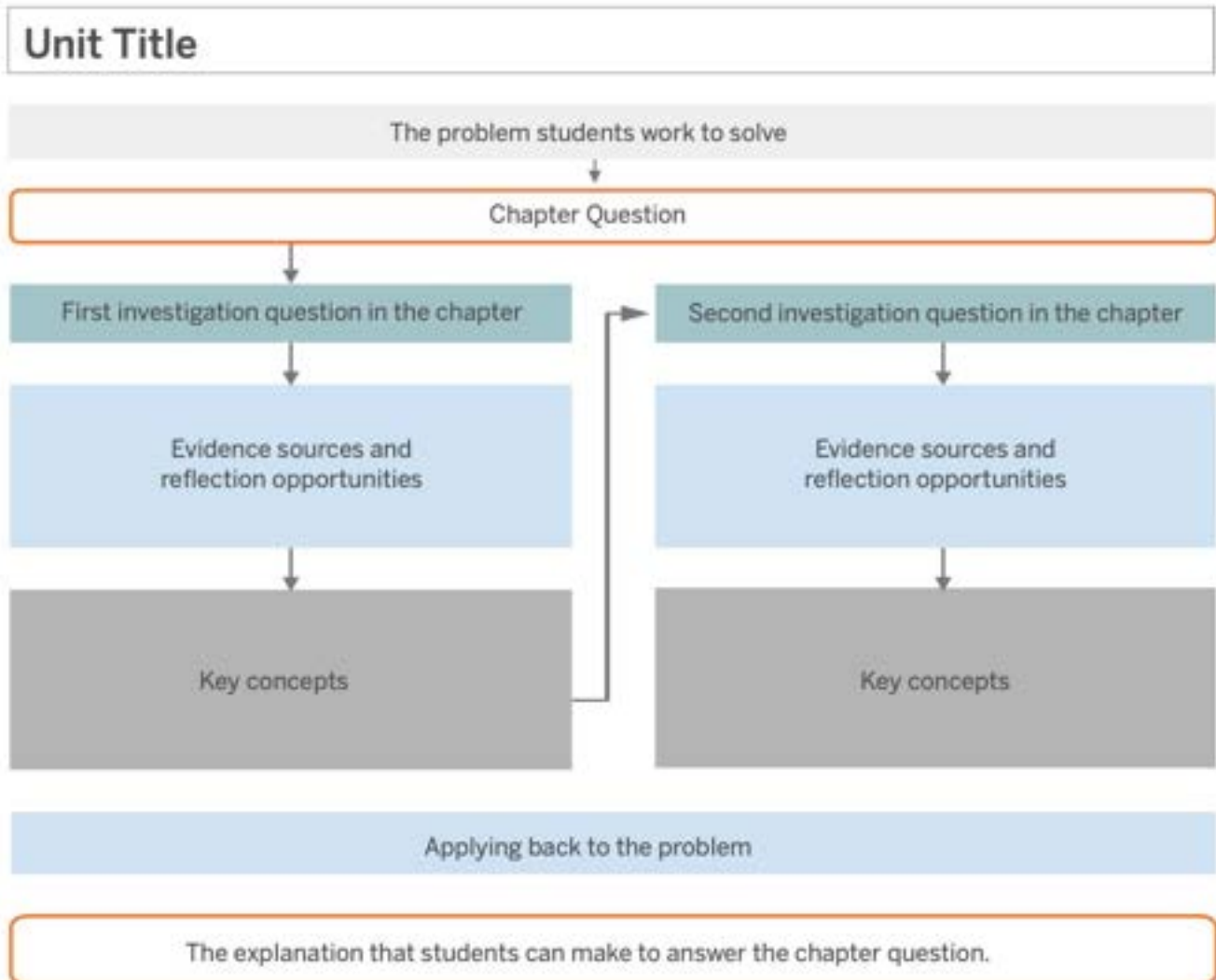
Chapter 5: Why does only Woodland Elementary School's playground flood?

Students figure out: Woodland's playground floods after severe rain because it has a solid surface that does not absorb water, while Carver's playground has a gravel surface that rainwater can soak into.

How they figure it out: Students use models to test four differences between the two playgrounds that could cause flooding. They evaluate solutions that would help Woodland prepare for severe rain in the future and create posters describing preparations for other kinds of severe weather.

Coherence Flowchart structure

Typical structure of one chapter in a Coherence Flowchart



Instruction is framed by questions about the unit's anchor phenomenon and the related problem students are solving. Chapter Questions then guide students in figuring out the phenomenon, piece by piece. Within each chapter, Investigation Questions focus students on a manageable piece of content that will help them figure out the Chapter Question. Each question motivates activities, and each activity provides specific evidence related to the Investigation Question. Students synthesize the understanding constructed over multiple activities, and this understanding is formalized through key concepts. Often a key concept leads students to an additional Investigation Question students need to pursue to answer the Chapter Question. At the end of the chapter, students' new understanding is applied back to the unit's anchor phenomenon and leads students to a new Chapter Question or a final explanation.

**Unit Anchor
Phenomenon**

*Problem students
work to solve*

**Chapter-level Anchor
Phenomenon
Chapter 1 Question**

**Investigation
Questions**

**Evidence sources
and reflection
opportunities**

Key concepts

**Application of key
concepts to problem**

**Explanation that
students can make
to answer the
Chapter 1 Question**

Sunlight and Weather: Solving Playground Problems

Students at Carver Elementary School are too cold during morning recess, while students at Woodland Elementary School are too hot during afternoon recess.

Why are the playgrounds at two schools different temperatures?

Different playgrounds have different weather on different days
What is the weather like on the playgrounds? (introduced in 1.4)

How do we describe weather? (1.1-1.3)
(Note: See Lesson Overviews for lesson-level Investigative Phenomena)

- Read the first half of What Is the Weather Like Today? (1.1)
- Participate in Think and Walk to label photographs with appropriate weather icons (1.1)
- Participate in Weather Types movement routine (1.1)
- Observe and describe local weather using weather words (1.2)
- Read the second half of What Is the Weather Like Today? (1.2)
- Measure temperature in cups of water (1.2)
- Observe, measure, and record local weather, including temperature (1.3)

- Weather can be sunny, cloudy, windy, rainy, or snowy. (1.1)
- Weather can be sunny, cloudy, windy, rainy, snowy, and different temperatures. (1.2)

- Graph playground weather data from Woodland and Carver Elementary Schools (1.4)
- Shared Writing to answer the Chapter 1 Question (1.4)

The weather at Carver Elementary and Woodland Elementary is similar. Both schools have many sunny days and some cloudy, windy, or rainy days. The type of weather at each school must not be causing the difference in their playgrounds' temperatures.

Classroom Slides reference

Classroom Slides are a resource designed to make planning and teaching with Amplify Science faster and easier. Each lesson has editable slides optimized for **Microsoft PowerPoint Version 16 and Google** to help guide teachers and their students through the lesson with easy-to-follow images, videos, questions, and instructions.

This reference sheet has basic information to get you started. For a more in-depth how-to? Go to:
<https://tinyurl.com/amplifyslideshowto>

Helpful tips:

The text on the slides is color coded! Black text on the slides denotes suggested teacher talk. Orange text on the slides denotes a student action.

Icons on the slide cue the teacher about what is happening in the lesson. Here's what the icons on the slides mean:



You may occasionally also come across the following student action icons:



In addition to the text and visuals on the slide, each slide's notes field contains additional information, including possible student responses, follow-up prompts, and instructional steps. In most cases, the content on the slide is meant to come before the actions and suggested teacher talk written in the notes. Here's what the icons in the notes field mean:



Unit level internalization notes

Lesson level internalization notes

Additional Amplify resources

Program Guide

Additional insight into the program's structure, intent, philosophies, supports, and flexibility.

<https://my.amplify.com/programguide>

California Edition:

<http://amplify.com/science/california/review>

Louisiana Edition:

<https://my.amplify.com/programguide/content/louisiana/welcome/elementary-school/>

Amplify Help

Frequently updated compilation of articles with advice and answers from the Amplify team.

my.amplify.com/help

Caregivers Site

<https://amplify.com/amplify-science-family-resource-intro/>

Amplify Support

Contact the Amplify support team for information specific to enrollment and rosters, technical support, materials and kits, and teaching support, weekdays 7AM-10PM EST and weekends 10AM-6PM EST.

Email: help@amplify.com

Email: edsupport@amplify.com (pedagogical questions)

Phone: 800-823-1969

Or, reach Amplify Chat by clicking the  icon at the bottom right of the digital Teacher's Guide.

When contacting the support team:

- Identify yourself as an Amplify Science user.
- Note the unit you are teaching.
- Note the type of device you are using (Chromebook, iPad, Windows, laptop).
- Note the web browser you are using (Chrome or Safari).
- Include a screenshot of the problem, if possible. Copy your district or site IT contact on emails.

Amplify Science

