

3rd Grade Science Placemat

Water and Weather

2.ESS2.C.1 – Obtain information to identify where water is found on Earth and that it can be solid or liquid.

3.ESS2.D.1 – Represent data in tables and graphical displays to describe typical weather conditions expected during a particular season

3.ESS2.D.2 – Obtain and combine information to describe climates in different regions of the world.

3.ESS3.B.1 – Make a claim about the merit of an existing design solution that reduces the impacts of a weather-related hazard

3.PS1.A.1 – Predict and investigate that water can change from a liquid to a solid, and back again, or from a liquid to a gas and back again as the result of temperature change

3.PS1.B.1 – Construct an argument with evidence that some changes caused by heating or cooling can be reversed and some cannot.

Ecosystems

2.LS2.A.2 – Develop a simple model that mimics the function of an animal in dispersing seeds or pollinating plants.

3.LS1.A.1 – Construct an argument with evidence that in a particular ecosystem some organisms- based on structural adaptations or behaviors- can survive well, some survive less well, and some cannot survive at all.

3.LS3.C.1 – Construct an argument with evidence that in a particular ecosystem some organisms- based on structural adaptations or behaviors- can survive well, some survive less well, and some cannot survive at all.

3.LS3.D.1 – Make a claim about the merit of a solution to a problem caused when the environment changes and the types of plants and animals that live there may change

4.LS1.A.1 – Construct an argument that plants and animals have internal and external structures that function to support survival, growth, behavior, and plant reproduction.

4.LS1.D.1 – Use a model to describe that animals receive different types of information through their senses, process the information in their brain, and respond to the information in different ways.

Design Inquiry

3.ETS1.A.1 – Define a simple design problem reflecting a need or a want that includes specified criteria for success and constraints on materials, time, or cost.

3.ETS1.B.1 – Generate and compare multiple possible solutions to a problem based on how well each is likely to meet the criteria and constraints of the problem.

3.ETS1.C.1 – Plan and carry out fair tests in which variables are controlled and failure points are considered to identify aspects of a model or prototype that can be improved.