## 4-PS3 Energy

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Students w <b>4-PS3-1</b> . <b>4-PS3-2</b> . <b>4-PS3-3</b> . <b>4-PS3-4</b> .	<ul> <li>Students who demonstrate understanding can:</li> <li><b>4-PS3-1.</b> Use evidence to construct an explanation relating the speed of an object to the energy of that object. [Assessment Boundary: Assessment does not include quantitative measures of changes in the speed of an object or on any precise or quantitative definition of energy.]</li> <li><b>4-PS3-2.</b> Make observations to provide evidence that energy can be transferred from place to place by sound, light, heat, and electric currents. [Assessment Boundary: Assessment does not include quantitative measurements of energy.]</li> <li><b>4-PS3-3.</b> Ask questions and predict outcomes about the changes in energy that occur when objects collide. [Clarification Statement: Emphasis is on the change in the energy due to the change in speed, not on the forces, as objects interact.] [Assessment does not include quantitative measurements of energy.]</li> <li><b>4-PS3-4.</b> Apply scientific ideas to design, test, and refine a device that converts energy from one form to another.* [Clarification statement: Examples of devices could include electric circuits that convert electrical energy into motion energy of a vehicle, light, or sound; and, a passive solar heater that converts light into heat. Examples of constraints could include the materials, cost, or time to design the device.] [Assessment Boundary: Devices should be limited to those that convert motion energy to electric energy or use stored energy to cause motion or produce light or sound.]</li> </ul>			
	The performance expectations above were		R TOF R-12 Science Education:	
Scienc	e and Engineering Practices	Disciplinary Core Ideas	Crosscutting Concepts	
Asking Quest Asking questic builds on grac specifying qua • Ask quest reasonable and effect Planning and questions or t 2 experiences control variab explanations or • Make obs basis for or phenome Constructing of builds on K-22 evidence in-22 evidence in-22 evidence in-22 evidence in-22 evidence in-22 evidence in-22 evidence in-22 evidence in-22 patterns) • Apply scie PS3-4)	tions and Defining Problems ons and defining problems in grades 3–5 les K–2 experiences and progresses to alitative relationships. ions that can be investigated and predict e outcomes based on patterns such as cause : relationships. (4-PS3-3) <b>d Carrying Out Investigations</b> carrying Out investigations to answer est solutions to problems in 3–5 builds on K– and progresses to include investigations that les and provide evidence to support or design solutions. ervations to produce data to serve as the evidence for an explanation of a non or test a design solution. (4-PS3-2) <b>g Explanations and Designing Solutions</b> experiences and progresses to the use of onstructing explanations that specify describe and predict phenomena and in tiple solutions to design problems. nce (e.g., measurements, observations,) to construct an explanation. (4-PS3-1) entific ideas to solve design problems. (4-	<ul> <li>PS3.A: Definitions of Energy <ul> <li>The faster a given object is moving, the more energy it possesses. (4-PS3-1)</li> <li>Energy can be moved from place to place by moving objects or through sound, light, or electric currents. (4-PS3-2),(4-PS3-3)</li> </ul> </li> <li>PS3.B: Conservation of Energy and Energy Transfer <ul> <li>Energy is present whenever there are moving objects, sound, light, or heat. When objects collide, energy can be transferred from one object to another, thereby changing their motion. In such collisions, some energy is typically also transferred to the surrounding air; as a result, the air gets heated and sound is produced. (4-PS3-2),(4-PS3-3)</li> <li>Light also transfers energy from place to place. (4-PS3-2)</li> <li>Energy can also be transferred from place to place by electric currents, which can then be used locally to produce motion, sound, heat, or light. The currents may have been produced to begin with by transforming the energy of motion into electrical energy. (4-PS3-2),(4-PS3-4)</li> </ul> </li> <li>PS3.C: Relationship Between Energy and Forces <ul> <li>When objects collide, the contact forces transfer energy so as to change the objects' motions. (4-PS3-3)</li> </ul> </li> <li>PS3.D: Energy in Chemical Processes and Everyday Life <ul> <li>The expression "produce energy" typically refers to the conversion of stored energy into a desired form for practical use. (4-PS3-4)</li> </ul> </li> <li>PS3.A: Defining Engineering Problems <ul> <li>Possible solutions to a problem are limited by available materials and resources (constraints). The success of a designed solution is determined by considering the desired features of a solution (criteria). Different proposals for solutions can be compared on the basis of how well each one meets the specified criteria for success or how well each one well sets the specified criteria for success or how well each</li> </ul></li></ul>	<ul> <li>Energy and Matter         <ul> <li>Energy can be transferred in various ways and between objects. (4-PS3-1),(4- PS3-2),(4-PS3-3),(4-PS3-4)</li> </ul> </li> <li>Connections to Engineering, Technology, and Applications of Science</li> <li>Influence of Science, Engineering and Technology on Society and the Natural World         <ul> <li>Engineers improve existing technologies or develop new ones. (4-PS3-4)</li> </ul> </li> <li>Connections to Nature of Science</li> <li>Science is a Human Endeavor         <ul> <li>Most scientists and engineers work in teams. (4-PS3-4)</li> <li>Science affects everyday life. (4-PS3-4)</li> </ul> </li> </ul>	
Connections to other DCIs in fourth grade: N/A				
Articulation of DCIs across grade-levels: K.PS2.B (4-PS3-3); K.ETS1.A (4-PS3-4); 2.ETS1.B (4-PS3-4); 3.PS2.A (4-PS3-3); 5.PS3.D (4-PS3-4); 5.LS1.C (4-PS3-4); MS.PS2.A (4-PS3-3); MS.PS2.B (4-PS3-2); MS.PS3.A (4-PS3-2),(4-PS3-3),(4-PS3-4); MS.PS3.B (4-PS3-2),(4-PS3-3),(4-PS3-4); MS.PS3.C (4-PS3-3); MS.PS4.B (4-PS3-2); MS.ETS1.B (4-PS3-4); MS.ETS1.C (4-PS3-4); MS.ETS				
Common Core State Standards Connections:         ELA/Literacy –         RI.4.1       Refer to details and examples in a text when explaining what the text says explicitly and when drawing inferences from the text. (4-PS3-1)         RI.4.3       Explain events, procedures, ideas, or concepts in a historical, scientific, or technical text, including what happened and why, based on specific information in the text. (4-PS3-1)         RI.4.9       Integrate information from two texts on the same topic in order to write or speak about the subject knowledgeably. (4-PS3-1)         W.4.2       Write informative/explanatory texts to examine a topic and convey ideas and information clearly. (4-PS3-1)         W.4.7       Conduct short research projects that build knowledge through investigation of different aspects of a topic. (4-PS3-2),(4-PS3-3),(4-PS3-4)         W.4.8       Recall relevant information from experiences or gather relevant information from print and digital sources; take notes and categorize information, and provide a list of sources. (4-PS3-1),(4-PS3-2),(4-PS3-3),(4-PS3-4),         W.4.9       Draw evidence from literary or informational texts to support analysis, reflection, and research. (4-PS3-1)         Mathematics –       Nathematics –				
<b>4.OA.A.3</b> Solve multistep word problems posed with whole numbers and having whole-number answers using the four operations, including problems in which remainders must be interpreted. Represent these problems using equations with a letter standing for the unknown quantity. Assess the reasonableness of answers using mental computation and estimation strategies including rounding. (4-PS3-4)				

The section entitled "Disciplinary Core Ideas" is reproduced verbatim from A Framework for K-12 Science Education: Practices, Cross-Cutting Concepts, and Core Ideas. Integrated