

## Science, 3

### **ALT 1 - Motion and Stability - Forces**

*Plan and conduct an investigation to provide evidence of the effects of balanced and unbalanced forces on the motion of an object.*

### **ALT 2 - Motion and Stability - Future Motion**

*Make observations and/or measurements of an object's motion to provide evidence that a pattern can be used to predict future motion.*

### **ALT 3 - Motion and Stability - Magnetism**

*Ask questions to determine cause and effect relationships of electric or magnetic interactions between two objects not in contact with each other.*

### **ALT 4 - Motion and Stability - Scientific Ideas**

*Define a simple design problem that can be solved by applying scientific ideas about magnets.*

### **ALT 5 - From Molecules to Organisms - Organisms**

*Develop models to describe that organisms have unique and diverse life cycles but all have in common birth, growth, reproduction, and death.*

### **ALT 6 - Ecosystems - Animals that Form Groups**

*Construct an argument that some animals form groups that help members survive.*

### **ALT 7 - Heredity - Traits of Similar Organisms**

*Analyze and interpret data to provide evidence that plants and animals have traits inherited from parents and that variation of these traits exists in a group of similar organisms.*

### **ALT 8 - Heredity - Traits and Environment**

*Use evidence to support the explanation that traits can be influenced by the environment.*

### **ALT 9 - Biological Evolution - Old Evidence**

*Analyze and interpret data from fossils to provide evidence of the organisms and the environments in which they lived long ago.*

### **ALT 10 - Biological Evolution - Same Species**

*Use evidence to construct an explanation for how the variations in characteristics among individuals of the same species may provide advantages in surviving, finding mates, and reproducing.*

### **ALT 11 - Biological Evolution - Survivability**

*Construct an argument with evidence that in a particular habitat some organisms can survive well, some survive less well, and some cannot survive at all.*

### **ALT 12 - Biological Evolution - Environmental Change**

*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.*

### **ALT 13 - Earth's Systems - Graphical Displays**

*Represent data in tables and graphical displays to describe typical weather conditions expected during a particular season.*

**ALT 14 - Earth and Human Activity - Hazards**

*Make a claim about the merit of a design solution that reduces the impacts of a weather-related hazard.*

**ALT 15 - Engineering Design - Design Problem**

*(Grades 3-5) Define a simple design problem reflecting a need or a want that includes specified criteria for success and constraints on materials, time, or cost.*

**ALT 16 - Engineering Design - Possible Solutions**

*(Grades 3-5) 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.*

**ALT 17 - Engineering Design - Model Improvement**

*(Grades 3-5) 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.*