

# KINDERGARTEN SCIENCE AT A GLANCE - THEMATIC CLUSTERS

## Cluster 1: Trees

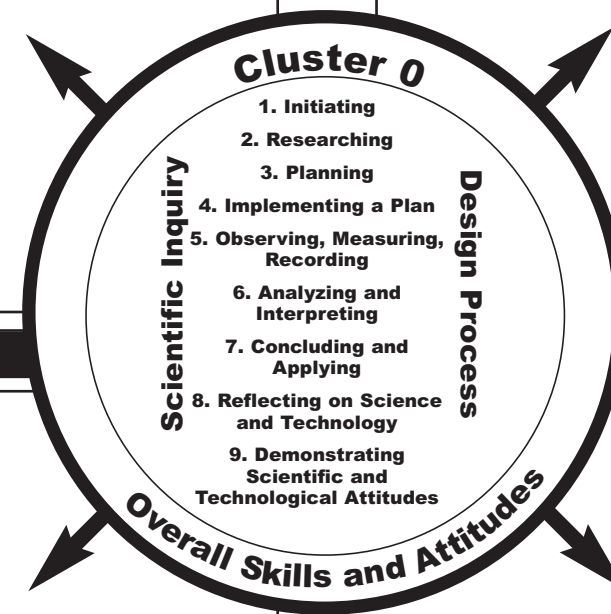
- K-1-01 Use appropriate vocabulary related to their investigations of trees.  
Include: tree, trunk, crown, branch, leaf, needle, bark, root, seed, winter, spring, fall, summer.  
GLO: C5, D1, D5
- K-1-02 Identify ways in which humans and other animals use trees.  
*Examples: humans eat apples and walnuts; birds make their homes in trees; deer eat leaves, bark, and tender twigs...*  
GLO: B1
- K-1-03 Identify and describe basic parts of a tree.  
Include: trunk, crown, branch, leaf, bark, root, seed.  
GLO: D1, E2
- K-1-04 Explore, sort, and classify leaves, using their own classification system.  
*Examples: size, colour, pattern, length, shape...*  
GLO: C2, D1, E1
- K-1-05 Name and describe each of the four seasons.  
GLO: D6
- K-1-06 Recognize that some trees lose their leaves in the fall, while others do not.  
GLO: D1
- K-1-07 Describe seasonal changes in the life of a tree.  
*Examples: leaves of some trees change colour and drop off in the fall...*  
GLO: D1
- K-1-08 Investigate to determine that many trees produce seeds which are dispersed and may grow into new trees.  
GLO: C2, D1

## Cluster 2: Colours

- K-2-01 Use appropriate vocabulary related to their investigations of colours.  
Include: red, yellow, blue, orange, brown, black, white, purple, green, gray, pink, mix, light, dark, match, primary colour.  
GLO: C6, D3
- K-2-03 Compare and contrast colours using appropriate terms.  
*Examples: lighter than, darker than, brighter than...*  
GLO: C2, D3
- K-2-02 Sort and classify objects by colour.  
GLO: C2, D3
- K-2-04 Order a group of objects based on a given colour criterion.  
*Examples: order objects of the same colour range from lightest to darkest...*  
GLO: C2, D3
- K-2-05 Predict and describe changes in colour that result from the mixing of primary colours and from mixing a primary colour with white or black.  
GLO: C2, D3
- K-2-06 Create a colour to match a given sample by mixing the appropriate amounts of two primary colours.  
GLO: C3, D3
- K-2-07 Explore to identify and describe colours found in their environment.  
*Examples: rocks, flowers, shells, blocks, crayons...*  
GLO: C2, D3

## Cluster 3: Paper

- K-3-01 Use appropriate vocabulary related to their investigations of paper.  
Include: characteristic, thick, thin, hard, soft, smooth, rough, absorbent, pliable.  
GLO: C6, D3
- K-3-02 Identify kinds of paper that can be found in the classroom.  
*Examples: drawing paper, paper towels, paper plates, books, newspaper, cardboard, tissue paper...*  
GLO: B1
- K-3-03 Recognize that paper is most often made from trees.  
GLO: D3
- K-3-04 Observe and compare characteristics of different kinds of paper.  
*Examples: compare colour, thickness, stiffness, texture...*  
GLO: C2, D3
- K-3-05 Compare characteristics of different kinds of paper that make them easy or difficult to cut, tear, or fold.  
*Examples: cardboard is thicker than newsprint and harder to fold...*  
GLO: D3, E1
- K-3-06 Explore to determine an appropriate kind of paper for a particular task.  
*Examples: paper towels are useful for soaking up spills...*  
GLO: B1, C3
- K-3-07 Use the design process to construct a paper product for a particular use.  
*Examples: paper cup, envelope, paper mat, box...*  
GLO: C3



# GRADE ONE SCIENCE AT A GLANCE - THEMATIC CLUSTERS

## Cluster 1: Characteristics and Needs of Living Things

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| <p>1-1-01 Use appropriate vocabulary related to their investigations of characteristics and needs of living things. Include: characteristic, human, animal, plant, living things, needs, as well as descriptive words relating to life processes. GLO: C6, D1</p> <p>1-1-02 Identify major parts of the human body and describe their functions. <i>Examples: arms and legs for movement.</i> GLO: D1, E2</p> <p>1-1-03 Identify and describe common characteristics of humans and other animals they have observed. <i>Examples: number of limbs, eyes, ears, skin.</i> GLO: D1, E1</p> <p>1-1-04 Identify and appreciate variations that make each human unique. <i>Examples: eye colour, hair colour, body type...</i> GLO: C5, E1</p> <p>1-1-05 Recognize that plants, as living things, come in different forms. <i>Examples: grass, trees, shrubs...</i> GLO: D1, E1</p> <p>1-1-06 Observe and identify similarities in life processes between themselves and other living things. <i>Examples: they eat, sleep, grow, and breathe, and so do other living things...</i> GLO: D1, E1</p> <p>1-1-07 Recognize that plants, animals, and humans, as living things, have particular needs. <i>Examples: plants need sunlight and water...</i> GLO: D1</p> <p>1-1-08 Describe what is needed to care for a pet, a farm animal, or an indoor plant. <i>Examples: provide fresh water for their hamster daily, feed and bed calves regularly...</i> GLO: B4, B5</p> <p>1-1-09 Compare ways in which humans and other animals meet their needs. <i>Examples: senses, locomotion, tools...</i> GLO: C2, D1, E1</p> <p>1-1-10 Describe how humans and other living things depend on their environment to meet their needs. <i>Examples: the environment provides humans and other living things with food...</i> GLO: D2, E2</p> | <p>1-1-11 Design a representation of an environment that meets the needs of a Manitoba animal. <i>Examples: a model, a diagram</i> GLO: C3, D1</p> <p>1-1-12 Identify hobbies and jobs that require knowledge of the needs of living things. <i>Examples: gardeners, nurses, zookeepers...</i> GLO: B4, B5</p> <p>1-1-13 Develop, implement, and evaluate personal and group action plans that contribute to a healthy environment for themselves and for other living things. <i>Examples: wash hands before eating, reduce amount of waste produced by the class...</i> GLO: B3, B5, C4, C7</p> <p>1-1-14 Show respect for living things in their immediate environment. <i>Examples: handling the class gerbil with care...</i> GLO: B5</p> <p>1-1-15 Recognize that some information they receive about living things is not scientific in nature. <i>Examples: movie animals talking, Jack's beanstalk growing to the sky...</i> GLO: A1, C5, C8</p> |
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## Cluster 2: The Senses

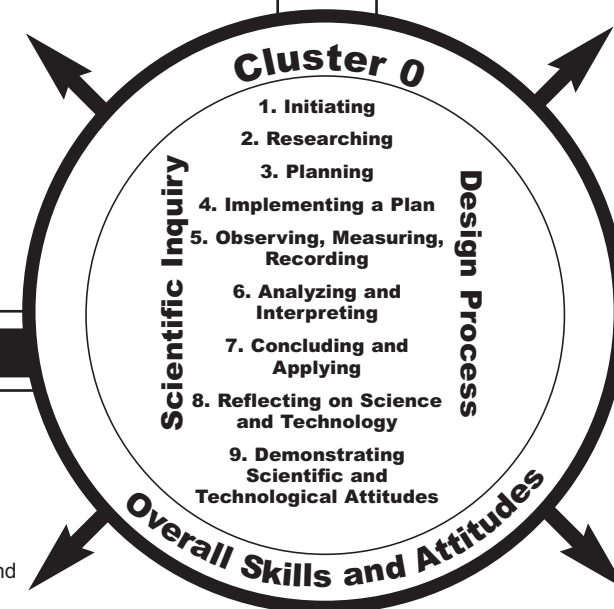
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| <p>1-2-01 Use appropriate vocabulary related to their investigations of the senses. Include: senses, sight, smell, hearing, taste, touch, eye, nose, ear, tongue, skin, eyelash, eyebrow, eyelid, nostril, cartilage, nose hair, as well as descriptive words related to shape, colour, lustre, wetness, temperature, taste, odour, size, texture, pitch. GLO: C6, D1, D3</p> <p>1-2-02 Identify the five senses and describe the main body parts with which they are associated. Include: sight and eyes; smell and nose; hearing and ears; taste and tongue; touch and skin. GLO: D1</p> <p>1-2-03 Use their senses to sort and classify objects. <i>Examples: sort according to texture, sound, taste, or smell...</i> GLO: C2, D1, E1</p> <p>1-2-04 Identify and describe parts of the eye that help to protect it. Include: eyelash, eyebrow, eyelid. GLO: D1</p> <p>1-2-05 Recognize that their fingertips are especially sensitive to touch. GLO: D1</p> <p>1-2-06 Identify the external part of the ear, and explore to determine its function. GLO: D1</p> <p>1-2-07 Use smell to identify familiar substances, following safe procedures. <i>Examples: vinegar, cinnamon, lemon, shampoo...</i> GLO: C1, C2, D3</p> <p>1-2-08 Identify parts of the nose and describe their functions. Include: nostril, cartilage, hairs. GLO: D1</p> <p>1-2-09 Identify parts of the body that are involved directly and indirectly in tasting. Include: the tongue is involved directly, the nose is involved indirectly. GLO: D1</p> <p>1-2-10 Identify objects and procedures that protect the body and preserve each of the senses in explorations and in daily life.</p> | <p><i>Examples: sunglasses and safety goggles for eyes, gloves and tongs for hands, plugs for ears, washing hands regularly to avoid getting a cold or pinkeye...</i> GLO: B3, C1</p> <p>1-2-11 Explore to determine ways that the appearance, texture, sound, smell, and taste of objects can be altered. <i>Examples: sanding, cooking, painting, tuning instruments, shaping clay...</i> GLO: D3, E3</p> <p>1-2-12 Describe ways in which the senses can both protect and mislead. <i>Examples: seeing enables us to avoid obstacles, smell of smoke tells us something is burning, smell is not reliable when we have a cold, skin may not immediately tell us when we are getting sunburned or frostbitten...</i> GLO: B3, C1, D1</p> <p>1-2-13 Recognize and appreciate that humans have different capabilities for sensing the environment and can use aids to assist them. <i>Examples: glasses and guide dogs are used to assist people with visual impairment...</i> GLO: B1, C5, E1</p> <p>1-2-14 Recognize and appreciate that humans may have different interpretations of similar sensory observations. <i>Examples: one student likes the taste broccoli, another does not...</i> GLO: C5, E1</p> <p>1-2-15 Give examples of how the senses are important in various activities, hobbies, and jobs. <i>Examples: smell is important to a chef, sight is important to a baseball player...</i> GLO: B4</p> |
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## Cluster 3: Characteristics of Objects and Materials

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| <p>1-3-01 Use appropriate vocabulary related to their investigations of objects and materials. Include: characteristic, wood, metal, plastic, cloth, waterproof, absorbent, rigid, pliable, join, recycle. GLO: C6, D3</p> <p>1-3-02 Explore and describe characteristics of materials using their sensory observations. <i>Examples: steel is hard, shiny, and cold, and makes a ringing noise when tapped...</i> GLO: C2, D3</p> <p>1-3-03 Distinguish between an object and the materials used to construct it. <i>Examples: chairs can be made of wood, metal, plastic, cloth, leather, wicker, or a combination of these materials...</i> GLO: D3, E2</p> <p>1-3-04 Identify materials that make up familiar objects. <i>Examples: a desk can be made up of wood, metal, and plastic...</i> GLO: D3, E2</p> <p>1-3-05 Explore to identify characteristics of common materials. <i>Examples: waterproof/absorbent, rigid/pliable...</i> GLO: D3</p> <p>1-3-06 Give examples that show how the same material can serve a similar function in different objects. <i>Examples: in gloves and boots, rubber is used to keep out water...</i> GLO: D3, E1</p> <p>1-3-07 Test and evaluate the suitability of materials for a particular function. <i>Examples: test mitts made of different materials to evaluate their ability to keep hands warm and dry...</i> GLO: C3, D3</p> <p>1-3-08 Evaluate and describe the usefulness of common objects for a specific task. <i>Examples: compare usefulness of a toothbrush, hairbrush, toilet brush, or paintbrush for cleaning a sink...</i> GLO: B1, C3, C4, D3</p> <p>1-3-09 Describe ways that materials can be joined. <i>Examples: gluing, stapling, taping, interlocking, buttoning...</i> GLO: C3, D3</p> | <p>1-3-10 Use the design process to construct a useful object by selecting, combining, joining, and shaping materials. <i>Examples: pencil holder, crayon box, desk organizer...</i> GLO: C3, D3</p> <p>1-3-11 Demonstrate ways to reduce, reuse, and recycle materials during classroom learning experiences. GLO: B5, D3</p> |
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## Cluster 4: Daily and Seasonal Changes

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| <p>1-4-01 Use appropriate vocabulary related to changes over time. Include: Sun, light, heat, day, day time, night time, morning, afternoon, days of the week, yesterday, today, tomorrow, seasons, shadow, characteristic, behaviour, living things, cycle. GLO: C6, D4, D6</p> <p>1-4-02 Recognize that the Sun is a source of light and heat. GLO: D4, E4</p> <p>1-4-03 Recognize that a day is divided into day time and night time based on the presence or absence of sunlight. GLO: D6</p> <p>1-4-04 Sequence and record events and activities that occur over the course of a day, a week, or a year. GLO: C2</p> <p>1-4-05 Recognize that shadows are caused by blocking light. GLO: D4, D6</p> <p>1-4-06 Observe and describe how the Sun appears to change position over the course of a day. <i>Examples: track the location of the Sun using shadows...</i> GLO: C2, D6</p> <p>1-4-07 Record, describe, and compare changes in temperature at different times of the day. GLO: C2, D4, E3</p> <p>1-4-08 Investigate and describe changes that occur in characteristics and behaviours of living things throughout a day. <i>Examples: some flowers open in the morning, some animals are active at night...</i> GLO: D1, E3</p> <p>1-4-09 Compare characteristics of the four seasons. <i>Examples: length of day, type of precipitation, temperature...</i> GLO: E1, E3</p> <p>1-4-10 Describe how humans prepare for seasonal changes. <i>Examples: put up snow fences, take out winter clothes...</i> GLO: B1, C1</p> | <p>1-4-11 Identify people who help us prepare for and deal with seasonal changes. <i>Examples: meteorologists, snow plough operators, reporters...</i> GLO: B4</p> <p>1-4-12 Identify features of buildings that help keep humans sheltered and comfortable throughout daily and seasonal cycles. <i>Examples: furnace, lights, air conditioners, fans, windows, blinds, walls, roof...</i> GLO: B1</p> <p>1-4-13 Sort clothing to suit each season, and justify their decisions. GLO: B1, B3, C3, C4</p> <p>1-4-14 Describe safety precautions related to daily weather, the changing of the seasons, and weather extremes. <i>Examples: wearing a raincoat if rain is expected, staying indoors during a blizzard, staying off thin ice in the spring and fall...</i> GLO: B3, C1</p> <p>1-4-15 Describe how humans are able to participate in non-seasonal activities. <i>Examples: use indoor sport centres to swim in the winter and skate in the summer...</i> GLO: B1, B3</p> <p>1-4-16 Identify physical and behavioural changes that occur seasonally among Manitoba plants and animals, and discuss possible reasons for these changes. <i>Examples: thicker fur, migration, dormancy...</i> GLO: D1, E3</p> <p>1-4-17 Use the design process to construct a device or structure that helps a Manitoba animal adjust to seasonal changes. <i>Examples: winter birdfeeder, dog house, dog "booties" for winter...</i> GLO: B5, C3</p> |
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# GRADE TWO SCIENCE AT A GLANCE - THEMATIC CLUSTERS

## Cluster 1: Growth and Changes in Animals

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| <p>2-1-01 Use appropriate vocabulary related to their investigations of growth and changes in animals.<br/>Include: food groups, Canada's Food Guide to Healthy Eating, offspring, adult, behaviour, life cycle, stage, life processes, as well as terms relating to life cycles studied. GLO: B3, C6, D1</p> <p>2-1-02 Identify and describe constant and changing characteristics of humans as they grow and develop.<br/><i>Examples: eye colour remains constant, height changes...</i><br/>GLO: D1, E3</p> <p>2-1-03 Recognize that all humans do not grow and develop at the same rate.<br/>GLO: B3, D1, E1, E3</p> <p>2-1-04 Recognize that food is a form of energy and that healthy eating is essential for growth and development. GLO: B3, D1, D4, E4</p> <p>2-1-05 Identify the four food groups of Canada's Food Guide to Healthy Eating and give examples of foods from each group.<br/>GLO: B3, E1</p> <p>2-1-06 Plan a menu for one day based on the four food groups outlined in Canada's Food Guide to Healthy Eating. GLO: B3, C4, D1</p> <p>2-1-07 Recognize that foods humans eat come from plants and animals, and classify foods accordingly. GLO: B1, B3</p> <p>2-1-08 Recognize that all animals can have offspring, and that offspring generally resemble their parents. GLO: D1, E1</p> <p>2-1-09 Compare the appearance of young and mature animals of the same type. GLO: D1, E1, E3</p> <p>2-1-10 Compare the length of time from birth to adulthood for humans and other animals. GLO: D1, E1</p> <p>2-1-11 Identify and describe constant and changing characteristics of an animal as it grows and develops. GLO: D1, E3</p> <p>2-1-12 Describe and classify a wide range of animals according to various characteristics and behaviours.<br/><i>Examples: skin covering, where they live, food they eat, day or night activity, how they move...</i> GLO: C2, D1, E1</p> | <p>2-1-13 Describe and compare ways in which different animals care for their offspring.<br/><i>Examples: Canada geese, bears, alligators, bees...</i> GLO: D1, E1</p> <p>2-1-14 Describe changes in the appearance and activity of various animals as they go through a complete life cycle.<br/>Include: an insect, a bird, an amphibian. GLO: D1, E3</p> <p>2-1-15 Compare the life cycles of animals that have similar life cycles and those that have different life cycles.<br/><i>Examples: bee and butterfly, gerbil and butterfly...</i> GLO: E1, E3</p> <p>2-1-16 Observe and describe an animal's life processes.<br/>Include: eating habits, movement, rest patterns, breathing. GLO: E3</p> <p>2-1-17 Identify and describe ways in which humans help other animals.<br/><i>Examples: protecting endangered animals, feeding birds...</i><br/>GLO: B1, B5</p> |
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## Cluster 2: Properties of Solids, Liquids, and Gases

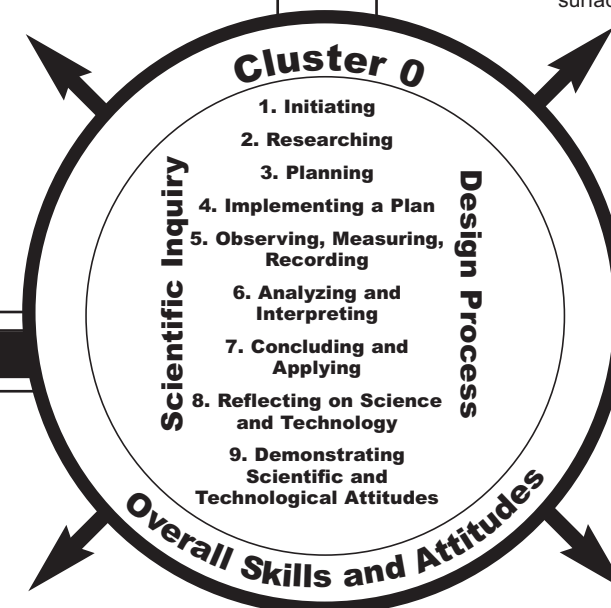
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| <p>2-2-01 Use appropriate vocabulary related to their investigations of solids, liquids, and gases.<br/>Include: solid, liquid, substance, property, mass/weight, dissolve, gas, changes of state, water vapour, freeze, melt, condense, evaporate, boil, float, sink, buoyancy. GLO: C6, D3, D4</p> <p>2-2-02 Identify substances, materials, and objects as solids or liquids.<br/>GLO: D3</p> <p>2-2-03 Investigate and compare properties of familiar solids.<br/>Include: have mass/weight, take up space, maintain their shape. GLO: C2, D3, E1</p> <p>2-2-04 Investigate and compare properties of familiar liquids.<br/>Include: have mass/weight, take up space, have no definite shape. GLO: C2, D3</p> <p>2-2-05 Identify similarities and differences among properties of familiar solids and liquids. GLO: D3, E1</p> <p>2-2-06 Distinguish between solids that dissolve in water and those that do not.<br/><i>Examples: sugar dissolves in water, whereas sand does not...</i><br/>GLO: D3, E1</p> <p>2-2-07 Explore interactions of familiar liquids with different surfaces, powdered solids, and other liquids, and describe how these interactions determine their uses.<br/>GLO: A5, B1, C1, C2</p> <p>2-2-08 Identify liquids used in the home, and describe how they are used.<br/><i>Examples: milk for drinking and cooking, detergent for cleaning...</i> GLO: B1</p> <p>2-2-09 Compare different materials with respect to their capacity to absorb liquids, and describe how this capacity determines their uses. GLO: B1, C2, D3</p> | <p>2-2-10 Describe useful materials that are made by combining solids and liquids.<br/><i>Examples: a drink made from crystals and water, a cake made from cake mix and water, glue made from flour and water...</i><br/>GLO: B1, D3</p> <p>2-2-11 Explore to determine that there is a substance around us called air.<br/>GLO: A2, C2, D3, D5</p> <p>2-2-12 Recognize that air is composed of several gases<br/><i>Examples: carbon dioxide, oxygen, nitrogen, water vapour...</i><br/>GLO: D3</p> <p>2-2-13 Identify properties of gases.<br/>Include: occupy the space not taken up by solids and liquids, have no definite shape. GLO: D3</p> <p>2-2-14 Explore to determine how water can be made to change from one state to another and back again.<br/>Include: addition or removal of heat. GLO: C2, D3, D4, E3</p> <p>2-2-15 Recognize that the states of solids and liquids remain constant in some circumstances, but may change in other circumstances.<br/><i>Examples: liquids may freeze when temperature drops, solids may melt when heated, solids remain solid when broken...</i> GLO: D3, E3</p> <p>2-2-16 Describe ways humans dispose of solids and liquids to maintain a clean and healthy environment.<br/><i>Examples: take used car oil and old paints to collection sites, recycle newspapers...</i> GLO: B5</p> <p>2-2-17 Predict and test to determine whether a variety of materials float or sink in water. GLO: C2, D3</p> <p>2-2-18 Demonstrate ways to make sinking materials float and floating materials sink. GLO: B1, C3</p> <p>2-2-19 Use the design process to construct an object that is buoyant and able to support a given mass/weight. GLO: C3</p> |
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## Cluster 3: Position and Motion

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| <p>2-3-01 Use appropriate vocabulary related to their investigations of position and motion.<br/>Include: position, stationary, above, between, near, far from, next to, below, in front of, behind, to the right/left, perspective, motion, push, pull, friction, slope, inclined plane, wheel, axle, rotate, clockwise, counterclockwise. GLO: C6, D4</p> <p>2-3-02 Explore and describe the position of a stationary object with reference to themselves, to other objects, or to a specific area.<br/>Include: above, between, near, far from, next to, below, in front of, behind, to the right/left. GLO: D4</p> <p>2-3-03 Explore and describe changes in the position of an object in relation to its original position, themselves, or another object.<br/>GLO: D4</p> <p>2-3-04 Explore and describe the position of an object viewed from a perspective different from one's own. GLO: D4</p> <p>2-3-05 Explore and describe how changing the position of one's own body affects perspective with reference to a stationary object.<br/>GLO: D4, E3</p> <p>2-3-06 Describe the motion of various objects and living things.<br/><i>Examples: spinning, swinging, bouncing, sliding, rolling, jumping...</i><br/>GLO: D1, D4</p> <p>2-3-07 Recognize that the position and motion of an object can be changed by a push or a pull and the size of the change is related to the strength of the push or pull. GLO: D4</p> <p>2-3-08 Compare and describe the effects of friction on the motion of objects and humans when travelling across different surfaces.<br/><i>Examples: wheels of a toy on tile, sandpaper, or foam rubber; shoes on carpet, tile, or ice...</i> GLO: C2, D4</p> <p>2-3-09 Explore and describe the effects of changing the slope of an inclined plane on the downward motion of an object and the effort needed to push or pull an object upward. GLO: C2, D4</p> | <p>2-3-10 Identify how humans use inclined planes to make motion easier.<br/><i>Examples: staircase, playground slide, wheelchair ramp, ramp on a moving van...</i> GLO: B1, D4</p> <p>2-3-11 Explore toys to determine how wheels and axles interact and move.<br/>GLO: C2, D4</p> <p>2-3-12 Recognize that the wheels of a vehicle rotate clockwise or counterclockwise depending on the direction of motion of the vehicle. GLO: D4</p> <p>2-3-13 Identify how humans use the wheel and axle to make movement easier.<br/><i>Examples: moving dolly, wheelbarrow, cart, wagon...</i><br/>GLO: B1, D4</p> <p>2-3-14 Use the design process to construct a vehicle with wheels and axles that meets given criteria. GLO: C3, D4</p> |
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## Cluster 4: Air and Water in the Environment

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| <p>2-4-01 Use appropriate vocabulary related to their investigations of air and water.<br/>Include: wind, air current, temperature, changes of state, water cycle, freeze, melt, condense, evaporate, sources of drinking water, pollution. GLO: C6, D4, D5</p> <p>2-4-02 Recognize that air can move.<br/>Include: wind, air current. GLO: D5</p> <p>2-4-03 Observe and identify evidence of moving air in indoor and outdoor environments.<br/><i>Examples: leaves blowing, drapes moving...</i> GLO: B1, C2, D5</p> <p>2-4-04 Identify positive and negative effects of changes in air temperature and air movement in indoor and outdoor environments.<br/>GLO: B1, E3</p> <p>2-4-05 Use the design process to construct and test a device that shows evidence of air movement.<br/><i>Examples: windsock, wind chime, pinwheel, sailboat, kite...</i><br/>GLO: C3</p> <p>2-4-06 Observe and identify examples of water in the environment.<br/><i>Examples: dew, frost, snow, rain, lakes, puddles, clouds, fog, perspiration...</i> GLO: C2, D5</p> <p>2-4-07 Describe evidence of water changing state, and recognize that these changes are part of the water cycle.<br/><i>Examples: puddles evaporating after a rainstorm, snow melting...</i><br/>GLO: D4, D5, E2, E3</p> <p>2-4-08 Investigate to determine factors that cause things to dry quickly or slowly.<br/><i>Examples: air temperature, amount of moisture in the air, amount of wind...</i> GLO: C2, D5, E3</p> | <p>2-4-09 Identify sources of drinking water, and explain how this water is distributed in one's own and in other communities.<br/><i>Examples: wells, springs, lakes, rivers are sources; pumps, pipes, aqueducts and water trucks help distribute water...</i><br/>GLO: B1, D5, E2</p> <p>2-4-10 Describe different uses of water by humans.<br/><i>Examples: drinking, washing, cooking, canoeing, irrigating...</i><br/>GLO: B1</p> <p>2-4-11 Explain and appreciate the importance of clean air and water for humans, plants, and animals. GLO: B5, D2</p> <p>2-4-12 Identify substances that pollute air and water, and describe ways of reducing such pollution.<br/><i>Examples: car exhaust, smoke, carbon monoxide, oil, house paints, and sewage...</i> GLO: B3, B5, D3, D5</p> <p>2-4-13 Recognize that clean water is an increasingly scarce resource in many parts of the world, and describe consequences of a shortage of clean water. GLO: B1, B3, B5</p> <p>2-4-14 Record personal use of water, and identify ways in which they can reduce water usage.<br/><i>Examples: rather than leaving water running while brushing teeth, turn off tap to reduce usage...</i> GLO: B5, C2, C5</p> |
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# GRADE THREE SCIENCE AT A GLANCE - THEMATIC CLUSTERS

## Cluster 1: Growth and Changes in Plants

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| <p>3-1-01 Use appropriate vocabulary related to their investigations of growth and changes in plants.<br/>Include: growing medium, nutrient, energy, root, stem, leaf, flowers, pistil, stamen, ovule, pollen, seed, fruit, adaptation, life cycle.<br/>GLO: C6, D1</p> <p>3-1-02 Observe, compare, and contrast the structure and appearance of several types of plants.<br/><i>Examples: plants with different types of roots, trees with needles and trees with leaves...</i> GLO: C2, D1, E1</p> <p>3-1-03 Show respect for plants as living things. GLO: B5</p> <p>3-1-04 Conduct experiments to determine conditions needed for healthy plant growth.<br/>Include: light, water, air, space, warmth, growing medium, nutrients.<br/>GLO: A1, C2, C5, D1</p> <p>3-1-05 Recognize that a plant uses the Sun's energy to make its own food.<br/>GLO: D1, D2, D4, E4</p> <p>3-1-06 Use the design process to construct an environment that enhances plant growth.<br/><i>Examples: window sill garden, terrarium, cold frames...</i><br/>GLO: A5, C3, C5, D1</p> <p>3-1-07 Identify the basic parts of plants and describe their functions.<br/>Include: roots, stems, leaves, flowers, pistil, stamen, ovule, pollen, seeds, fruit. GLO: D1, E2</p> <p>3-1-08 Explain how different adaptations of plants help them survive in particular environments.<br/><i>Examples: cacti have fleshy stems that store water, allowing them to survive in a dry environment; plants with tap roots can grow well in heavily compacted soil...</i> GLO: D1, D2, E1</p> <p>3-1-09 Identify plant adaptations that can be harmful to humans, and describe their effects.<br/><i>Examples: rose thorns cause painful punctures, poison in rhubarb leaves can cause sickness and death...</i> GLO: B3, C1, D1</p> | <p>3-1-10 Care for a flowering plant throughout its life cycle, tracking its growth and its changes over time. GLO: B5, C5, D1, E3</p> <p>3-1-11 Identify characteristics that remain constant and those that change throughout the life cycle of a flowering plant.<br/><i>Examples: generally, for a given plant, the leaf shape and flower colour stay the same, whereas the leaf size and number of leaves change...</i> GLO: D1, E3</p> <p>3-1-12 Identify needs common to plants and animals, and contrast how they meet those needs. GLO: D1, E1</p> <p>3-1-13 Describe ways that plants and animals depend on each other.<br/><i>Examples: plants provide food and shelter for some animals, animals help distribute pollen and seeds...</i> GLO: D2, E2</p> <p>3-1-14 Describe ways plants are important to the environment.<br/><i>Examples: improve soil, air, and water quality; reduce erosion...</i><br/>GLO: B5, D2</p> <p>3-1-15 Identify and describe hobbies and jobs involving plants. GLO: B4</p> <p>3-1-16 Identify how humans from various cultures use plant parts for food and medicine.<br/><i>Examples: use of roots for food (carrots) and medicine (ginseng)...</i><br/>GLO: A4, B1, C5, E1</p> <p>3-1-17 Investigate to determine how humans from various cultures make useful products from plant materials.<br/><i>Examples: lumber milling, paper making, rope making, fabric making...</i><br/>GLO: A3, A4, B1</p> <p>3-1-18 Explain how humans replenish the plants they use and the consequences if plants are not replenished.<br/><i>Examples: after loggers harvest trees, new ones should be planted to ensure a future lumber supply...</i><br/>GLO: B1, B5, E3</p> |
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## Cluster 2: Materials and Structures

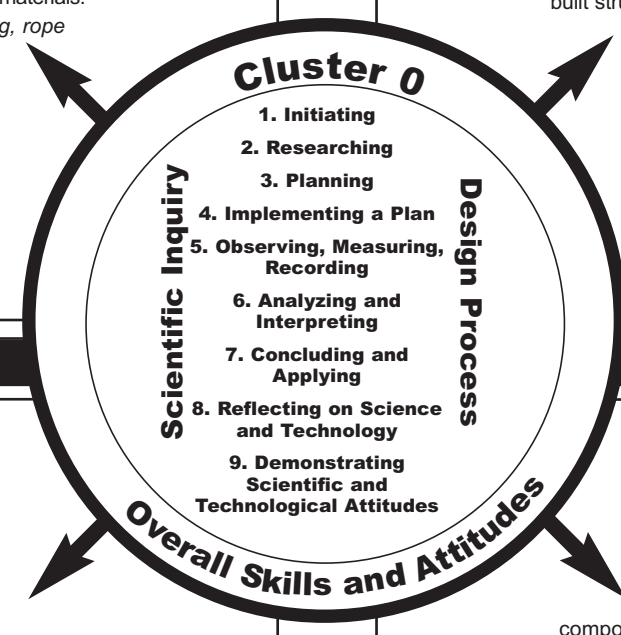
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| <p>3-2-01 Use appropriate vocabulary related to their investigations of materials and structures.<br/>Include: strength, balance, stability, structure, frame structure, natural structure, human-built structure, force. GLO: C6, D3</p> <p>3-2-02 Conduct experiments to compare the strength of common materials.<br/><i>Examples: wooden toothpicks, plastic straws, paper, cardboard, polystyrene foam...</i> GLO: A1, A2, C2, D3</p> <p>3-2-03 Explore to determine ways to strengthen a material used for building.<br/>Include: changing shape, bulk, and number of layers.<br/>GLO: B1, C2, D3</p> <p>3-2-04 Explore to determine an appropriate method for joining two materials for a specific use. GLO: C2, D3</p> <p>3-2-05 Recognize that balance affects the stability of a structure.<br/><i>Examples: a domino tower that leans to one side is more likely to tip over than one that stands straight...</i> GLO: D4</p> <p>3-2-06 Explore to determine ways to improve the strength and stability of a frame structure.<br/><i>Examples: use of triangulation or a cross member...</i><br/>GLO: C2, D4, E2</p> <p>3-2-07 Identify shapes that are part of natural and human-built structures from various cultures and describe how these shapes help to provide strength and stability.<br/><i>Examples: cylinders, triangles, hexagons in outdoor playstructure, hexagons in a honeycomb...</i> GLO: A4, D4, E2</p> <p>3-2-08 Identify characteristics of materials that need to be considered when choosing materials for building structures.<br/><i>Examples: strength, flexibility, durability, surface texture...</i><br/>GLO: D3</p> | <p>3-2-09 Use the design process to build a structure that meets given criteria related to strength, stability, and function. GLO: a3, C3</p> <p>3-2-10 Describe the effects of various forces on different structures.<br/><i>Examples: bookshelf sagging under the mass/weight of books, tent blowing over in a storm...</i> GLO: D4, E2</p> <p>3-2-11 Evaluate simple structures to determine if they are safe and appropriate to the user.<br/><i>Examples: classroom furniture...</i> GLO: C1, C3, C4, D4</p> <p>3-2-12 Investigate to identify hobbies and jobs related to construction, engineering, and architecture. GLO: B4</p> <p>3-2-13 Identify various materials used in the construction of buildings in their community and in communities around the world.<br/>GLO: a4, B1, D3, E1</p> |
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## Cluster 3: Forces That Attract or Repel

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| <p>3-3-01 Use appropriate vocabulary related to their investigations of forces.<br/>Include: force, attract, repel, gravity, magnet, magnetize, magnetism, north pole, south pole, magnetic field, compass, electrostatic charge, static electricity, electrostatic force.<br/>GLO: C6, D4</p> <p>3-3-02 Recognize that force is a push or pull and that attraction and repulsion are types of pushes and pulls. GLO: D4</p> <p>3-3-03 Describe evidence showing that objects and living things on or near Earth are pulled toward it by a force called gravity.<br/>GLO: A2, D4</p> <p>3-3-04 Predict and test to identify materials that are attracted by magnets and those that can be magnetized. GLO: C2, C5, D3</p> <p>3-3-05 Investigate to determine how to magnetize a given object.<br/>Include: contact with another magnet, proximity to a magnet.<br/>GLO: C2, D4</p> <p>3-3-06 Investigate to determine the location of poles on a magnet, and the shape of the magnetic field around a magnet. GLO: A1, C2, D4</p> <p>3-3-07 Demonstrate that opposite poles attract and like poles repel.<br/>GLO: C2, D4</p> <p>3-3-08 Explain why Earth can be compared to a giant magnet.<br/>Include: Earth has a magnetic field with poles adjacent to the geographic poles. GLO: D4, E1, E2</p> <p>3-3-09 Demonstrate and explain how a compass operates by magnetism.<br/>Include: Earth's magnetic pole attracts the magnetic needle of a compass. GLO: B1, D4</p> <p>3-3-10 Describe potentially harmful effects of magnets on magnetized materials.<br/><i>Examples: computers, videos, credit cards...</i> GLO: B1, C1, D4</p> <p>3-3-11 Describe and demonstrate ways to use everyday materials to produce electrostatic charges.<br/><i>Examples: rubbing feet on carpet, brushing hair, rubbing a balloon on clothes...</i> GLO: D4</p> | <p>3-3-12 Investigate to determine how electrostatically charged materials interact with each other and with uncharged materials.<br/>Include: charged materials attract or repel each other, charged materials attract uncharged materials. GLO: A2, C2, D4</p> <p>3-3-13 Identify ways in which problems associated with static electricity can be avoided or eliminated.<br/><i>Examples: staying indoors when there is a lightning storm, grounding yourself before using computers, avoiding shuffling your feet on carpets...</i> GLO: B1, C1, D4</p> <p>3-3-14 Investigate to determine the change in magnetic and electrostatic forces at different distances. GLO: C2, D4</p> <p>3-3-15 Predict and test to determine the effect of placing materials between a magnet and an attracted object and between charged objects.<br/><i>Examples: different thicknesses of paper, glass, water, metal...</i><br/>GLO: C2, C5, D4</p> <p>3-3-16 Recognize that gravitational, magnetic, and electrostatic forces can move certain objects without touching them directly.<br/>GLO: D4</p> <p>3-3-17 Distinguish between motion that is caused without contact and that which is caused by contact. GLO: D4</p> <p>3-3-18 Identify devices that use gravitational, magnetic, or electrostatic forces.<br/><i>Examples: balances, magnetic cupboard latches, dust mops...</i><br/>GLO: B1, D4</p> <p>3-3-19 Use the design process to construct a game, toy, or useful device that uses gravitational, magnetic, or electrostatic forces.<br/>GLO: C3, C5</p> |
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## Cluster 4: Soils in the Environment

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| <p>3-4-01 Use appropriate vocabulary related to their investigations of soils in the environment.<br/>Include: soil, soil component, loam, clay, sand, pebbles, organic matter, humus, rocks, sedimentation, sieving, water-holding capacity.<br/>GLO: C6, D5</p> <p>3-4-02 Identify and describe various components within a sample of soil from the local environment.<br/><i>Examples: clay, loam, sand, pebbles, organic matter, humus, rocks...</i> GLO: D5</p> <p>3-4-03 Explore to determine ways to separate soil components.<br/>Include: sedimentation and sieving techniques. GLO: C2, D5</p> <p>3-4-04 Describe and compare components of soil samples collected at different locations and depths. GLO: D5, E1</p> <p>3-4-05 Compare the water-holding capacity of different soils.<br/><i>Examples: sandy soil retains far less water than loamy soil...</i><br/>GLO: D3, D5, E1</p> <p>3-4-06 Describe the effect of water on different soils.<br/><i>Examples: texture, cohesion, ability to hold shape...</i> GLO: D3, D5</p> <p>3-4-07 Conduct experiments to determine how different soils affect the growth of plants.<br/><i>Examples: compare the same type of plant grown in sand versus potting soil...</i> GLO: A1, A2, C2, D2</p> <p>3-4-08 Explain the importance of understanding the characteristics of different soils.<br/><i>Examples: enables farmers to determine which crops can be grown in a particular area, enables gardeners to improve plant growth, enables engineers to know what types of foundations to set for structures...</i> GLO: A5, B1, B5, E2</p> | <p>3-4-09 Identify animals found in soil and explain their importance to soil quality.<br/><i>Examples: worms, insects, and mammals help to aerate the soil or increase nutrients...</i> GLO: B5, D2</p> <p>3-4-10 Describe ways to return organic matter to the soil.<br/><i>Examples: composting, spreading manure on fields...</i><br/>GLO: B1, B5, D2, D5</p> <p>3-4-11 Use the design process to construct a simple composter that returns organic matter to the soil.<br/><i>Examples: classroom composter for left-over food, school composter for grass clippings and leaves...</i> GLO: B1, B5, C3, D2</p> <p>3-4-12 Investigate how humans from various cultures use earth materials to make objects.<br/><i>Examples: clay pots, sod houses, adobe bricks, glass...</i><br/>GLO: A4, B1, B4</p> |
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# GRADE FOUR SCIENCE AT A GLANCE - THEMATIC CLUSTERS

## Cluster 1: Habitats and Communities

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| <p>4-1-01 Use appropriate vocabulary related to their investigations of habitats and communities.<br/>Include: habitat, physical adaptation, behavioural adaptation, traditional knowledge, technological development, population, community, food chain, food web, organism, producer, consumer, herbivore, omnivore, carnivore, predator, prey, scavenger, endangerment, extinction, conservation. GLO: C6, D2</p> <p>4-1-02 Recognize that each plant and animal depends on a specific habitat to meet its needs. GLO: D2</p> <p>4-1-03 Identify the components of an animal habitat.<br/>Include: food, water, living space, cover/shelter. GLO: D2, E2</p> <p>4-1-04 Identify physical and behavioural adaptations of animals and plants, and infer how these adaptations help them to survive in a specific habitat.<br/><i>Examples: ducks' webbed feet and waterproof feathers help them dive for food in the marsh...</i> GLO: D1, D2</p> <p>4-1-05 Investigate alternate explanations of plant or animal adaptations based on traditional knowledge from a variety of cultures.<br/>GLO: A1, A4, C8</p> <p>4-1-06 Investigate how technological developments often mirror physical adaptations. <i>Examples: fishnet — spider web, diving fins — webbed feet...</i> GLO: A5, E1</p> <p>4-1-07 Investigate and describe a variety of local and regional habitats and their associated populations of plants and animals. GLO: D2, E2</p> <p>4-1-08 Predict and test to determine an appropriate method for measuring a plant population within a given habitat. GLO: A2, C2, C3, C5</p> <p>4-1-09 Recognize that plant and animal populations interact within a community. GLO: D2</p> <p>4-1-10 Recognize that the food chain is a system in which some of the energy from the Sun is transferred eventually to animals.<br/>GLO: D2, D4, E2</p> | <p>4-1-11 Construct food chains and food webs, and classify organisms according to their roles.<br/>Include: producer, consumer, herbivore, omnivore, carnivore, predator, prey, scavenger. GLO: D2, E2</p> <p>4-1-12 Use the design process to construct a model of a local or regional habitat and its associated populations of plants and animals<br/>GLO: C3, D4</p> <p>4-1-13 Predict, based on their investigations, how the removal of a plant or animal population may affect the rest of the community.<br/><i>Examples: if the wolves were removed from a community, the deer population may increase rapidly...</i> GLO: D2, E2, E3</p> <p>4-1-14 Investigate natural and human-caused changes to habitats, and identify resulting effects on plant and animal populations.<br/>Include: endangerment, extinction. GLO: B1, B5, D2, E3</p> <p>4-1-15 Describe how their actions can help conserve plant and animal populations and their habitats.<br/><i>Examples: clean up a local stream to improve fish and bird habitat...</i> GLO: B5</p> <p>4-1-16 Describe how specific technological developments have enabled humans to increase their knowledge about plant and animal populations.<br/><i>Examples: radio collar tracking, timelapse photography...</i> GLO: A2, A3, A5</p> <p>4-1-17 Recognize and appreciate how traditional knowledge contributes to our understanding of plant and animal populations and interactions.<br/>GLO: A1, A2, A4, C8</p> |
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## Cluster 2: Light

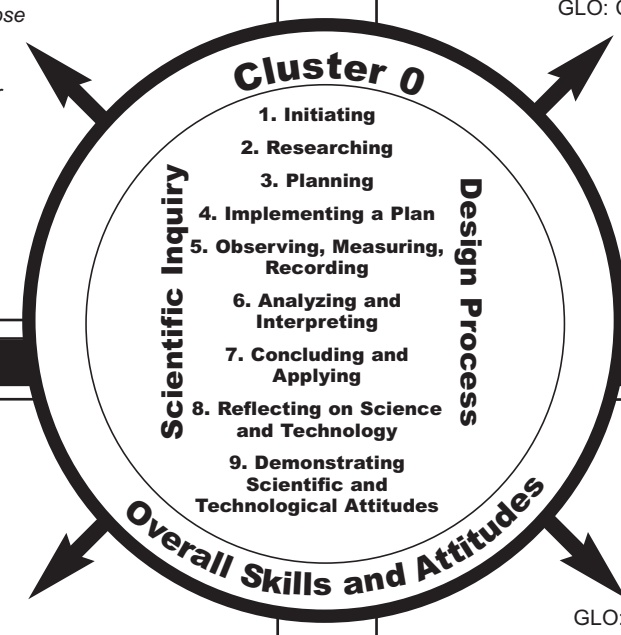
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| <p>4-2-01 Use appropriate vocabulary related to their investigations of light.<br/>Include: energy, reflect, absorb, transmit, artificial, light beam, transparent, translucent, opaque, technological development, science, brightness. GLO: A5, B1, C6, D4</p> <p>4-2-02 Give examples of various forms of energy.<br/>Include: light, heat, food, sound. GLO: D4, E4</p> <p>4-2-03 Recognize that energy is an integral part of daily life.<br/>GLO: B1, D4, E4</p> <p>4-2-04 Demonstrate that white light can be separated into colours.<br/>GLO: C2, D4</p> <p>4-2-05 Distinguish between objects that produce their own light and those that reflect light from another source.<br/><i>Examples: the Sun emits its own light, the Moon reflects light from the Sun...</i> GLO: A1, A2, D4</p> <p>4-2-06 Identify a variety of natural and artificial light sources.<br/><i>Examples: Sun, candle, light bulb, firefly, lightning, aurora borealis, lasers...</i> GLO: D4</p> <p>4-2-07 Observe and describe properties of light.<br/>Include: travels in a straight path, bends as it passes from one medium to another, can be reflected, can be different colours.<br/>GLO: C2, D4</p> <p>4-2-08 Explore to determine effects different materials and objects have on a light beam.<br/><i>Examples: prisms and water bend light; some lenses intensify light, whereas others disperse light...</i> GLO: C2, D3, D4</p> <p>4-2-09 Recognize that most objects that produce light also give off heat, and identify objects that produce light but give off little or no heat. GLO: D4</p> <p>4-2-10 Classify materials as transparent, translucent, or opaque. GLO: D3, E1</p> | <p>4-2-11 Evaluate the usefulness of a material for a particular task based on its ability to transmit, reflect, or absorb light.<br/><i>Examples: usefulness of coloured glass to preserve food and drink by protecting them from light...</i> GLO: A5, B1, D3</p> <p>4-2-12 Predict the location, shape, and size of a shadow based on the position of a light source relative to an object. GLO: C2, D4</p> <p>4-2-13 Identify technological developments that extend our ability to see, and recognize their impact on science.<br/><i>Examples: the telescope allows astronomers to obtain new information...</i> GLO: A5, B1</p> <p>4-2-14 Use the design process to construct a device that transmits and reflects light.<br/><i>Examples: periscope, kaleidoscope...</i> GLO: B1, C3</p> <p>4-2-15 Describe practices that help ensure protection of eyes and sight.<br/><i>Examples: direct mirrors away from the eyes when reflecting intense light sources...</i> GLO: B3, C1</p> <p>4-2-16 Identify different uses of light at home, at school, and in the community, and explain how the brightness and colour of the light are appropriate for each use.<br/><i>Examples: vivid neon lights for advertising, blue lights for snow removal vehicles...</i> GLO: B1, B3, C1</p> |
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## Cluster 3: Sound

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| <p>4-3-01 Use appropriate vocabulary related to their investigations of sound.<br/>Include: energy, sound, vibration, vocal cords, pitch, loudness, sound waves, outer ear, middle ear, inner ear, brain, transmit, absorb, reflect, detect. GLO: B1, C6, D4</p> <p>4-3-02 Recognize that sound is a form of energy. GLO: D4, E4</p> <p>4-3-03 Recognize that energy makes things happen and can be found all around us. GLO: D4, E4</p> <p>4-3-04 Identify and classify various sounds using student-generated criteria. GLO: C2, D4</p> <p>4-3-05 Recognize that sounds are caused by vibrations.<br/>Include: the human voice relies on the vibrations of vocal cords.<br/>GLO: D3, D4</p> <p>4-3-06 Use the design process to create a musical instrument.<br/>GLO: C3, C5, D4, E2</p> <p>4-3-07 Demonstrate how the pitch and loudness of sounds can be modified.<br/><i>Examples: differences in sound when plucking a loose rubber band vs. a stretched rubber band...</i> GLO: C2, D3, D4, E3</p> <p>4-3-08 Observe and describe properties of sound.<br/>Include: travels in waves in all directions. GLO: C2, D4</p> <p>4-3-09 Describe how the human ear is designed to detect sound vibrations.<br/>Include: sound is transmitted from the outer ear to the middle ear and the inner ear, which relays messages to the brain.<br/>GLO: D1, D4</p> <p>4-3-10 Recognize that there is a range of sounds that humans can and cannot hear. GLO: D1</p> <p>4-3-11 Describe practices that help ensure protection of the ears and hearing.<br/><i>Examples: use of ear plugs in situations involving excessive noise...</i> GLO: B3, C1</p> | <p>4-3-12 Describe harmful effects of high or sustained sound levels and identify potential sound hazards at home or in the community.<br/><i>Examples: leaf blowing machines, snowblower, stereo, drone of machinery...</i> GLO: B1, B3, C1</p> <p>4-3-13 Investigate to compare how vibrations travel differently through solids, liquids, and gases.<br/>GLO: C2, D3, E1</p> <p>4-3-14 Explore to determine the ability of materials to transmit or absorb sound.<br/>GLO: C2, D3, E1</p> <p>4-3-15 Describe how materials that absorb or reflect sound are used in different situations.<br/><i>Examples: concrete sound barriers are placed beside highways to absorb sound...</i> GLO: B1, C1, D3</p> <p>4-3-16 Describe devices that extend our ability to produce, transmit, and detect sound.<br/><i>Examples: amplifier, hearing aids, megaphone, ear trumpet...</i> GLO: B1</p> <p>4-3-17 Investigate to identify inventions related to sound, and describe their impacts on society.<br/><i>Examples: radio, telephone, microphone...</i> GLO: A4, B1, B2</p> <p>4-3-18 Describe the role of sound in different jobs and hobbies.<br/><i>Examples: physician listens to a patient's heartbeat during a check-up, birders identify birds by their calls...</i> GLO: B4</p> |
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## Cluster 4: Rocks, Minerals, and Erosion

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| <p>4-4-01 Use appropriate vocabulary related to their investigations of rocks, minerals, and erosion.<br/>Include: rock, mineral, characteristic, property, scratch test, streak test, igneous, sedimentary, metamorphic, fossil, organism, extinct, soil formation, erosion, natural phenomena.<br/>GLO: C6, D5</p> <p>4-4-02 Classify rocks and minerals according to student-generated criteria. GLO: C2, D3, D5</p> <p>4-4-03 Test to determine characteristics of rocks and properties of minerals, and classify accordingly.<br/>Include: scratch test for hardness, streak test for colour.<br/>GLO: A1, C2, D3, D5</p> <p>4-4-04 Differentiate between minerals and rocks.<br/>Include: minerals are composed of the same substance throughout, rocks are composed of two or more minerals... GLO: D5</p> <p>4-4-05 Compare rocks and minerals from the local environment with each other and with those from other geological areas. GLO: C2, D5, E1</p> <p>4-4-06 Give examples of products derived from rocks and minerals.<br/><i>Examples: china, chalk, jewellery, pumice stone, drywall, talcum powder...</i> GLO: B1</p> <p>4-4-07 Describe how characteristics of rocks and properties of minerals determine their uses.<br/><i>Examples: soft soapstone is used for carving...</i> GLO: B1, D3, D5</p> <p>4-4-08 Recognize that there are three types of rock, and describe how each is formed.<br/>Include: igneous, sedimentary, metamorphic. GLO: D5</p> <p>4-4-09 Explain how fossils are formed. GLO: D1, D5, E3</p> <p>4-4-10 Describe how fossils help humans gain a better understanding of</p> | <p>Earth's history, including identifying organisms that are now extinct. GLO: A1, A2, D1, D5</p> <p>4-4-11 Investigate and describe ways in which rock contributes to soil formation. GLO: D5, E2, E3</p> <p>4-4-12 Investigate and describe ways in which soil erosion is controlled or minimized in their community and in communities around the world.<br/><i>Examples: windbreaks, retaining walls, terracing, cover crops, reforestation...</i> GLO: A5, B1, B5</p> <p>4-4-13 Use the design process to determine an appropriate system for controlling soil erosion in a given situation. GLO: B1, B5, C3, E3</p> <p>4-4-14 Describe effects of wind, water, and ice on the landscape.<br/><i>Examples: ice breaking rocks into soil, wind shaping sand dunes, waves polishing rocks on the shoreline...</i> GLO: D5, E3</p> <p>4-4-15 Identify natural phenomena and human activities that cause significant changes in the landscape.<br/><i>Examples: floods, avalanches, mud slides, hydroelectric dams, clearing land for agriculture, clear-cut forestry, forest fires...</i> GLO: B5, D5, E3</p> |
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# Overall Skills and Attitudes Chart Kindergarten to Grade 4 Science

This chart contains the specific student learning outcomes (SLOs) that form Cluster “0,” Overall Skills and Attitudes, in *Kindergarten to Grade 4 Science: Manitoba Curriculum Framework of Outcomes (Science Framework)*. **The purpose of this chart is to provide support related to the tracking of the development of skills and attitudes across several grades.**

The chart comprises nine categories of SLOs relating to scientific inquiry, the design process, or both. Teachers should select appropriate contexts to introduce and reinforce these skills and attitudes within Clusters 1 to 4 of the *Science Framework* over the course of the school year. To assist in planning and to facilitate curricular integration, many learning outcomes within Cluster “0” are accompanied by links

to SLOs in other subject areas, specifically English Language Arts (ELA) and Mathematics (Math). There are also links to Technology as a Foundation Skill Area (TFS).

For further information, consult *Kindergarten to Grade 4 Science: Manitoba Curriculum Framework of Outcomes*.

Students will...

	<b>Kindergarten</b>		<b>Grade 1</b>		<b>Grade 2</b>		<b>Grade 3</b>		<b>Grade 4</b>	
	<b>Scientific Inquiry</b>	<b>Design Process</b>	<b>Scientific Inquiry</b>	<b>Design Process</b>	<b>Scientific Inquiry</b>	<b>Design Process</b>	<b>Scientific Inquiry</b>	<b>Design Process</b>	<b>Scientific Inquiry</b>	<b>Design Process</b>
<b>1. Initiating</b>	<p><b>1a. Ask questions that demonstrate a curiosity about living things, objects, and events in the immediate environment.</b> (ELA 1.2.4, 3.1.2, 3.1.3) GLO: A1, C2, C5</p> <p><b>1b. Make predictions as to what might happen during explorations.</b> (ELA 1.2.1) GLO: A1, C2</p>	<p><b>1c. Recognize a practical problem in a given context.</b> GLO: C3</p>	<p><b>1a. Ask questions that lead to explorations of living things, objects, and events in the immediate environment.</b> (ELA 3.1.2, 3.1.3) GLO: A1, C2, C5</p> <p><b>1b. Make predictions based on classroom experiences.</b> GLO: A1, C2</p>	<p><b>1c. Recognize a practical problem in a given context.</b> GLO: C3</p>	<p><b>1a. Ask questions that lead to investigations of living things, objects, and events in the immediate environment.</b> (ELA 1.2.4, 3.1.2, 3.1.3; Math SP-I.1.2) GLO: A1, C2, C5</p> <p><b>1b. Make predictions based on observed patterns or on collected data.</b> (ELA 1.1.1, 1.2.1) GLO: A1, C2</p>	<p><b>1c. Identify practical problems to solve in the immediate environment.</b> GLO: C3</p>	<p><b>1a. Ask questions that lead to investigation of living things, objects, and events in the local environment.</b> (ELA 1.2.4) GLO: A1, C2, C5</p> <p><b>1b. Make predictions based on observed patterns, collected data, or data provided from other sources.</b> (ELA 1.1.1; Math SP-IV.2.3) GLO: A1, C2</p>	<p><b>1c. Identify practical problems to solve in the local environment.</b> GLO: C3</p>	<p><b>1a. Ask questions that lead to investigations of living things, objects, and events in the local environment.</b> (ELA 1.2.4, 3.1.2) GLO: A1, C2, C5</p> <p><b>1b. Make and justify predictions based on observed patterns, collected data, or data provided from other sources.</b> (ELA 1.1.1, 1.2.1; Math PR-III.1.4) GLO: A1, C2</p>	<p><b>1c. Identify practical problems to solve in the local environment.</b> GLO: C3</p>
<b>2. Researching</b>	<p><b>2a. Seek information from others.</b> <i>Examples: people at school, at home, in the community...</i> (ELA 3.2.2, 3.2.4; Math SP-II.1.0) GLO: C6</p> <p><b>2b. Compare gathered ideas and information to personal knowledge.</b> (ELA 3.2.3, 3.3.3; Math SP-IV.1.0) GLO: C6, C8</p>		<p><b>2a. Access information using a variety of sources.</b> <i>Examples: picture and concept books, people, excursions, camps, CD-ROMs...</i> (ELA 3.2.2, Math SP-II.1.1, TFS 2.1.1) GLO: C6</p> <p><b>2b. Recognize when information answers the questions asked.</b> (ELA 3.2.3, 3.2.5) GLO: C6, C8</p>		<p><b>2a. Access information using a variety of sources.</b> <i>Examples: elders, simple chapter books, concept books, CD-ROMs, Internet...</i> (ELA 1.1.2, 3.2.2 Math SP-II.1.2; TFS 2.1.1) GLO: C6</p> <p><b>2b. Match information to research needs.</b> (ELA 3.2.3, 3.3.3) GLO: C6, C8</p>		<p><b>2a. Access information using a variety of sources.</b> <i>Examples: children's magazines, local farmers, CD-ROMs, Internet...</i> (ELA 1.1.2, 3.2.2; Math SP-I.1.2.3; TFS 2.1.1) GLO: C6</p> <p><b>2b. Review information to determine its usefulness to research needs.</b> (ELA 3.2.3, 3.3.3) GLO: C6, C8</p>		<p><b>2a. Access information using a variety of sources.</b> <i>Examples: school libraries, videos, traditional knowledge, local hunters, CD-ROMs, Internet...</i> (ELA 3.2.2, 3.2.4, TFS 2.1.1) GLO: C6</p> <p><b>2b. Review information to determine its usefulness to inquiry or research needs.</b> (ELA 3.2.3, 3.3.3) GLO: C6, C8</p>	
<b>3. Planning</b>		<p><b>3a. Brainstorm, with the class, possible solutions to a practical problem, and reach consensus on a solution to implement.</b> (ELA 1.2.3, 3.1.3) GLO: C3, C7</p> <p><b>3b. Develop, as a class, limited criteria to evaluate an object based on its function.</b> GLO: C3, C7</p>		<p><b>3a. Brainstorm, with the class, possible solutions to a practical problem, and reach consensus on a solution to implement.</b> (ELA 1.1.3, 3.1.3) GLO: C3, C7</p> <p><b>3b. Create, with the class, a plan to solve a problem or meet a need. Include: identify simple steps to follow.</b> (ELA 1.2.3) GLO: C3, C7</p> <p><b>3c. Develop, as a class, limited criteria to evaluate an object or device based on its function.</b> GLO: C3, C7</p>		<p><b>3a. Brainstorm, with the class, possible solutions to a practical problem; and in small groups, reach consensus on a solution to implement.</b> (ELA 1.2.3, 2.2.2) GLO: C3, C7</p> <p><b>3b. Create, with the class, a plan to solve a problem or meet a need. Examples: identify simple steps to follow, prepare a drawing of the object to be constructed...</b> (ELA 1.2.3) GLO: C3, C7</p> <p><b>3c. Develop, as a class, limited criteria to evaluate an object or device based on its function and aesthetics.</b> GLO: C3, C7</p>		<p><b>3a. Brainstorm, with the class, one or more methods of finding the answer to a given question and reach consensus on which method to implement.</b> GLO: C2, C7</p> <p><b>3b. Identify, with the class, variables that have an impact on an investigation.</b> GLO: A1, A2, C2, C7</p> <p><b>3c. Create, with the class, a plan to answer a given question.</b> (ELA 3.1.4) GLO: C2, C7</p>	<p><b>3d. Brainstorm, in small groups, possible solutions to a practical problem, and reach consensus on which solution to implement.</b> GLO: C3, C7</p> <p><b>3e. Create, in small groups, a written plan to solve a problem or meet a need. Include: identify steps to follow, prepare a simple diagram.</b> (ELA 1.2.3) GLO: C3, C7</p> <p><b>3f. Develop, in small groups, limited criteria to evaluate an object or device based on its function and aesthetics.</b> GLO: C3, C7</p>	<p><b>3a. Brainstorm, in small groups, one or more methods of finding the answer to a given question, and reach consensus on which method to implement.</b> GLO: C2, C7</p> <p><b>3b. Identify, in small groups, variables that have an impact on an investigation.</b> GLO: A1, A2, C2, C7</p> <p><b>3c. Create, in small groups, a plan to answer a given question.</b> (ELA 3.1.4; Math SP-V.2.4) GLO: C2</p> <p><b>3d. Brainstorm possible solutions to a practical problem, and identify and justify which solution to implement.</b> (ELA 1.2.3) GLO: C3</p> <p><b>3e. Create a written plan to solve a problem or meet a need. Include: identify steps to follow, prepare a labeled diagram.</b> GLO: C3</p> <p><b>3f. Develop criteria to evaluate an object, device, or system based on its function, aesthetics, and other considerations such as materials, and cost.</b> GLO: C3</p>
	<p><b>3c. Select materials to be used.</b> GLO: C2, C3</p>		<p><b>3d. Identify materials to be used, and explain their choices.</b> GLO: C2, C3, C4</p>		<p><b>3d. Identify tools and materials to be used, and explain their choices.</b> GLO: C2, C3, C4</p>					

Students will...

	<b>Kindergarten</b>		<b>Grade 1</b>		<b>Grade 2</b>		<b>Grade 3</b>		<b>Grade 4</b>	
	<b>Scientific Inquiry</b>	<b>Design Process</b>	<b>Scientific Inquiry</b>	<b>Design Process</b>	<b>Scientific Inquiry</b>	<b>Design Process</b>	<b>Scientific Inquiry</b>	<b>Design Process</b>	<b>Scientific Inquiry</b>	<b>Design Process</b>
<b>4. Implementing a Plan</b>	<p>4a. Manipulate materials purposefully. GLO: C1, C2</p>	<p>4b. Construct an object to solve a problem or meet a need. GLO: C3</p> <p>4c. Identify, with guidance, improvements to an object with respect to pre-determined criteria. GLO: C3</p>	<p>4a. Follow simple directions while undertaking explorations. GLO: C2</p>	<p>4b. Construct an object or device to solve a problem or meet a need. GLO: C3</p> <p>4c. Test, with guidance, an object or device with respect to pre-determined criteria. GLO: C3, C5</p> <p>4d. Identify and make improvements to an object or device with respect to pre-determined criteria. GLO: C3</p>	<p>4a. Follow simple directions and describe the purpose of steps followed. GLO: C2</p>	<p>4b. Construct an object or device to solve a problem or meet a need. GLO: C3</p> <p>4c. Test an object or device with respect to pre-determined criteria. GLO: C3, C5</p> <p>4d. Identify and make improvements to an object or device with respect to pre-determined criteria. GLO: C3</p>	<p>4a. Carry out a plan, and describe the steps followed. (Math SP-V.2.3) GLO: C2</p>	<p>4b. Construct an object or device to solve a problem or meet a need. GLO: C3</p> <p>4c. Test an object or device with respect to pre-determined criteria. GLO: C3, C5</p> <p>4d. Identify and make improvements to an object or device, and explain the rationale for the changes. GLO: C3</p>	<p>4a. Carry out a plan and describe the purpose of the steps followed. (Math SP-V.2.4) GLO: C2</p>	<p>4b. Construct an object, device, or system to solve a problem or meet a need. GLO: C3</p> <p>4c. Test an object, device, or system with respect to pre-determined criteria. GLO: C3, C5</p> <p>4d. Identify and make improvements to an object, device, or system, and explain the rationale for the changes. GLO: C3</p>
	<p>4d. Respond to the ideas and actions of others. (ELA 1.1.2) GLO: C5, C7</p> <p>4e. Participate in cooperative group learning experiences. (ELA 5.2.1) GLO: C7</p> <p>4f. Verbalize questions during classroom learning experiences. GLO: C6</p> <p>4g. Follow given safety procedures and rules. (ELA 2.1.2) GLO: C1</p>	<p>4e. Respond to the ideas and actions of others in building their own understandings. (ELA 1.1.2) GLO: C5, C7</p> <p>4f. Work in cooperative partnerships and groups. (ELA 5.2.1) GLO: C7</p> <p>4g. Verbalize questions and ideas during classroom learning experiences. GLO: C6</p> <p>4h. Follow given safety procedures and rules. GLO: C1</p> <p>4i. Recognize safety symbols in their surroundings. GLO: C1</p>	<p>4e. Respond to the ideas and actions of others in building their own understandings. (ELA 1.1.2) GLO: C5, C7</p> <p>4f. Work in a variety of cooperative partnerships and groups. (ELA 5.2.1) GLO: C7</p> <p>4g. Verbalize questions, ideas, and intentions during classroom learning experiences. GLO: C6</p> <p>4h. Follow given safety procedures and rules. GLO: C1</p> <p>4i. Recognize international symbols and the Canadian Safety Association signage, which provide information on the safety of substances. Include: flammable, explosive, corrosive, poisonous. GLO: C1</p>	<p>4e. Respond respectfully to the ideas and actions of others, and recognize their ideas and contributions. (ELA 1.1.2, 5.2.2) GLO: C5, C7</p> <p>4f. Assume roles and share responsibilities as group members. (ELA 5.2.1) GLO: C7</p> <p>4g. Verbalize questions, ideas, and intentions during classroom-learning experiences. GLO: C6</p> <p>4h. Follow given safety procedures and rules, and explain why they are needed. GLO: C1</p>	<p>4e. Identify problems as they arise, and work with others to find solutions. GLO: C3, C7</p> <p>4f. Assume roles, and share responsibilities as group members. (ELA 5.2.2) GLO: C7</p> <p>4g. Communicate questions, ideas and intentions, and listen effectively to others during classroom-learning experiences. GLO: C6</p> <p>4h. Use tools and apparatus in a manner that ensures personal safety and the safety of others. GLO: C1</p>					
<b>5. Observing, Measuring, Recording</b>	<p>5a. Observe using one or a combination of senses. GLO: C2</p>		<p>5a. Observe using a combination of the senses. GLO: C2</p>		<p>5a. Make, with guidance, observations that are relevant to a specific question. GLO: A1, A2, C2</p>		<p>5a. Make observations that are relevant to a given question. GLO: A1, A2, C2</p>			
	<p>5b. Describe the duration of events. <i>Examples: long time, short time...</i> (Math SS-VI.0.1) GLO: C2, C3</p> <p>5c. Record observations using drawings. (ELA 4.1.2, 4.2.5) GLO: C6</p>	<p>5b. Use, with guidance, appropriate materials and tools to measure and construct. <i>Examples: use paper clips to measure the width of a desk.</i> (Math SS-IV.1.1) GLO: C2, C3, C5</p> <p>5c. Estimate and measure the passage of time using non-standard units, and compare the duration of activities. (Math SS-VI.1.1) GLO: C2, C3, C5</p> <p>5d. Select an appropriate non-standard unit, and estimate and measure length. (Math SS-I.1.1) GLO: C2, C3, C5</p> <p>5e. Record observations using drawings and tally charts. (ELA 4.1.2., 4.2.5; Math SP-II.1.1) GLO: C2, C6</p>	<p>5b. Use, with guidance, tools to observe, measure, and construct. <i>Examples: ruler, metre stick, pan balance, magnifying glass, bathroom scale, thermometer...</i> (Math SS-VIII.1.2) GLO: C2, C3, C5</p> <p>5c. Estimate and measure the passage of time related to minutes and hours. (Math SS-VI.1.2) GLO: C2, C3, C5</p> <p>5d. Estimate and measure length using standard units. (Math SS-I.1.2) GLO: C2, C3, C5</p> <p>5e. Record observations using written language, drawings, and, with guidance, charts. (ELA 4.1.2, 4.2.5) GLO: C2, C6</p>	<p>5b. Use tools to observe, measure, and construct. Include: ruler, metre stick, pan balance, magnifying glass, bathroom scale, thermometer, magnet. (Math SS-I.1.3, SS-III.1.3, SS-IV.1.3, SS-VII.4.3) GLO: C2, C3, C5</p> <p>5c. Estimate and measure mass/weight, length, volume, and temperature using standard units. (Math SS-IV.1.3, SS-I.1.3, SS-III.1.3, SS-VIII.4.3) GLO: C2, C3, C5</p> <p>5d. Estimate and measure the passage of time using standard units. Include: seconds, minutes, hours. (Math SS-VI.1.3) GLO: C2, C3, C5</p> <p>5e. Record observations in a variety of ways. <i>Examples: point-form notes, sentences, simple diagrams, charts...</i> (ELA 3.2.1, 3.3.2, 4.1.3; Math SP-II.2.1, SP-V.2.3) GLO: C2, C6</p>	<p>5a. Select and use tools to observe, measure, and construct. <i>Examples: tuning fork, prism, binoculars, measuring tape...</i> GLO: C2, C3, C5</p> <p>5b. Estimate and measure mass/weight, length, volume, area, and temperature using standard units. (Math SS-IV.1.4, SS-I.1.4, SS-III.1.4, SS-II.1.4) GLO: C2, C3, C5</p> <p>5c. Record observations in a variety of ways. <i>Examples: point-form notes, sentences, labelled diagrams, charts...</i> (ELA 2.1.1, 3.3.1, 4.1.1, 4.1.2; Math SP-1.2.4, SP-II.2.4) GLO: C2, C6</p>					

Students will...

	Kindergarten		Grade 1		Grade 2		Grade 3		Grade 4	
	Scientific Inquiry	Design Process	Scientific Inquiry	Design Process	Scientific Inquiry	Design Process	Scientific Inquiry	Design Process	Scientific Inquiry	Design Process
6. Analysing and Interpreting	6a. Construct, with guidance, concrete-object graphs using 1:1 correspondence. (Math SP-III.2.0) GLO: C2, C6		6a. Construct, with guidance, concrete-object graphs and pictographs using 1:1 correspondence. (Math SP-III.2.1) GLO: C2, C6		6a. Construct and label concrete-object graphs, pictographs, and bar graphs using 1:1 correspondence. (Math SP-III.2.2) GLO: C2, C6		6a. Display data using more than one way to represent the same data. (Math SP-III.2.3) GLO: C2, C6		6a. Construct bar graphs and pictographs using many to one correspondence, and interpret these as well as graphs from other sources. (Math SP-III.2.4) GLO: C2, C6	
	6b. Compare data using appropriate terms. <i>Examples: more, less, same...</i> (Math SP-IV.1.0) GLO: A1, A2, C2, C5		6b. Compare data using quantitative terms, and ask questions about the data gathered. (Math SP-IV.1.1) GLO: A1, A2, C2, C5		6b. Discuss data and generate new questions from displayed data. (Math SP-IV.1.2) GLO: A1, A2, C2, C5		6b. Discuss data and generate new questions from displayed data. (Math SP-IV.1.2) GLO: A1, A2, C2, C5		6b. Identify and suggest explanations for patterns and discrepancies in data. GLO: A1, A2, C2, C5	
	6c. Place materials and objects in a sequence or in groups using a single, self-determined attribute. (Math PR-I.1.0) GLO: C2, C3, C5		6c. Place materials and objects in a sequence or in groups using a single, given attribute or a single, self-determined attribute. (Math SP-IV.2.1) GLO: C2, C3, C5		6c. Place materials and objects in a sequence or in groups using one or two attributes, and describe the system used. (Math SP-III.0.2) GLO: C2, C3, C5		6c. Place materials and objects in a sequence or in groups using two or more attributes, and describe the system used. (Math PR-I.1.3) GLO: C2, C3, C5		6c. Choose and identify relevant attributes for use in a classification system, and create a chart or diagram that shows the method of classifying. (Math PR-II.2.4) GLO: C2, C3, C5	
7. Concluding and Applying			7a. Propose an answer to the initial question based on their observations. GLO: A1, A2, C2	7b. Propose a solution to the initial problem. GLO: C3 7c. Identify new problems that arise. GLO: C3	7a. Propose an answer to the initial question based on their observations. (Math SP-IV.2.2) GLO: A1, A2, C2	7b. Propose a solution to the initial problem. GLO: C3 7c. Identify new problems that arise. GLO: C3	7a. Draw a simple conclusion based on their observations. GLO: A1, A2, C2 7b. Explain why conclusions related to classroom experiments should be based on multiple trials or classroom data rather than on an individual result. GLO: A1, A2, C2	7c. Identify new problems that arise. GLO: C3	7a. Draw a conclusion based on evidence gathered through research and observation. GLO: A1, A2, C2 7b. Identify new questions that arise from what was learned. (ELA 3.3.4) GLO: A1, C2	7c. Identify new problems that arise. GLO: C3
	7a. Recognize connections between new experiences and prior knowledge. (ELA 1.2.1) GLO: A2 7b. Describe, in a variety of ways, what was done and what was observed. <i>Examples: concrete materials, drawings, oral language...</i> (ELA 4.1.2, 4.1.3) GLO: C6		7d. Connect new experiences and information with prior knowledge. (ELA 1.2.1) GLO: A2 7e. Describe, in a variety of ways, what was done and what was observed. <i>Examples: concrete materials, drawings, oral language...</i> (ELA 4.1.2, 4.1.3) GLO: C6		7d. Connect new experiences, ideas, and information with prior knowledge and experiences. (ELA 1.2.1, 2.1.2) GLO: A2 7e. Describe, in a variety of ways, what was done and what was observed. <i>Examples: concrete materials, captioned drawings, oral language...</i> (ELA 4.1.2, 4.2.5) GLO: C6		7d. Examine how new experiences, ideas, and information connect to prior knowledge and experiences, and record these connections. (ELA 1.2.1, 2.1.2, 3.3.3) GLO: A2, C6 7e. Communicate results and conclusions in a variety of ways. <i>Examples: point-form lists, sentences, simple diagrams, charts, demonstrations...</i> (ELA 2.3.5, 3.3.2, 4.1.3; Math SP-III.2.3; TFS 2.1.4) GLO: C6		7d. Construct meaning in different contexts by connecting new experiences and information to prior experiences and knowledge. (ELA 1.2.1, 2.1.2) GLO: A2, C6 7e. Communicate results and conclusions in a variety of ways. <i>Examples: point-form lists, sentences, graphs, labelled diagrams, charts...</i> (ELA 2.3.5, 4.2.5; Math SP-III.1.4, SP-III.2.4; TFS 2.1.4) GLO: C6	
8. Reflecting on Science and Technology	8a. Recognize that learning can come from careful observations and investigations. (ELA 3.3.4) GLO: A1, A2, C2		8a. Recognize that learning can come from careful observations and investigations. (ELA 3.3.4) GLO: A1, A2, C2	8b. Recognize that tools are developed in response to human needs. GLO: A3	8a. Recognize that learning can come from careful observations and investigations. (ELA 3.3.4) GLO: A1, A2, C2	8b. Recognize that tools are developed in response to human needs. GLO: A3, B2	8a. Recognize that valid experiments normally have reproducible results, which may vary slightly. GLO: A1, A2, C2 8b. Recognize that scientists develop explanations from observations and what they already know about the world, and that good explanations are based on evidence. GLO: A1, A2, C2	8c. Recognize that designing a solution to a simple problem may have considerations, such as cost, materials, time, and space. GLO: B2, C3	8a. Recognize that experimental results vary slightly when carried out by different persons, or at different times or places; but that if the results of repeated experiments are very different, something must be wrong with the design of the experiment. GLO: A1, A2, C2 8b. Recognize that scientists must support their explanations using evidence and scientific knowledge. GLO: A1, A2, C2	8c. Recognize that designing a solution to a simple problem may have considerations, such as cost, materials, time, and space. GLO: B2, C3
9. Demonstrating Scientific and Technological Attitudes	9a. Be open-minded while exploring. GLO: C5 9b. Willingly observe, question, and explore. GLO: C5 9c. Express enjoyment of science-related classroom activities. GLO: C5		9a. Willingly consider other people's views. GLO: C5, C7 9b. Willingly observe, question, and explore. GLO: C5 9c. Express enjoyment of science-related classroom activities. GLO: C5 9d. Take the time to measure with care. GLO: C5		9a. Willingly consider other people's views. GLO: C5, C7 9b. Express enjoyment when sharing and discussing science-related experiences from daily life. GLO: C5 9c. Take the time to repeat a measurement or observation for greater precision or detail. GLO: C5		9a. Listen to and consider differing opinions. (ELA 5.2.3) GLO: C5, C7 9b. Express enjoyment when sharing and discussing science-related experiences from daily life. (ELA 4.4.3) GLO: C5 9c. Take the time to repeat a measurement or observation for greater precision or detail. GLO: C5		9a. Respect alternative views of the world. (ELA 5.1.1) GLO: C5, C7 9b. Demonstrate confidence in their ability to do science. GLO: C5 9c. Report and record what is observed, not what they think they ought to observe, nor what they believe the teacher expects. GLO: C5	