Unit Three-Sensing the Environment
Duration: 31 lessons

The students will learn:

- Animals receive various types of information through their sense receptors, process the information, and respond to the information in different ways
- Animals' sense receptors are structures specialized to detect different kinds of information in their environments.
- Animals can hear and/or feel mechanical waves when vibrations stimulate sense receptors.
- Animals' brains receive and process information, which can guide their actions.

Essential Standards:

4-LS1-1 Construct an argument that plants and animals have internal and external structures that function to support survival, growth, behavior, and reproduction.
4-LS1-2 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.
4-PS4-1 Develop a model of waves to describe patterns in terms of amplitude and wavelength and those waves can cause objects to move.
4-PS4-1 Develop a model of waves to describe patterns in terms of amplitude and wavelength and that wave can cause objects to move.

Tasks:
Performance Expectation

Application Concept Task

Performance Task
End of Module Task

Science and Engineering Practice

- Asking Questions and Defining Problems
- Developing and Using Models
- Planning and Carrying Out Investigations
- Constructing Explanations and Designing Solutions
- Engaging in Argument from Evidence
- Obtaining, Evaluating, and Communicating Information

Cross Cutting Concepts

- Patterns
- Cause and Effect
- Systems and System Models
- Energy and Matter
- Structure and Function