#### Arizona Science Standards Revision Working Group















#### Introductions

- Sarah Sleasman
  - Director of Science and STEM
- Brea Rivera
  - Science Specialist
- Jonathan Moore, Ed. D.
  - Deputy Associate Superintendent
- Heather Cruz, Ed. D.
  - Associate Superintendent





#### Arizona Science Standards Revision Working Group



Today we will...

Using Science – group discussion

Finish any final verb review using science check

Vertical alignment/ complimentary standards connections and links

Rating the Standards





## Housekeeping

- 1. Sign in
- 2. Parking validation
- 3. Restrooms
- 4. Breaks/Lunch
- 5. Sign forms All members

Cell phones should only be used during breaks and lunch. If you need to take a call, please go to the break room. Please check text and email only during break due to non-disclosure.





#### Housekeeping

Dr. Eugene Judson

Associate Professor - Science Education Arizona State University



ASU Research project – IRB consent

Participation in this research project is completely voluntary and does not impact your participation in standards work.





# **Biggest Thank You!**







# Introductions

Introduce yourself by telling everyone in the group:

- 1. Your name
- 2. Your school/district
- 3. Your current position





# **Working Group Norms**

- Actively engage in all discussions
- Be open-minded
- Have an attitude that fosters collaboration, agreement, and consensus
- Be mindful of timelines and scope of work
- Cell phone/email checks are limited to breaks





# Standards, Curriculum, & Instruction

**Standards** – What a student needs to know, understand, and be able to do by the end of each grade. Standards build across grade levels in a progression of increasing understanding and through a range of cognitive demand levels.

Standards are adopted at the state level by the State Board of Education.







# Standards, Curriculum, & Instruction

**Curriculum** – The resources used for teaching and learning the standards. **Curricula are adopted at a local level by districts and schools**.

**Instruction** – The methods used by teachers to teach their students. **Instructional techniques are employed by individual teachers** in response to the needs of the students in their classes to help them progress through the curriculum in order to master the standards.







# **Working Group Norms**

#### No "I" Statements









Reminder: Keep in mind our work product is public record.





#### Refine Framework draft learning progression

Life Science Standards	Learning Progressions, Key Terms, and Crosscutting Concepts		
1.L1U1.6			
<b>Observe, describe, and predict</b> life cycles of animals and plants.	<b>Plants</b> and <b>animals</b> have predictable <b>characteristics</b> at different <b>stages of development</b> . Plants and animals <b>grow</b> and change. Adult plants and animals can have <b>young</b> . <sup>4</sup> All will at some stage carry out the <b>life processes</b> of respiration, reproduction, feeding, excretion, growth and developments, and all will eventually die. <sup>2</sup>		
	Crosscutting Concepts: <b>cause and effect, stability and change,</b> patterns, structure and function. <sup>1</sup>		
1.L2U2.7			
<b>Develop and use models</b> about how living things use resources to grow and survive; <b>design and evaluate</b> habitats for organisms using earth materials.	All living things need food as their source of <b>energy</b> as well as air, water and certain temperature conditions. Plants can use <b>sunlight</b> to make the food they need. Animals need food that they can break down, which comes either directly by eating plants ( <b>herbivores</b> ) or by eating animals ( <b>carnivores</b> ) which have eaten plants or other		
1.L2U1.8			
<b>Construct an explanation</b> describing how organisms obtain resources from the environment including materials that are used again by other organisms.	animals. <sup>2</sup> Animals depend on their surroundings ( <b>habitats</b> ) to get what they need, including food, water, shelter, and a favorable temperature. <sup>4</sup>		
Concepts taught in <u>K.L1U1.5</u> , <u>K.L4U2.7</u>	Crosscutting Concepts: <b>cause and effect, stability and change,</b> patterns, structure and function. <sup>4</sup>		
1.L3U2.9			
<b>Obtain, evaluate, and communicate information</b> to support an evidence-based explanation that plants and animals produce offspring of the same kind, but offspring are generally not identical to each other or their parents.	<b>Living</b> things produce <b>offspring</b> of the same kind, but offspring are not <b>identical</b> with each other or with their <b>parents</b> . Plants and animals, including humans, resemble their parents in many features because information is passed from one <b>generation</b> to the next.		
	Crosscutting Concepts: <b>cause and effect, stability and change,</b> patterns, structure and function. <sup>4</sup>		



#### Refine the Cross-cutting concepts

Life Science Standards	Learning Progressions, Key Terms, and Crosscutting Concepts	
1.L1U1.6		
<b>Observe, describe, and predict</b> life cycles of animals and plants.	<b>Plants</b> and <b>animals</b> have predictable <b>characteristics</b> at different <b>stages of development</b> . Plants and animals <b>grow</b> and change. Adult plants and animals can have <b>young</b> . <sup>4</sup> All will at some stage carry out the <b>life processes</b> of respiration, reproduction, feeding, excretion, growth and developments, and all will eventually die. <sup>2</sup>	
	Crosscutting Concepts: <b>cause and effect, stability and change</b> , patterns, structure and function. <u>4</u>	
1.L2U2.7		
<b>Develop and use models</b> about how living things use resources to grow and survive; <b>design and evaluate</b> habitats for organisms using earth materials.	All living things need food as their source of <b>energy</b> as well as air, water and certain temperature conditions. Plants can use <b>sunlight</b> make the food they need. Animals need food that they can break down, which comes either directly by eating plants ( <b>herbivores</b> ) or by eating animals ( <b>carnivores</b> ) which have eaten plants or other animals. <sup>2</sup> Animals depend on their surroundings ( <b>habitats</b> ) to get what they need, including food, water, shelter, and a favorable temperature. <sup>4</sup> Crosscutting Concepts: <b>cause and effect, stability and change</b> , patterns, structure and function. <sup>4</sup>	
1.L2U1.8 Construct an explanation describing how organisms obtain resources from the environment including materials that are used again by other organisms.		
Concepts taught in <u>K.L1U1.5</u> , <u>K.L4U2.7</u>		
1.L3U2.9		
<b>Obtain, evaluate, and communicate information</b> to support an evidence-based explanation that plants and animals produce offspring of the same kind, but offspring are generally not identical to each other or their parents.	<b>Living</b> things produce <b>offspring</b> of the same kind, but offspring are not <b>identical</b> with each other or with their <b>parents</b> . Plants and animals, including humans, resemble their parents in many features because information is passed from one <b>generation</b> to the next.	
	Crosscutting Concepts: <b>cause and effect, stability and change,</b> patterns, structure and function. <u>4</u>	





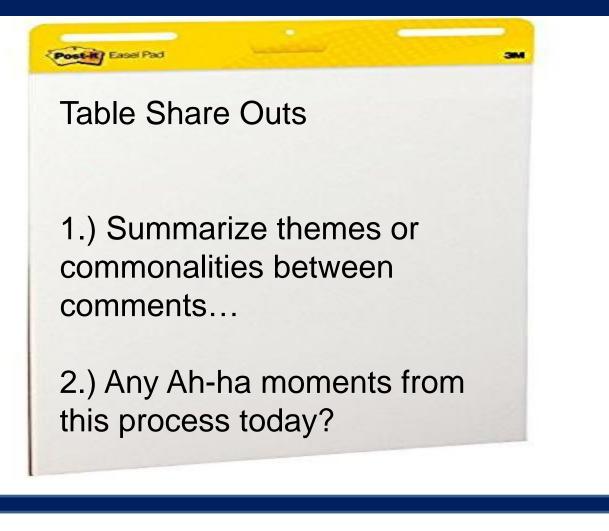
After all the changes...double check the coding and the "U1-4" for using science are correct...

Life Standards	Learning Progressions, Key Terms, and Crosscutting Concepts	
1.L U1.6		
<b>Observe, describe, and predict</b> life cycles of animals and plants.	Plants and animals have predictable characteristics at different stages of development. Plants and animals grow and change. Adult plants and animals can have young. <sup>4</sup> All will at some stage carry out the life processes of respiration, reproduction, feeding, excretion, growth and developments, and all will eventually die. <sup>2</sup> Crosscutting Concepts: cause and effect, stability and change, patterns, structure and function. <sup>4</sup>	
1.L U2.7	patterns, su detare and rancion-	
<b>Develop and use models</b> about how living things use resources to grow and survive; <b>design and evaluate</b> habitats for organisms using earth materials.	All living things need food as their source of <b>energy</b> as well as air, water and certain temperature conditions. Plants can use <b>sunlight</b> make the food they need. Animals need food that they can break down, which comes either directly by eating plants ( <b>herbivores</b> ) o	
1.L U1.8	by eating animals (carnivores) which have eaten plants or other	
<b>Construct an explanation</b> describing how organisms obtain resources from the environment including materials that are used again by other organisms.	animals. <sup>2</sup> Animals depend on their surroundings (habitats) to get what they need, including food, water, shelter, and a favorable temperature. <sup>4</sup>	
Concepts taught in <u>K.L1U1.5</u> , <u>K.L4U2.7</u>	Crosscutting Concepts: <b>cause and effect, stability and change,</b> patterns, structure and function. <sup>4</sup>	
1.L U2.9		
<b>Obting aluate, and communicate information</b> to support an evidence-based explanation that plants and animals produce offspring of the same kind, but offspring are generally not identical to each other or their parents.	<b>Living</b> things produce <b>offspring</b> of the same kind, but offspring are not <b>identical</b> with each other or with their <b>parents</b> . Plants and animals, including humans, resemble their parents in many features because information is passed from one <b>generation</b> to the next.	
	Crosscutting Concepts: <b>cause and effect, stability and change</b> , patterns, structure and function. <sup>4</sup>	

#### Final verb review

Life Science Standards	Learning Progressions, Key Terms, and Crosscutting Concepts	
111116		
<b>Observe, describe, and predict</b> ife cycles of animals and plants.	Plants and animals have predictable characteristics at different stages of development. Plants and animals grow and change. Adult plants and animals can have young. <sup>4</sup> All will at some stage carry out the life processes of respiration, reproduction, feeding, excretion, growth and developments, and all will eventually die. <sup>2</sup> Crosscutting Concepts: cause and effect, stability and change, patterns, structure and function. <sup>4</sup>	
1.L2U2.7		
<b>Develop and use models</b> bout how living things use resources to grow and survive; <b>design and evaluate</b> habitats for organisms using earth materials.	All living things need food as their source of <b>energy</b> as well as air, water and certain temperature conditions. Plants can use <b>sunlight</b> make the food they need. Animals need food that they can break down, which comes either directly by eating plants ( <b>herbivores</b> ) o	
<b>1 L2UL8</b> <b>Construct an explanation</b> escribing how organisms obtain again by other organisms.	by eating animals (carnivores) which have eaten plants or other animals. <sup>2</sup> Animals depend on their surroundings (habitats) to get what they need, including food, water, shelter, and a favorable temperature. <sup>4</sup>	
Concepts taught in <u>K.L1U1.5</u> , <u>K.L4U2.7</u>	Crosscutting Concepts: <b>cause and effect, stability and change,</b> patterns, structure and function. <u>4</u>	
113112.9		
<b>Obtain, evaluate, and communicate information</b> to support an window been download in the plants and unimals produce offspring of the same kind, but offspring are generally not identical to each other or their parents.	<b>Living</b> things produce <b>offspring</b> of the same kind, but offspring are not <b>identical</b> with each other or with their <b>parents</b> . Plants and animals, including humans, resemble their parents in many features because information is passed from one <b>generation</b> to the next.	
	Crosscutting Concepts: <b>cause and effect, stability and change,</b> patterns, structure and function. <sup>4</sup>	

#### **Final Thoughts**







#### **Final Thoughts**

#### Standards Revision Executive Summary

Grade Level	Key Highlights from Public Comment and/or Technical Review	Key Points of Discussion from Working Group	Key Revisions and/or Changes
Kindergarten			
First Grade			
Second Grade			
Third Grade			
Fourth Grade			
Fifth			
Sixth			



