

REPORT CARD -

<p>Asks and Identifies questions to be answered</p>	<p>Asking Questions and Defining Problems</p> <ul style="list-style-type: none">• Define a simple design problem that can be solved through the development of an object, tool, process, or system and includes several criteria for success and constraints on materials, time, or cost. <p>Students could define a simple design problem [caused by the fact that] some kinds of organisms cannot survive at all [in a] particular environment. 3-LS4-3</p>
<p>Conducts investigations and collects data</p>	<p>Planning and Carrying Out Investigations</p> <ul style="list-style-type: none">• Evaluate appropriate methods and/or tools for collecting data. <p>Students could evaluate appropriate methods for collecting data [on how] groups of animals vary dramatically in size. 3-LS2-1</p>
<p>Uses scientific models to show thinking</p>	<p>Developing and Using Models</p> <ul style="list-style-type: none">• Use a model to test cause and effect relationships or interactions concerning the functioning of a natural or designed system. <p>Students could use a model to test interactions in and function of a designed system [that] can reduce the impacts of natural hazards. 3-ESS3-1</p>
<p>Designs or builds a device that solves a specific problem</p>	<p>Constructing Explanations and Designing Solutions</p> <ul style="list-style-type: none">• Construct an explanation of observed relationships (e.g., the distribution of plants in the backyard). <p>Students could construct an explanation of observed relationships [between] particular environments [and] survival of organisms. 3-LS4-3</p>