

Elementary GATE - Grade 1

Unit Title: First Grade Unit One (Picture Perfect STEM)

Stage 1: Desired Results

Standards & Indicators:

National Standards in Gifted and Talented Education

- **1.1** - Self-Understanding. Students with gifts and talents recognize their interests, strengths, and needs in cognitive, creative, social, emotional, and psychological areas.
 - **2.1** - Identification. All students in Pre-K through grade 12 with gifts and talents have equal access to the identification process and proportionally represent each campus.
 - **2.5** - Learning Progress. Students self assess their learning progress.
 - **3.2** - Talent Development. Students with gifts and talents demonstrate growth in social and emotional and psychosocial skills necessary for achievement in their domain(s) of talent and/or areas of interest.
 - **3.3** - Responsiveness to Diversity. Students with gifts and talents develop knowledge and skills for living in and contributing to a diverse and global society.
 - **3.4** - Instructional Strategies. Students with gifts and talents demonstrate their potential or level of achievement in their domain(s) of talent and/or areas of interest.
 - **3.5** - Instructional Strategies. Students with gifts and talents become independent investigators
 - **4.1** - Personal Competence. Students with gifts and talents demonstrate growth in personal competence and dispositions for exceptional academic and creative productivity. These include self-awareness, self-advocacy, self-efficacy, confidence, motivation, resilience, independence, curiosity, and risk taking.
 - **4.2** - Social Competence. Students with gifts and talents develop social competence manifested in positive peer relationships and social interactions.
- 6.1. Talent Development. Students identify and fully develop their talents and gifts as a result of interacting with educators who possess content pedagogical knowledge and meet national teacher preparation standards in gifted education and the Standards for Professional Learning.

Career Readiness, Life Literacies and Key Skills

Standard	Performance Expectations	Core Ideas
9.4.2.CI.1 - Demonstrate openness to new ideas and perspectives. 9.4.2.CI.2 - Demonstrate originality and inventiveness in work. 9.4.5.CI.3: Participate in a brainstorming session with individuals with diverse perspectives to expand one's thinking about a topic of curiosity. 9.4.5.CI.4: Research the development process of a product and identify the role of failure as a part of the creative process. 9.4.5.CT.1: Identify and gather relevant data that will aid in the problem-solving process.	Students will verbally communicate project designs using reasoning and prior knowledge. Students will complete assigned tasks using original ideas and designs. Students will offer and accept constructive criticism.	Design communication Implementing original ideas into design plans Accept others ideas and suggestions

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9.4.5.CT.2: Identify a problem and list the types of individuals and resources 9.4.5.CT.3: Describe how digital tools and technology may be used to solve problems. 9.4.5.CT.4: Apply critical thinking and problem-solving strategies to different types of problems such as personal, academic, community and global.		
Central Idea/Enduring Understanding: Engineering requires the use of the engineering design process.	Essential/Guiding Question: How does the engineering design process lead to better results?	
Content: - Enchanted Engineering; Building a Zipline - Flight of the Pollinators - A Birthday is no Ordinary Day!	Skills (Objectives): - Design and create a zipline - Design a simple model to demonstrate pollination. - Discuss the predictable patterns of earth's motion to your birthday.	
Interdisciplinary Connections: <u>NJSLS - Science</u> - K-2-ETS1-1.Ask questions, make observations, and gather information about a situation people want to change to define a simple problem that can be solved through the development of a new or improved object or tool. - K-2-ETS1-2.Develop a simple sketch, drawing, or physical model to illustrate how the shape of an object helps it function as needed to solve a given problem. - K-2-ETS1-3.Analyze data from tests of two objects designed to solve the same problem to compare the strengths and weaknesses of how each performs. 1-ESS1-1 Use observations of the sun, moon, and stars to describe patterns that can be predicted. <u>NJSLS Math</u> - MP.2 Reason abstractly and quantitatively. - MP.4 Model with mathematics. - MP5 Use appropriate tools strategically. <u>NJSLS Reading</u> RI.CR.1.1 - Ask and answer questions about key details in an informational text (e.g., who, what, where, when, why how) <u>NJSLS Writing</u> W.IW.1.2 - With prompts and support, write informative/explanatory texts to examine a topic and convey ideas and information. W.IW.1.2.a - Introduce a topic. W.IW.1.2.b - Develop the topic with facts or other information and examples related to the topic. W.IW.1.2.c - Provide a conclusion W.WR.1.5 - With prompting and support, generate questions through shared research about a topic and determine possible sources to obtain information on that topic		

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- **W.SE.1.6** - With guidance and support from adults, gather and select information from multiple sources to answer a question or write about a topic.

Stage 2: Assessment Evidence

Performance Task(s):

- Complete a model zipline
- Create a model of a pollinator to demonstrate pollination
- Conduct research to complete a birthday cake with motions of the sun displayed.

Other Evidence:

- Zipline completion with at least one improvement accomplished
- Students verbally demonstrate knowledge of pollination using completed model.
- Students birthday cake is completed with sun patterns included.

Stage 3: Learning Plan

Learning Opportunities/Strategies:

Lesson 1

- Engage students with the short story; *The Enchanted Forest*. Next, show students a graphic organizer displaying the steps of the engineering design process.

Lesson 2

- Students begin the zipline challenge. Students use engineering journals to plan and sketch their design and decide on materials.

Lesson 3

- Students begin to build their ziplines using materials provided. Students keep a journal of problems encountered and how problems were solved.

Lesson 4

- Testing day- students test their ziplines with as many sugar berries (mini marshmallows) as they can fit. Count and record the number of berries transported.

Lesson 5

- Students reflect and revise/modify their zipline carts to improve before retesting.

Lesson 6

- Flight of the Pollinators - Engage students with *Flowers are Calling* Read Aloud. Explore with - look at a flower, what do you see?

Lesson 7

- Explain with *What is Pollination?* Read Aloud. Begin Pollinator Model Design Challenge.

Lesson 8

- Complete Pollinator Model Design Challenge.

Resources:

Lesson 1

- Short story - *The Enchanted Forest*
- Graphic organizer

Lesson 2

- Engineering journals
- Several materials listed in the journal.

Lesson 3

- Engineering journals
- Several materials listed in the journal.

Lesson 4

- Engineering journals
- Various materials from classroom and home
- Mini Marshmallows.

Lesson 5

- Engineering journals
- Various materials from classroom and home
- Mini Marshmallows.

Lesson 6

- Book - *Flowers are Calling*
- Student observation page

Lesson 7

- Book - *What is Pollination?*
- Design Challenge student pages

Lesson 8

- Design Challenge student pages

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<u>Lesson 9</u> ● Pollinator presentations. Students present their models and describe how their models show pollination. <u>Lesson 10</u> ● A birthday is no ordinary day! Engage with <i>A Birthday Cake is No Ordinary Cake</i>. Using a globe and flashlight, the teacher models the pattern of the sun and earth throughout the year. <u>Lesson 11</u> ● Explain with Birthday Seasons Read Aloud. Elaborate with birthday celebrations (ongoing). <u>Lesson 12</u> ● Students design birthday cards which include sun patterns.	● Building materials <u>Lesson 9</u> ● Pollinator models <u>Lesson 10</u> ● Book - <i>A Birthday Cake is No Ordinary Cake</i> ● Globe and flashlight <u>Lesson 11</u> ● Internet access ● Plant and animal cards <u>Lesson 12</u> ● Birthday card student page ● Crayons		
<u>Differentiation</u> *Please note: Teachers who have students with 504 plans that require curricular accommodations are to refer to struggling and/or Special Needs Section for differentiation.			
High-Achieving Students Students will be provided with more challenging work based on their individual needs.	On Grade Level Students Students will be provided with more challenging work based on their individual needs.	Struggling Students Student and teacher will make plan to improve in certain areas as needed	Special Needs/ELL Students will be allotted extra time as needed to finish projects. Students will have the opportunity to work solo if needed.

Unit Title: First Grade Unit Two (Picture Perfect STEM)

Stage 1: Desired Results

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- **3.4** - Instructional Strategies. Students with gifts and talents demonstrate their potential or level of achievement in their domain(s) of talent and/or areas of interest.
- **3.5** - Instructional Strategies. Students with gifts and talents become independent investigators

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- **4.1 - Personal Competence.** Students with gifts and talents demonstrate growth in personal competence and dispositions for exceptional academic and creative productivity. These include self-awareness, self-advocacy, self-efficacy, confidence, motivation, resilience, independence, curiosity, and risk taking.
 - **4.2 - Social Competence.** Students with gifts and talents develop social competence manifested in positive peer relationships and social interactions.
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Career Readiness, Life Literacies and Key Skills

Standard	Performance Expectations	Core Ideas
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<u>Central Idea/Enduring Understanding:</u> Communicate solutions that will reduce the impact of humans on the land, water, air and other living things in the environment.	<u>Essential/Guiding Question:</u> How do humans use the engineering design process to improve environmental conditions?
<u>Content:</u> - Design a Habitat - Plant a tree - Pill bugs	<u>Skills (Objectives):</u> - Design and create a model habitat for a pet - Understand the benefits of trees - Solve a human problem through biomimicry - Design a simple model to demonstrate pollination.

Interdisciplinary Connections:

NJSLS - Science•

- K-2-ETS1-1.Ask questions, make observations, and gather information about a situation people want to change to define a simple problem that can be solved through the development of a new or improved object or tool.
- K-2-ETS1-2.Develop a simple sketch, drawing, or physical model to illustrate how the shape of an object helps it function as needed to solve a given problem.
- K-2-ETS1-3.Analyze data from tests of two objects designed to solve the same problem to compare the strengths and weaknesses of how each performs.
- 1-LS1-1 Use materials to design a solution to a human problem by mimicking how plants and/or animals use their external parts to help them survive, grow, and meet their needs.

NJSLS Math

- MP.2 Reason abstractly and quantitatively.
- MP.4 Model with mathematics.
- MP.5 Use appropriate tools strategically.

NJSLS Reading

- RI.CR.1.1** - Ask and answer questions about key details in an informational text (e.g., who, what, where, when, why how)

NJSLS Writing

- W.IW.1.2** - With prompts and support, write informative/explanatory texts to examine a topic and convey ideas and information.
- W.IW.1.2.a** - Introduce a topic.
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- W.IW.1.2.c** - Provide a conclusion
- W.WR.1.5** - With prompting and support, generate questions through shared research about a topic and determine possible sources to obtain information on that topic
- W.SE.1.6** - With guidance and support from adults, gather and select information from multiple sources to answer a question or write about a topic.

Stage 2: Assessment Evidence

<u>Performance Task(s):</u> - Complete model habitat - Plant a tree, describe the benefits - Create a solution with biomimicry	<u>Other Evidence:</u> - Group discussion of needs of different animals - Students reflect in We Planted a Tree journal. - Students show understanding of nature in engineering solutions - Students evaluate the human benefits from pollination
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Stage 3: Learning Plan

Learning Opportunities/Strategies:

Lesson 1

- Engage students with, *I Wanna Iguana*, and explore with Observing Iguanas.

Lesson 2

- Explain with, *Where Do Animals Live?* Read-Aloud. Students pair up and complete animal habitat sort.

Lesson 3

- Elaborate with Design a Habitat Challenge. Enrichment research - choose an animal.

Lesson 4

- Create habitat model

Lesson 5

- Evaluate with *I Wanna Iguana* re-reading. Whole group discussion on student habitat models using connections to the reading.

Lesson 6

- Plant a Tree- Engage students with *Wangari's Tree of Peace* Read Aloud. Google Earth field trip to Kenya.

Lesson 7

- Explore with Observe a Tree activity
- Explain connections to *We Planted a Tree* Read Aloud.

Lesson 8

- Elaborate with the "Plant for the Planet" video. Whole class researches where to plant a tree and what type of tree to plant.

Lesson 9

- Plant a tree day! Whole class goes to the planned location to plant and fertilize the tree. Group discussion of what trees need. Students complete *We Planted a Tree* journal. Compare journals as a group.

Lesson 10

- Pillbots - Engage with *Next Time You See a Pill Bug* Read Aloud. Explore with pill bug observations and discuss as a group.

Lesson 11

Resources:

Lesson 1

- Book - *I Wanna Iguana*
- Observing Iguanas group discussion

Lesson 2

- Book - *Where Do Animals Live?*
- Animal habitat sort cards

Lesson 3

- Design a Habitat student planning page
- Animal research page

Lesson 4

- Various materials from classroom and home.

Lesson 5

- Book - *I Wanna Iguana*
- Habitat models

Lesson 6

- Book - *Wangari's Tree of Peace*
- Google Earth

Lesson 7

- Observe a Tree activity
- Book - *We Planted a Tree*

Lesson 8

- Video
- Internet access

Lesson 9

- Tree sapling
- Fertilizer
- Water
- We Planted a Tree* Journal

Lesson 10

- Book - *Next Time You See a Pill Bug*
- Pill bugs in a proper container.
- Pill Bug observation student page.

Lesson 11

- Internet access

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• Discuss biomimicry. Students research an assigned plant or animal and how humans have mimicked it through engineering. <u>Lesson 12</u> • Students create a pillbot that solves a human problem through biomimicry. Discuss as a group. Students offer suggestions of improvement.	• Plant and animal cards <u>Lesson 12</u> • My Pillbot student page • crayons		
<u>Differentiation</u> *Please note: Teachers who have students with 504 plans that require curricular accommodations are to refer to the Struggling and/or Special Needs Section for differentiation.			
High-Achieving Students	On Grade Level Students	Struggling Students	Special Needs/ELL
Students will be provided with more challenging work based on their individual needs.	Students will be provided with more challenging work based on their individual needs.	Student and teacher will make plan to improve in certain areas as needed	Students will be allotted extra time as needed to finish projects Students will have the opportunity to work solo if needed .

Pacing Guide

Course Name	Resource	Standards
UNIT 1 Introduction to Engineering and the Engineering Design Process 12 days 1 day per the 6 day cycle 12 weeks	A . Enchanted STEM; Building a Zipline B. Picture Perfect STEM Chapter 18 C. Picture Perfect STEM Chapter 19	National Standards in Gifted and Talented Education 1.1, 2.1, 2.5, 3.2, 3.3, 3.4, 3.5, 4.1, 4.2, 6.1 NJSLS - Science K-2-ETS1-1, K-2-ETS1-2, K-2-ETS1-3, 1-ESS1
UNIT 2 Picture Perfect STEM 12 Days 1 day per the 6 day cycle 12 weeks	Picture Perfect STEM Book Chapter 6 Chapter 8 Chapter 14	National Standards in Gifted and Talented Education 1.1, 2.1, 2.5, 3.2, 3.3, 3.4, 3.5, 4.1, 4.2, 6.1 NJSLS - Science K-2-ETS1-1, K-2-ETS1-2, K-2-ETS1-3, 2-PS1-1