

GRADE 4

DISTRICT 742 COMMUNITY SCHOOLS

SCIENCE PROGRAM GOALS

STANDARD ONE: CONCEPTS IN BIOLOGY

Understand concepts, theories and principles of biology through investigation and analysis.

GOAL 1: Intermediate/Grades 4-5: Observe characteristics of organisms.

- A. Compare common features of vertebrates.
- B. Observe, record, and compare leaf patterns.

GOAL 2: Intermediate/Grades 4-5: Demonstrate knowledge of basic structures and functions of human body.

- A. Define purposes of the skeleton.
- B. Identify types and purposes of joints.
- C. Understand functions of muscles including biceps and triceps.
- D. Recognize a model of the human musculature system.
- E. Observe, record and compare patterns in fingerprints.

STANDARD THREE: EARTH AND SPACE SYSTEMS

Understand concepts, theories and principles of earth and space systems through investigation and analysis.

GOAL 1: Intermediate/Grades 4-5: Explore properties of objects, cycles and patterns in earth systems.

- A. Observe, compare and record the properties of earth materials.

GOAL 2: Intermediate/Grades 4-5:

Measure and classify on the basis of properties and relationships.

- A. Test and classify hardness and composition of minerals.
- B. Compare and contrast rocks and minerals.

STANDARD FOUR: CONCEPTS IN PHYSICS

Understand concepts, theories and principles of physics through investigation and analysis.

**GOAL 1: Intermediate/Grades 4-5:
Observe the characteristics of the physical world.**

- A. Observe and identify symmetry of objects.
- B. Explore and observe mirror images.
- C. Create and identify symmetry with mirrors.
- D. Communicate the relationships between vibrating objects and sound.

STANDARD FIVE: ENVIRONMENTAL SYSTEMS

Apply scientific methods to issues involving relationships among the individual, the society, the economy and the environment.

**GOAL 1: Intermediate/Grades 4-5:
Identify materials and personal behaviors that have an impact on the environment.**

- A. Observe and describe the effects of human behavior on the quality of sound.