

Grade 4

Adopted 2016

Physical Science

1. Use evidence to describe the relationship between the speed of an object and the energy of that object. [PS.4.1](#)

2. Make observations to provide evidence of transfer of energy from place to place by sound, light, heat, and electric currents. [PS.4.2](#)

3. Ask questions and predict outcomes about the changes in energy that occur when objects collide. [PS.4.3](#)

4. Apply scientific ideas to design, test, and refine a device that converts energy from one form to another. [PS.4.4](#)

5. Develop a model of waves to describe patterns in terms of amplitude and wavelength and that waves can cause objects to move. [PS.4.5](#)

6. Develop a model communicating that light reflected from objects into the eye allows objects to be seen. [PS.4.6](#)

7. Generate and compare multiple solutions that use patterns to transfer information. [PS.4.7](#)

Life Science

1. Construct an argument that plants and animals have internal and external structures that function to support survival, growth, behavior, and reproduction. [LS.4.1](#)

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. [LS.4.2](#)

Earth and Space Science

1. Obtain and combine information from a variety of sources to communicate that energy and fuels are derived from natural resources and their uses affect the environment. [ESS.4.1](#)

2. Identify evidence from patterns in rock formations and fossils in rock layers to support an explanation for changes in a landscape over time. [ESS.4.2](#)

3. Make observations or measurements to provide evidence of the effects of weathering or the rate of erosion by water, ice, wind, or vegetation. [ESS.4.3](#)

4. Analyze and interpret data from maps as evidence to make a claim about patterns of Earth's features. ESS.4.4

5. Generate and compare multiple solutions to reduce the impacts of natural Earth processes on humans. ESS.4.5