**COURSE DESCRIPTION**

**Course Title:** STEM 6

**Course Number:** 00794

**Course Prerequisites:** None

**Course Description:** In this course, sixth-grade students will further explore two topics that are part of their Science 6 curriculum: extreme weather and space. Students will learn about the different types of extreme weather phenomena, such as monster storms and tornadoes. They will investigate the scientific principles behind these natural disasters and learn about the ways in which extreme weather affects human societies and vise versa. They will also learn how we can prepare for and mitigate the impacts of these increasing phenomena. They will conclude this unit by designing a multi-part extreme weather arcade game using MakeCode and a weather forecast using Padcaster to demonstrate their new knowledge. In the second part of the course, students will delve into the mysteries of space. They will learn about the different objects in our solar system, including the planets, moons, and asteroids. Students will investigate the scientific principles that govern the movement of celestial bodies, such as gravity and orbital mechanics. They will conclude this unit by creating a comic strip about space using the ComicLife program. By the end of the course, students will have gained a deeper appreciation of the wonders of the natural world and the mysteries of space, and will have developed their skills in critical thinking, problem-solving, and scientific inquiry.

**Suggested Grade Level**: Grade 6

**Length of Course:** One Nine-Week Marking Period

**Units of Credit:** .25

**PDE Certification and Staffing Policies and Guidelines (CSPG) Required Teacher Certifications:**

CSPG 32 Biology, CSPG 34 Chemistry, CSPG 40 Earth and Space Science, CSPG 41 Elementary Education K – 6, CSPG 45 Environmental Science, CSPG 46 General Science, CSPG 50 Mathematics, CSPG 53 Middle Level Mathematics, CSPG 54 Middle Level Science, CSPG 56 Physics, CSPG 65 Technology Education, CSPG 69 Grades PK – 4, CSPG 70 Grades 4 – 8, CSPG 71 Computer Science 7 - 12

To find the CSPG information, go to [CSPG](https://www.education.pa.gov/Educators/Certification/Staffing%20Guidelines/Pages/default.aspx)

**Certification verified by the WCSD Human Resources Department:** Yes No

**WCSD STUDENT DATA SYSTEM INFORMATION**

**Course Level:** Academic

**Mark Types:** Check all that apply.

F – Final Average MP – Marking Period EXM – Final Exam

**GPA Type**:  GPAEL-GPA Elementary  GPAML-GPA for Middle Level  NHS-National Honor Society

UGPA-Non-Weighted Grade Point Average  GPA-Weighted Grade Point Average

**State Course Code**: 03010

To find the State Course Code, go to [State Course Code](https://nces.ed.gov/forum/sced.asp), download the Excel file for *SCED*, click on SCED 6.0 tab, and choose the correct code that corresponds with the course.

**TEXTBOOKS AND SUPPLEMENTAL MATERIALS**

**Board Approved Textbooks, Software, and Materials:**

**Title:**  Middle School SmartLab Learning Hub

**Publisher:** Creative Learning Systems

**ISBN #:**  Click or tap here to enter text.

**Copyright Date:** 2023

**WCSD Board Approval Date:** 01/09/2023

**Supplemental Materials:** Click or tap here to enter text.

**Curriculum Document**

**WCSD Board Approval:**

**Date Finalized:** 5/22/2023

**Date Approved:**  6/12/2023

**Implementation Year:** 2023-2024

**SPECIAL EDUCATION, 504, and GIFTED REQUIREMENTS**

The teacher shall make appropriate modifications to instruction and assessment based on a student’s Individual Education Plan (IEP), Chapter 15 Section 504 Plan (504), and/or Gifted Individual Education Plan (GIEP).

**SCOPE AND SEQUENCE OF CONTENT AND CONCEPTS**

**Marking Period 1**

* Extreme Weather
  + Climate and Monster Storms
  + Tornadoes
  + Earth’s Energy Budget
  + MakeCode Arcade
    - Getting Started
    - Designing an Extreme Weather Themed Games
    - Designing a Multi-Part Extreme Weather Themed Game
  + Padcaster: A New Take on Weather Forecasts
* Space
  + MicroObservatory
    - Introduction
    - Using Telescopes to Understand our Universe
    - AstroPhotography
  + Stellarium
    - Exploring the Celestial Sphere
    - The Sky in Motion
    - Astronomical Predictions
  + Solar Energy and the Earth’s Orbit
  + Comic Life
    - Historical Stories
    - Famous Funnies
    - Pictures Worth a Thousand Words

**Marking Period 2**

* Extreme Weather
  + Climate and Monster Storms
  + Tornadoes
  + Earth’s Energy Budget
  + MakeCode Arcade
    - Getting Started
    - Designing an Extreme Weather Themed Games
    - Designing a Multi-Part Extreme Weather Themed Game
  + Padcaster: A New Take on Weather Forecasts
* Space
  + MicroObservatory
    - Introduction
    - Using Telescopes to Understand our Universe
    - AstroPhotography
  + Stellarium
    - Exploring the Celestial Sphere
    - The Sky in Motion
    - Astronomical Predictions
  + Solar Energy and the Earth’s Orbit
  + Comic Life
    - Historical Stories
    - Famous Funnies
    - Pictures Worth a Thousand Words

**Marking Period 3**

* Extreme Weather
  + Climate and Monster Storms
  + Tornadoes
  + Earth’s Energy Budget
  + MakeCode Arcade
    - Getting Started
    - Designing an Extreme Weather Themed Games
    - Designing a Multi-Part Extreme Weather Themed Game
  + Padcaster: A New Take on Weather Forecasts
* Space
  + MicroObservatory
    - Introduction
    - Using Telescopes to Understand our Universe
    - AstroPhotography
  + Stellarium
    - Exploring the Celestial Sphere
    - The Sky in Motion
    - Astronomical Predictions
  + Solar Energy and the Earth’s Orbit
  + Comic Life
    - Historical Stories
    - Famous Funnies
    - Pictures Worth a Thousand Words

**Marking Period 4**

* Extreme Weather
  + Climate and Monster Storms
  + Tornadoes
  + Earth’s Energy Budget
  + MakeCode Arcade
    - Getting Started
    - Designing an Extreme Weather Themed Games
    - Designing a Multi-Part Extreme Weather Themed Game
  + Padcaster: A New Take on Weather Forecasts
* Space
  + MicroObservatory
    - Introduction
    - Using Telescopes to Understand our Universe
    - AstroPhotography
  + Stellarium
    - Exploring the Celestial Sphere
    - The Sky in Motion
    - Astronomical Predictions
  + Solar Energy and the Earth’s Orbit
  + Comic Life
    - Historical Stories
    - Famous Funnies
    - Pictures Worth a Thousand Words

**Standards/Eligible Content and Skills**

| **Performance Indicator** | **PA Core Standard and/or Eligible Content** | **Marking Period Taught** |
| --- | --- | --- |
| Develop and use a model to describe how unequal heating and rotation of the Earth cause patterns of atmospheric and oceanic circulation that determine regional climates. | 3.3.6-8.I | MP1, MP2, MP3, MP4 |
| Collect data to provide evidence for how the motion and complex interactions of air masses result in changes in weather conditions. | 3.3.6-8.J | MP1, MP2, MP3, MP4 |
| Ask questions to clarify evidence of the factors that have caused the rise in global temperatures over the past century. | 3.3.6-8.O | MP1, MP2, MP3, MP4 |
| Analyze and interpret data on natural hazards to forecast future catastrophic events and inform the development of technologies to mitigate their effects. | 3.3.6-8.L | MP1, MP2, MP3, MP4 |
| Collect, analyze, and interpret environmental data to describe a local environment. | 3.4.6-8.E | MP1, MP2, MP3, MP4 |
| Construct an argument supported by empirical evidence that changes to physical or biological components of an ecosystem affect populations. | 3.1.6-8.L | MP1, MP2, MP3, MP4 |
| Hypothesize what alternative outcomes (individual, cultural, and/or environmental) might have resulted had a different technological solution been selected. | 3.5.6-8.C | MP1, MP2, MP3, MP4 |
| Analyze examples of technologies that have changed the way people think, interact, live, and communicate. | 3.5.6-8.F | MP1, MP2, MP3, MP4 |
| Design methods to gather data about technological systems. | 3.5.6-8.L | MP1, MP2, MP3, MP4 |
| Analyze data from tests to determine similarities and differences among several design solutions to identify the best characteristics of each that can be combined into a new solution to better meet the criteria for success. | 3.5.6-8.N (ETS) | MP1, MP2, MP3, MP4 |
| Interpret the accuracy of information collected. | 3.5.6-8.O | MP1, MP2, MP3, MP4 |
| Evaluate competing design solutions using a systematic process to determine how well they meet the criteria and constraints of the problem. | 3.5.6-8.P (ETS) | MP1, MP2, MP3, MP4 |
| Apply a technology and engineering design thinking process. | 3.5.6-8.Q | MP1, MP2, MP3, MP4 |
| Illustrate the benefits and opportunities associated with different approaches to design. | 3.5.6-8.S | MP1, MP2, MP3, MP4 |
| Create solutions to problems by identifying and applying human factors in design. | 3.5.6-8.T | MP1, MP2, MP3, MP4 |
| Evaluate and assess the strengths and weaknesses of various design solutions given established principles and elements of design. | 3.5.6-8.U | MP1, MP2, MP3, MP4 |
| Refine design solutions to address criteria and constraints. | 3.5.6-8.V | MP1, MP2, MP3, MP4 |
| Define the criteria and constraints of a design problem with sufficient precision to ensure a successful solution, taking into account relevant scientific principles and potential impacts on people and the natural environment that may limit possible solutions. | 3.5.6-8.W (ETS) | MP1, MP2, MP3, MP4 |
| Defend decisions related to a design problem. | 3.5.6-8.X | MP1, MP2, MP3, MP4 |
| Compare, contrast, and identify overlap between the contributions of science, technology, engineering, and mathematics in the development of technological systems. | 3.5.6-8.Y | MP1, MP2, MP3, MP4 |
| Analyze how different technological systems often interact with economic, environmental, and social systems. | 3.5.6-8.Z | MP1, MP2, MP3, MP4 |
| Engage in a research and development process to simulate how inventions and innovations have evolved through systematic tests and refinements. | 3.5.6-8.DD | MP1, MP2, MP3, MP4 |
| Differentiate between inputs, processes, outputs, and feedback in technological systems. | 3.5.6-8.EE | MP1, MP2, MP3, MP4 |
| Create an open-loop system that has no feedback path and requires human intervention. | 3.5.6-8.GG | MP1, MP2, MP3, MP4 |
| Create a closed-loop system that has a feedback path and requires no human intervention. | 3.5.6-8.HH | MP1, MP2, MP3, MP4 |
| Develop and use a model of the Earth sun-moon system to describe the cyclic patterns of lunar phases, eclipses of the sun and moon, and seasons. | 3.3.6-8.A | MP1, MP2, MP3, MP4 |
| Develop and use a model to describe the role of gravity in the motion within galaxies and the solar system. | 3.3.6-8.B | MP1, MP2, MP3, MP4 |
| Analyze and interpret data to determine scale properties of objects in the solar system. | 3.3.6-8.C | MP1, MP2, MP3, MP4 |
| Follow precisely a multistep procedure when carrying out experiments, taking measurements, or performing technical tasks. | CC.3.5.6-8.C | MP1, MP2, MP3, MP4 |
| Determine the meaning of symbols, key terms, and other domain-specific words and phrases as they are used in a specific scientific or technical context relevant to grades 6–8 texts and topics | CC.3.5.6-8.D | MP1, MP2, MP3, MP4 |
| Integrate quantitative or technical information expressed in words in a text with a version of that information expressed visually (e.g., in a flowchart, diagram, model, graph, or table). | CC.3.5.6-8.G | MP1, MP2, MP3, MP4 |
| Compare and contrast the information gained from experiments, simulations, video, or multimedia sources with that gained from reading a text on the same topic. | CC.3.5.6-8.I | MP1, MP2, MP3, MP4 |
| Produce clear and coherent writing in which the development, organization, and style are appropriate to task, purpose, and audience. | CC.3.6.6-8.C | MP1, MP2, MP3, MP4 |
| Use technology, including the Internet, to produce and publish writing and present the relationships between information and ideas clearly and efficiently. | CC.3.6.6-8.E | MP1, MP2, MP3, MP4 |
| Conduct short research projects to answer a question (including a self-generated question), drawing on several sources and generating additional related, focused questions that allow for multiple avenues of exploration. | CC.3.6.6-8.F | MP1, MP2, MP3, MP4 |
| Draw evidence from informational texts to support analysis reflection, and research. | CC.3.6.6-8.H | MP1, MP2, MP3, MP4 |
| Write routinely over extended time frames (time for reflection and revision) and shorter time frames (a single sitting or a day or two) for a range of discipline-specific tasks, purposes, and audiences. | CC.3.6.6-8.I | MP1, MP2, MP3, MP4 |

**ASSESSMENTS**

**PDE Academic Standards, Assessment Anchors, and Eligible Content: The** teacher must be knowledgeable of the PDE Academic Standards, Assessment Anchors, and Eligible Content and incorporate them regularly into planned instruction.

**Formative Assessments:** The teacher will utilize a variety of assessment methods to conduct in-process evaluations of student learning.

**Effective formative assessments for this course include:** Bell ringers, exit tickets, worksheets, quizzes, lab assignments, practice tests, writing prompts, teacher questioning, class discussions, individual and team based projects

**Summative Assessments: The** teacher will utilize a variety of assessment methods to evaluate student learning at the end of an instructional task, lesson, and/or unit.

**Effective summative assessments for this course include:** Projects, performance tasks, tests