Grade 3		
	Quarter 1: Weather and Climate Mystery Sci , SS Unit 3-ESS2-1. Represent data in tables and graphical displays to describe typical weather conditions expected during a particular season. 3-ESS2-2. Obtain and combine information to describe climates in different regions of the world. 3-ESS3-1. Make a claim about the merit of a design solution that reduces the impacts of a weather-related hazard.* **Quarter 2: Patterns in Motion** 3-PS2-1. Plan and conduct an investigation to provide evidence of the effects of balanced and unbalanced forces on the motion of an object. 3-PS2-2. Make observations and/or measurements of an object's motion to provide evidence that a pattern can be used to predict future motion. 3-PS2-3. Ask questions to determine cause and effect relationships of electric or magnetic interactions between two objects not in contact with each other. 3-PS2-4. Define a simple design problem that can be solved by applying scientific ideas about magnets.*	**Quarter 3: Animals Change in Habitat** 2-LS4-1. Make observations of plants and animals to compare the diversity of life in different habitats. 3-LS2-1. Construct an argument that some animals form groups that help members survive. 3-LS4-1. Analyze and interpret data from fossils to provide evidence of the organisms and the environments in which they lived long ago. 3-LS4-3. Construct an argument with evidence that in a particular habitat some organisms can survive well, some survive less well, and some cannot survive at all. system in which the parts depend on each other. **Quarter 4: Organisms** 3-LS1-1. Develop models to describe that organisms have unique and diverse life cycles but all have in common birth, growth, reproduction, and death. 3-LS3-1. Analyze and interpret data to provide evidence that plants and animals have traits inherited from parents and that variation of these traits exists in a group of similar organisms. 3-LS3-2. Use evidence to support the explanation that traits can be influenced by the environment. 3-LS4-2. Use evidence to construct an explanation for how the variations in characteristics among individuals of the same species may provide advantages in surviving, finding mates, and reproducing. 3-LS4-4. Make a claim about the merit of a solution to a problem caused when the environment changes and the types of plants and animals that live there may change.*
	Science & Engineering Practices 1. Asking questions (for science) and defining problems (for engineering) 2. Developing and using models 3. Planning and carrying out investigations 4. Analyzing and interpreting data 5. Using mathematics and computational thinking 6. Constructing explanations (for science) and designing solutions (for engineering) 7. Engaging in argument from evidence 8. Obtaining, evaluating, and communicating information	**Engineering and Design Performances** **Embedded throughout units** *Smithsonian incorporates the Engineering Standards required. 3 - Animals Habitat Change Unit 3-ETS1-1. Define a simple design problem reflecting a need or a want that includes specified criteria for success and constraints on materials, time, or cost. 3-ETS1-2. Generate and compare multiple possible solutions to a problem based on how well each is likely to meet the criteria and constraints of the problem. 3-ETS1-3. Plan and carry out fair tests in which variables are controlled and failure points are considered to identify aspects of a model or prototype that can be improved.

NGSS Practices Rubrics, Grade 3 Curr Folder., Interim NGSS Assessments ,Grade 3 NGSS Unwrapped