Museum of Leafology Module Contents



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What is a plant?
Students explore what it takes to be a good scientist. Then the young scientists
investigate the concept of living and non-living things, with an emphasis on plants.
They go outside to photograph plants and then begin an observation experiment
by planting some seeds

Driving Question 1

Overview

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Lesson 1	1 Be a Scientist!	⊠3-D 🦑	6
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Driving Question 2	35
How do plants use their parts to grow and survive?	

Students start to investigate what plants need and how a plant's parts help it to grow and survive. They begin building the first room in the Museum of Leafology: the Plant Parts Room.

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Lesson 1 A Little Sprout	40
Lesson 2 From Roots to Fruits	48
Lesson 3 Be a Plant Builder!	56
Lesson 4 The Plant Parts Room	64

Driving Question 3

How are seeds dispersed?

Performance Expectations: 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; 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.

Students explore the many methods that plants use to distribute seeds away from the parent plant. In teams, students tackle an Engineering Design Challenge to design and build seeds for dispersal by wind. They test and present the results of their design before adding a Seeds Room to the Museum of Leafology.

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Lesson 3	Act like a Scientist!		92
Lesson 4	Design Your Own Seed		98
Lesson 5	Build Your Own Seed	_	106
Lesson 6	Blowin' in the Wind	⊠3-D 🦑	112
Lesson 7	The Seeds Room	⊠3-D 🦑	118

Driving Question 4

How are young and adult plants alike and different?

Performance Expectation: 1-LS3-1 Make observations to construct an evidence-based account that young plants and animals are like, but not exactly like, their parents.

Students observe the seedlings they planted and record similarities and differences. Then students explore plants in nature, sketching plants they find, focusing on comparing and contrasting young and adult plants of the same type.

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Lesson 2	How Are Seedlings Different?	~	136
Lesson 3	Compare and Contrast Amazing Plants	®	142
Lesson 4	Compare Seedlings and Their Parents	<u></u>	148

Driving Question 5

What special features do some plants have that help them survive and grow?

Performance Expectation: 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; 1-LS3-1 Make observations to construct an evidence-based account that young plants and animals are like, but not exactly like, their parents.

Students investigate the clever strategies plants use to get what they need. They discuss the defenses some plants incorporate, using these ideas to create and sketch their own imaginary plant with special defenses. They make two new rooms for the Museum of Leafology: the Seedlings and Parent Plants Room, and the Amazing Plants Room.

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Lesson 1	Smarty Plants	☑ 3-D 王	160
Lesson 2	Plant Warriors	₽	168
Lesson 3	Our New Rooms		174

Driving Question 6

How can plants inspire humans to solve problems?

Performance Expectations: 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; 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.

Students tackle the second Engineering Design Challenge of the module. The first half of the Driving Question provides examples of existing inventions that were inspired by plants. Then, student pairs design, build, and present their own plant-inspired solution to a human problem.

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Lesson 4	Design with Inspiring Plants	~	202
Lesson 5	Build an Inspired Invention	@	208
Lesson 6	Our Inspired Inventions!	⊠3-D	214

Driving Question 7

How are all plants alike and how are they different?

Students finish preparing the Museum of Leafology, then invite other classes and their own families to visit the museum in order to demonstrate their learning. The final lesson features a pair of assessment tasks and a reading about edible plants, followed by a celebratory plant parts salad.

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Lesson 3	Celebration Salad		234

Our Leafy Friends: Leveled Reader Lessons

Chapter 1 Plants: What We Know



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This chapter focuses on the parts of a plant, their functions, and how they vary across plants. It teaches students strategies that skilled readers use to navigate and comprehend informational texts while reading independently.

Chapter 2 STEM Career: Meet a Plant Hunter

Career Focus

This chapter focuses on the career of a plant hunter. The micro-lab explores how plant parts change as they grow.

Grow, Grow, Grow!

Why Care?

This chapter focuses on applying the science standards to students' lives, and examines how one company grows plants for food.



Scientist and Engineer Investigation Experience:







Hands-On Investigation Reading for Evidence 3-D Assessment



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