

Middle School Phenomenon Model Course III

Narrative and Rationale: This course model arranges the Performance Expectations (PEs) outlined in the third year of the middle school conceptual progressions model from Appendix K of the Next Generation Science Standards into three different bundles of PEs using a phenomenon-based arrangement. The bundles in this model follow a conceptual flow throughout the year.

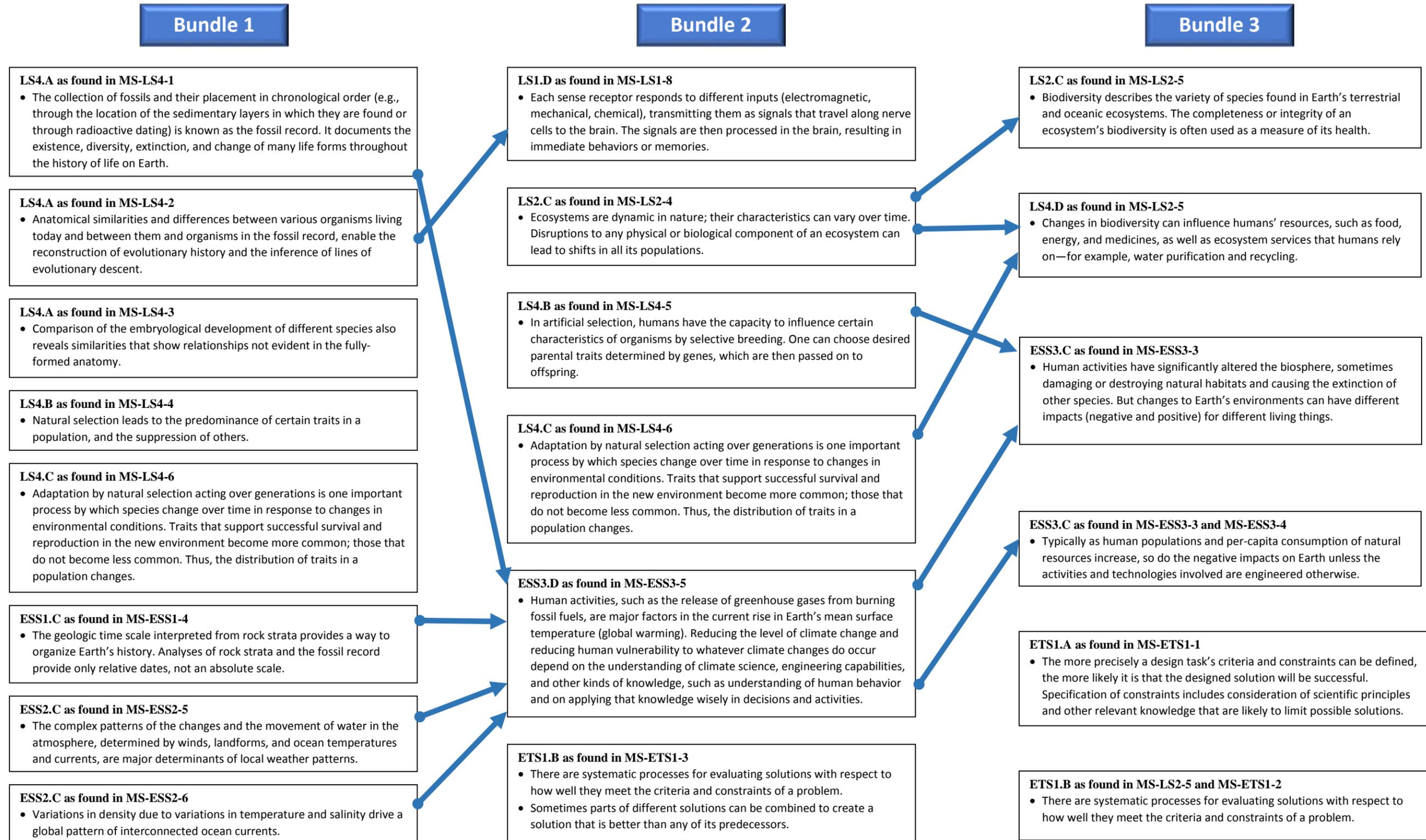
The first bundle focuses on effects of Earth processes on organisms and populations. The second bundle focuses on the ability of humans to influence the environment and other organisms. The third bundle focuses on the ability of humans to not only influence the Earth, but also to engineer solutions to help ensure that any negative influences on the Earth are mitigated. Each bundle is organized using the DCIs that would help students explain a unifying phenomenon and answer a guiding question.

It is important to note that the SEPs and CCCs described are intended as end-of-instructional unit expectations and not curricular designations. Additional SEPs and CCCs should be used throughout instruction toward each bundle.

| Unit 1: How have Earth processes changed populations of organisms? ~ 12 weeks | Unit 2: How can people influence other organisms? ~ 10 weeks | Unit 3: How can people influence Earth? ~ 7 weeks |
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| <p>MS-LS4-1. Analyze and interpret data for patterns in the fossil record that document the existence, diversity, extinction, and change of life forms throughout the history of life on Earth under the assumption that natural laws operate today as in the past.</p> <p>MS-LS4-2. Apply scientific ideas to construct an explanation for the anatomical similarities and differences among modern organisms and between modern and fossil organisms to infer evolutionary relationships.</p> <p>MS-LS4-3. Analyze displays of pictorial data to compare patterns of similarities in the embryological development across multiple species to identify relationships not evident in the fully formed anatomy.</p> <p>MS-LS4-4. Construct an explanation based on evidence that describes how genetic variations of traits in a population increase some individuals' probability of surviving and reproducing in a specific environment.</p> <p>MS-LS4-6. Use mathematical representations to support explanations of how natural selection may lead to increases and decreases of specific traits in populations over time.¹</p> <p>MS-ESS1-4. Construct a scientific explanation based on evidence from rock strata for how the geologic time scale is used to organize Earth's 4.6-billion-year-old history.</p> <p>MS-ESS2-5. Collect data to provide evidence for how the motions and complex interactions of air masses results in changes in weather conditions.</p> <p>MS-ESS2-6. 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.¹</p> | <p>MS-LS1-8. Gather and synthesize information that sensory receptors respond to stimuli by sending messages to the brain for immediate behavior or storage as memories.</p> <p>MS-LS2-4. Construct an argument supported by empirical evidence that changes to physical or biological components of an ecosystem affect populations.</p> <p>MS-LS4-5. Gather and synthesize information about the technologies that have changed the way humans influence the inheritance of desired traits in organisms.</p> <p>MS-LS4-6. Use mathematical representations to support explanations of how natural selection may lead to increases and decreases of specific traits in populations over time.¹</p> <p>MS-ESS3-5. Ask questions to clarify evidence of the factors that have caused the rise in global temperatures over the past century.</p> <p>MS-ETS1-3. 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.</p> <p>MS-ETS1-4. Develop a model to generate data for iterative testing and modification of a proposed object, tool, or process such that an optimal design can be achieved.</p> | <p>MS-LS2-5. Evaluate competing design solutions for maintaining biodiversity and ecosystem services.*</p> <p>MS-ESS3-3. Apply scientific principles to design a method for monitoring and minimizing a human impact on the environment.*</p> <p>MS-ESS3-4. Construct an argument supported by evidence for how increases in human population and per-capita consumption of natural resources impact Earth's systems.</p> <p>MS-ETS1-1. 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.</p> <p>MS-ETS1-2. Evaluate competing design solutions using a systematic process to determine how well they meet the criteria and constraints of the problem.</p> |

¹ The bundle only includes part of this PE; the PE is not fully assessable in a unit of instruction leading to this bundle.

Middle School Phenomenon Model Course III Flowchart



ESS2.D as found in MS-ESS2-5

- Because these patterns are so complex, weather can only be predicted probabilistically.

ESS2.D as found in MS-ESS2-6

- Weather and climate are influenced by interactions involving sunlight, the ocean, the atmosphere, ice, landforms, and living things. These interactions vary with latitude, altitude, and local and regional geography, all of which can affect oceanic and atmospheric flow patterns. The ocean exerts a major influence on weather and climate by absorbing energy from the sun, releasing it over time, and globally redistributing it through ocean currents.

ETS1.B as found in MS-ETS1-4

- A solution needs to be tested, and then modified on the basis of the test results, in order to improve it.
- Models of all kinds are important for testing solutions.

ETS1.C as found in MS-ETS1-3

- Although one design may not perform the best across all tests, identifying the characteristics of the design that performed the best in each test can provide useful information for the redesign process - that is, some of the characteristics may be incorporated into the new design.

ETS1.C as found in MS-ETS1-4

- The iterative process of testing the most promising solutions and modifying what is proposed on the basis of the test results leads to greater refinement and ultimately to an optimal solution.