

Alignment of the BPSS Science Pacing Guides and EiE Units

2019-2020

Grade Level 1	CIE Science	EiE Unit
Term 1	Living and Non-living Things	
	Habitats – Where Animals and Plants Live	Designing Trash Collectors
	Conditions for Growing Plants	
	Healthy Foods	
Term 2	Us and Our Senses	
	What is it Made Of? – Making Predictions	Designing Shelters
	What is it Made Of? – Materials and Their Characteristics	
Term 3	Making Sound	
	Pushes and Pulls	
Grade Level 2	CIE Science	EiE Unit
Term 1	Habitats and Adaptations - Plants and Animals Around Us (Most of the Term)	A Stick in the Mud: Evaluating a Landscape/The Best of Bugs: Designing Hand Pollinators
	Electricity	An Alarming Idea: Designing Alarm Circuits
Term 2	Changing Materials (Most of the Term)	Solid as a Rock: Replicating an Artifact
	Looking at Rocks	
Term 3	Light and Dark (entire Term)	Lighten Up: Designing Lighting Systems
Grade Level 3	CIE Science	EiE Unit
Term 1	Classification of Living Things	
	Parts of a Plant	Thinking Inside the Box: Designing Plant Packages
	Factors Affecting Plant Growth	
Term 2	Forces	Getting to the Other Side: Designing Bridges
	Measuring Forces	
	Friction	A Long Way Down: Designing Parachutes
	Healthy Diet	
Term 3	Properties of Materials	A Sticky Situation: Designing Walls
		Taking the Plunge: Designing Submersibles

Grade Level 4	CIE Science	EiE Unit
Term 1	Animal Habitats	The Best of Bugs: Designing Hand Pollinators
	Habitats – Caring for the Environment	A Slick Solution: Cleaning an Oil Spill/Water, Water Everywhere
	Making Circuits	An Alarming Idea: Designing Alarm Circuits
Term 2	Sound (most of the term)	Sounds Like Fun: Seeing Animal Sounds
	Skeletons and Muscles	No Bones About It: Designing Knee Braces
Term 3	Solids , Liquids and Gases	A Work in Process: Improving a Play Dough Process
	Magnets and Materials	The Attraction is Obvious: Designing Maglev Systems
Grade Level 5	CIE Science	EiE Unit
Term 1	Evaporation and Condensation	Lighten Up: Designing Lighting Systems
	Reflection of Light	
Term 2	Shadows	
	Earth’s Movements	Catching the Wind: Designing Windmills
Term 3	Life Cycle of a Flowering Plant	The Best of Bugs: Designing Hand Pollinators
	Plant Growth	Thinking Inside the Box: Designing Plant Packages
Grade Level 6	CIE Science	EiE Unit
Term 1	Constructing Food Chains	A Work in Process: Improving a Play Dough Process:
	Reversible and Irreversible Changes (most of the term)	
Term 2	Conductor and Insulators	An Alarming Idea: Designing Alarm Circuits
	Body Systems	No Bones About It: Designing Knee Braces?
Term 3	Mass and Weight	A Sticky Situation: Designing Walls
	Mass and Weight (Friction)	A Long Way Down: Designing Parachutes
	Caring for the Environment	A Slick Solution: Cleaning an Oil Spill

Air & Weather – Catching the Wind: Designing Windmills