

Course Planner and Pacing Guide

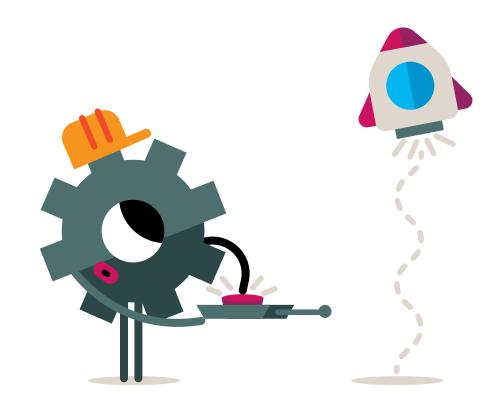
Each topic gives you the flexibility to focus on core assets that cover the TEKS by taking the Fast Track, or to pull in additional resources to create a more robust experience when you've Got More Time. Here you can see average durations in days. You can see durations in minutes in the Topic Planners, the Experience At-A-Glance pages, and the instructional pages of this guide.

FAST TRACK Use the activities with the check mark to fast-track your teaching.

GOT MORE TIME? Use the activities with a plus sign to personalize student learning.



	TOPIC 1 Objects	~	+	TOPIC 2 Magnets and Motion	~	+	TOPIC 3 Light and Shadows	~	+
Overview	Classify different objects u observable physical prope as shape, color, texture, ar	rties s		Describe and predict how can create a force that cau change in the motion and some everyday objects.	Communicate how light effects what we can see and explain what happens when light interacts with different objects to create shadows.				
Anchoring Phenomena	How can we organize thes	e thing	gs?	How do we sort these obje	What are the lanterns made of that lets us see them in the dark?				
Topic Launch		0.5	1		0.5	1		0.5	1
Experiences	1 Properties of Objects	3	5	1 Magnets	3	5	1 Light	3	5
	2 Classify Objects	3 5		2 Push and Pull	3 5		2 Shadows	3	5
Topic Wrap-up	Topic test	0.5	1	Topic test	0.5	1	Topic test	0.5	1
TOTAL DAYS		7	12		7	12		7.5	12



TOPIC 4 Patterns in the Sky	~	+	TOPIC 5 Rocks, Soils, and Water	~	+	TOPIC 6 Plants	~	+	TOPIC 7 Animals	~	+	
Observe patterns and systems in the natural world including objects in the day/night sky, daily weather, and seasonal changes.			Classify, describe, and generate examples of practical uses for earth materials such as rocks, soil, and water.			Identify that plants resemble their parents and have structures and undergo processes that help them survive within their environments.			Observe and identify that animals have structures to help them interact and survive within their environment.			
How do you know what to wear?			Where do you think we get the materials to make these objects?			Why do plants look and smell the way they do?			Why does a pelican have a large mouth and wings?			
	0.5	1		0.5	1		0.5	1		0.5	1	
1 The Sky	3	5	1 Rocks	3	5	1 Plant Parts	3	5	1 Animal Parts	3	5	
2 Weather	3	5	2 Use of Earth Materials	3	5	2 Needs of Plants	3	5	2 Needs of Animals	3	5	
3 Seasons	3	5				3 Plant Life Cycles	3	5				
Topic test	0.5	1	Topic test	0.5	1	Topic test	0.5	1	Topic test	1	3	
	10	17		7	12		7	17		7	12	