MARYVILLE UNIVERSITY

Bunny Proof Breakthrough
Grade Band Elementary

Life Science Science	**Next Generation Science Standards**
1-LS-1	Use materials to design a solution to a human problem by mimicking how animals use external parts (e.g., dig, hop, eat).
2-LS4-1	Observe and describe how animals interact with their environment (e.g., bunny digging into the garden).
3-LS4-3	Construct an argument with evidence that in a particular habitat, some organisms can survive well, some less well, and some not at all.
4-LS1-1	Construct an argument that animals have structures that support survival and behavior.
5-LS2-1	Develop a model to describe movement of matter (like food) among plants, animals, and the environment.
Engineering Design	
K-2 & 3-5-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.
K-2 & 3-5-ETS1-2	Generate and compare multiple possible solutions to a problem based on how well each is likely to meet the criteria and constraints.
K-2 & 3-5-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.

Reading	**English Language Arts (Reading & Writing)**
RL.1.2. to RL.5.2.	Retell or summarize a story; determine central message or theme.
RI.2.3 to RI.5.3	Describe the connection between scientific ideas or concepts in a text.

RI.3.7 to RI.5.7	Use information from illustrations and text to understand key ideas.
Writing	
W.2.1 to W.5.	Write opinion pieces with reasons and evidence.
W.2.2 to W.5.2	Write informative texts to explain a topic and support with facts and details.
W.3.3 to W.5.3	Write narratives about bunnies or the garden interaction.
W.3.6 to W.5.6	Use digital tools to produce and publish writing.
Measurement and Data	**Mathematics**
1.MD.4 to 5.MD.2	Collect, represent, and interpret data on line plots, bar graphs, or tables.
3.MD.4 to 4.MD.5	Understand and measure perimeter or angles in trap/fence designs.
5.MD.5	Understand and compute volume if relevant to barrier or bunny house design.
Mathematical Practice Standards	**Modeling & Problem Solving**
MP2	Reason quantitatively about garden space and sensor data.
MP4	Model a real-world problem using math.
MP5	Use appropriate tools (e.g., sensors, measurement tools, graphing tools).
Computer Science	**Missouri K-5 Draft Standards**
DA.K-5.1	Collect and represent data in various ways.
AP.K-5.2	Develop programs with sequences and simple loops to solve problems.
AP.K-5.4	Test and refine programs based on feedback or performance.
IC.K-5.1	Understand how computing impacts daily life and the environment.

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