









## WORKBOOK

Grade 1 - ESL





Class: \_\_\_\_\_

Teacher:\_\_\_\_\_

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#### Part 1

#### The Nature of Science



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#### Part 2

#### The Design Process



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## **WORKBOOK CHECKLIST**

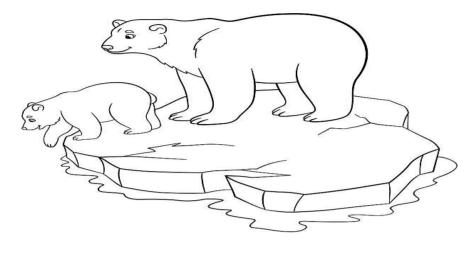


LESSON	Page No.	X	TEACHER'S SIGNATURE	PARENT'S SIGNATURE
Skills Handbo	ook Part 1: The Nat	ure of Scie	ıce	
LESSON 1	pp. 1 – 2			
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Skills Handbo	ook Part 2: The Des	ign Process		
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-			Part 1
Name: -			Date: / /
Lesson 1:	What Questions Do	Scientists Asks? (use with	pages 154 – 157)
Ди	ords to Know: Wr	ite the word next to the	description it matches.
	Inquiry	Scientists	Discovery
1		are people who world around the	asks question about the em.
2		means looking fo	or answers.
3		is a new thing or	idea.
Tro	ue or False: Write	T if the statement is cor	rect and F if not.
		sk and answer question	
	5. Discoveries	cannot change our live	es.
	6. Scientists as	sk questions <b>about man</b>	y things.
	7. Scientists <b>d</b> e	o not use inquiry.	
	<u>xplain</u>		
8. W	hat is something	that scientists do?	
Scie	- 1*- 1 -		



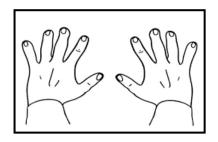
9. Look at the picture. Think about something you could investigate. Write a question you could ask about what you see.



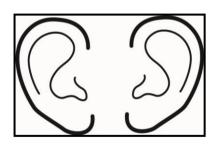
9. Write one way they are different.	

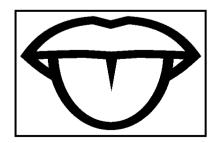


## Matching: Draw a line to match the following pictures.



















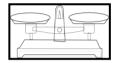
#### Matching: Draw a line to match the picture to its name.



**Measuring Cup** 



Clock



Pan balance



**Thermometer** 



Microscope



**Hand Lens** 



#### Circle the safety rules that you should follow in the laboratory.

- 1. Clean spills immediately.
- 2. Wear safety goggles if needed.
- 3. No need to tie your hair if it is long.
- 4. Do not wear gloves.
- 5. Handle scissors and other equipment carefully.
- 6. Keep your workplace dirty.
- 7. Tell your teacher immediately about accidents.
- 8. Do not listen to your teacher's instruction.





### Write the missing steps in the scientific method listed below.

# Plan question test Collect hypothesis conclusion

1.	Ask a	
2.	Make your	
		a fair test
4.	Do your	
5.		
_	Drawa	





## Ask your classmates what their favorite animal is. Draw one animal for each vote. You can use the blank row to add a new animal.

Animal		Vo	tes	
Dog				
Cat				
Bird				

Draw Conclusions:	What is your class' favorite animal?

				Part 2
Name:			Date: /	_/
Lesson 1: What Is Tech	nology? (use with	pages 200 - 203)		
Words to Know	v: Write the wo	rd next to the	description it ma	tches.
Tec	hnology		cars	
1.	is usi	ng science to 	help solve proble	∍ms.
2. People use		to get	from place to pl	ace.
True or Ealso:	Write T if the sta	rtomont is cor	ract and E if not	
	ts <b>use technolo</b>		rect and F if not.	
4. A teleph				
5. Technol				
6. Safety s	eats help <b>keep</b>	children safe		
П				
Explain: Answ	<u>er the questior</u>	is below.		
7. A seat belt is to	echnology. Wr	te how it help	s people.	
It helps people	<del></del>			
8. Draw an exam	ple of technol	ogy. Tell how	t solves a problei	m.
		11		



9. Look at the picture. Circle two kinds of technology that you can see.



while now each one helps people.



You have an apple and plastic lunch box. Which is a natural material? Which is made by people? Explain how you know it.




			Part 2				
Name	:						
Lesson 3: What Is the Design Process? (use with pages 208 - 213)							
Words to Know: Write the word next to the description it matches.							
	Goal		Solution				
1.	is something that solves a problem.						
2.	is something you want to do.						
True or False: Write T if the statement is correct and F if not.							
3. Identify a problem is the <i>last step</i> in the design process.							
4. You have to <b>plan and draw</b> when you design something.							
5. You have to <b>choose the materials wisely</b> .							
6. <b>Don't show</b> others how your solution meets your goal.							
Read the steps of the design process. Number them in order.							
Steps of the Design Process							
	Record and she	are	Choose materials				
	Plan and draw		State a goal				
	Make and Test		Find a problem				



Look at the given picture below. Solve the problem using the design process. First, list your goal, then explain how you would test your plan.



The problem is:
We can solve the problem by
First,