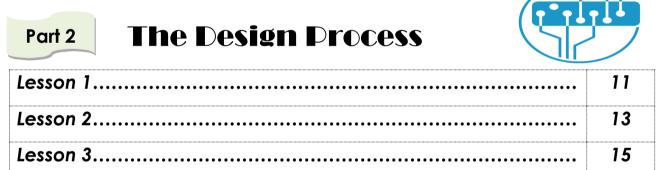


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WORKBOOK CHECKLIST

_ . _ . _ . _ . _ . _ . _ . _ .

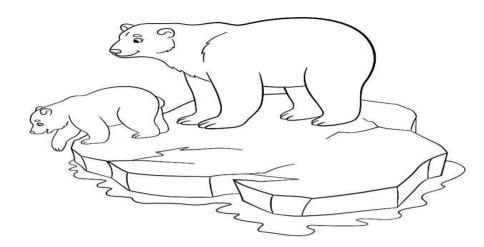


Lesson	Page No.	X	Teacher's Signature	Parent's Signature
Skills Handbo	ook Part 1: The Nat	ure of Scier	ice	
LESSON 1	pp. 1 – 2			
Lesson 2	рр. 3 – 4			
LESSON 3	рр. 5 – 6			
LESSON 4	pp. 7–8			
Lesson 5	рр. 9—10			
Skills Handbo	ook Part 2: The Des	ign Process		
LESSON 1	рр. 11 — 12			
LESSON 2	рр. 13– 14			
Lesson 3	рр. 15 – 16			

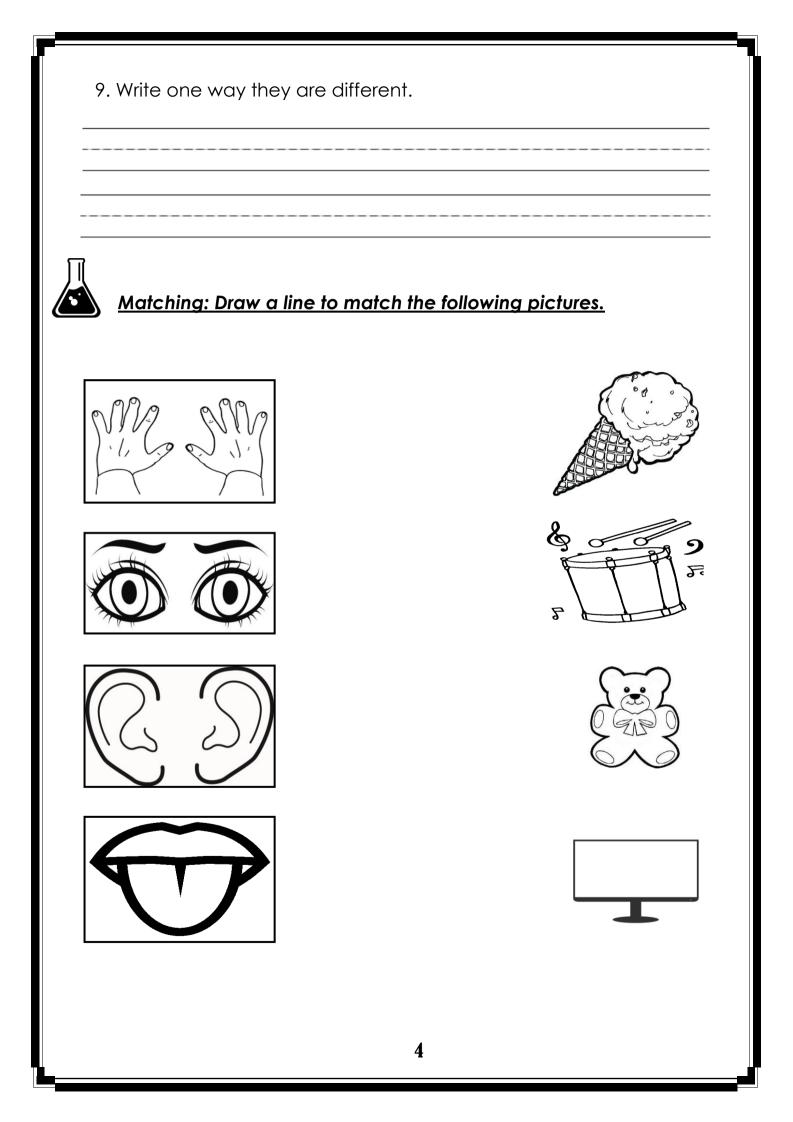
				Part 1
Name:			Date: /	_/
Lesson 1	: What Questions D	o Scientists Asks? (use with	pages 154 – 157)	
<u> </u>	Nords to Know: W	rite the word next to the	description it mate	<u>hes.</u>
	Inquiry	Scientists	Discovery	
1		are people who world around the	-	t the
2.		means looking fo	or answers.	
3.		is a new thing or	idea.	
	rue or False: Write	<u>T if the statement is cor</u>	rect and F if not.	
	4. Scientists a	sk and answer question	S.	
	5. Discoveries	s cannot change our live	es.	
	6. Scientists a	sk questions about man	y things.	
	7. Scientists d	o not use inquiry.		
	<u>Explain</u>			
		that scientists do?		
0. 1				
Scie	entists			
		1		



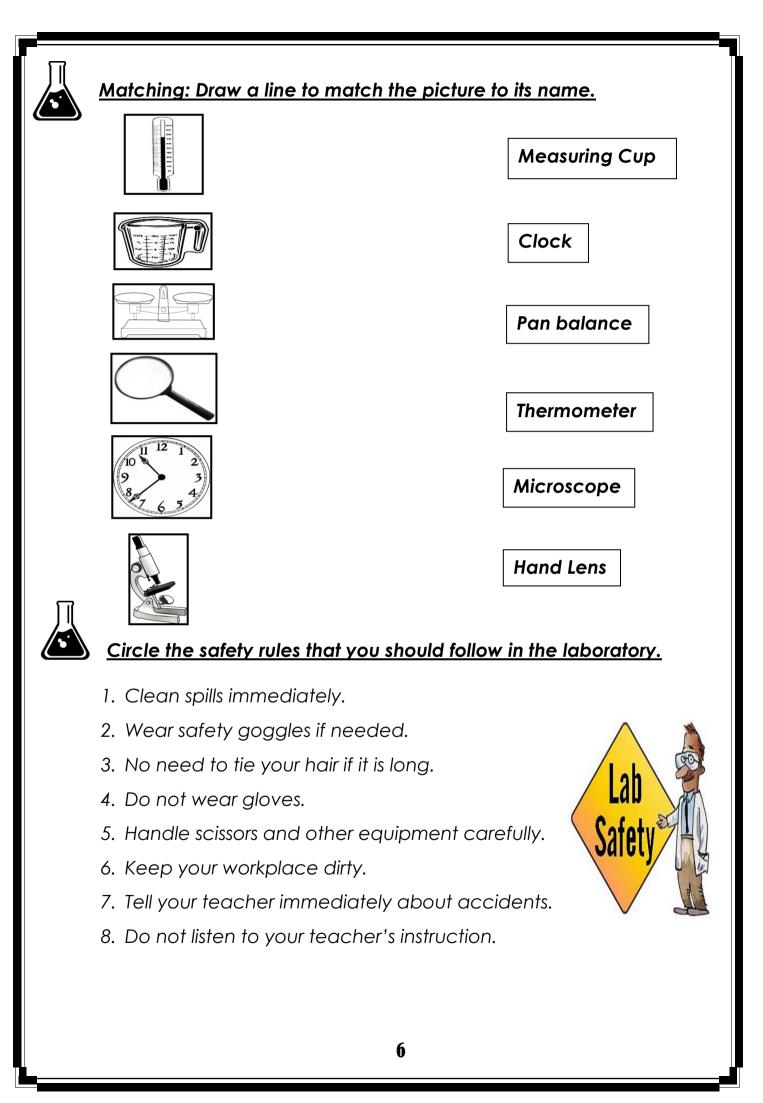
9. Look at the picture. Think about something you could investigate. Write a question you could ask about what you see.



			-	Part 1
Name	·		Date: /	_/
Lesson	2: What Skills Do Scientis	Sts Use? (use with pages 2	158 – 161)	
Д	Words to Know: Write t	he word next to the	description it mat	ches.
	Observe	Predict	classify	
1.		_ is when you use y	our senses.	
2.		is when you tell w	hat might happer	n next.
3.	You are alike.	when you g	roup things by hov	v they
	<u>True or False: Write T if t</u>	the statement is co	rrect and F if not.	
	4. You have three	senses to observe t	he world around y	′OU.
		ct, you tell what mi		
		en you use your se	nses.	
	7. We use our eyes			
8.	Apply Concepts Look at the picture of t Compare the objects.	-	y are the same.	
		3		



				Part 1
Name	:		Date: _	//
Lesson	3: How Do Scienti	sts Use Tools? (use with pa	ages 162 – 167)	
	Words to Know:	Write the word next t	to the descriptio	<u>n it matches.</u>
	ΤοοΙ	Measure	Safety	Estimate
1.		means stayir	ng out of dange	r.
2.		is something	that makes wor	k easier .
3.		means to use amount of se		ne size or
4.		a careful gue something.	ess about the siz	e or amount of
	<u>True or False: W</u>	rite T if the statement	is correct and F	if not.
	5. A hand le	ens makes objects loc	ok smaller.	
	6. A rain ga	uge measures how m	uch rain has fal	len.
	7. A clock n	neasures the mass of	an object.	
	8. A ruler me	easures how long som	nething is.	
	Apply Concept	<u>s</u>		
		now you can stay saf ne laboratory.	e when you do	science
		5		



	Part 1
Name:	Date: / /
Lesson 4: How Do Scientists Find Answers? (use with p	pages 168 – 171)
Words to Know: Write the word next to th	e description it matches.
Scientific methods	Investigate
1 are steps that he	elp you investigate.
2 means to look fo	or answers to questions.
True or False: Write T if the statement is c	orrect and F if not.
3. Scientific methods have many ste	ps.
4. You only have to do your test onc	e.
5. You ask questions when you do so	cience.
6. You investigate to find answers.	
Apply Concepts	
7. A scientist wants to know if seeds need v The scientist has seeds, two pots, some so watering can. Draw and label the pictur you would plan a test.	oil, and a 🛛 🥣
7	

Plan	question	test
Collect	hypothesis	conclusion
1. Ask a		
3		
4. Do your		
5	and record data	
Γ.	Materials roced e Sign Conclusion Dr Conclusion Dr 0 0	>

-						Part 1
Name:				Do	ate: /	_/
Lesson 5: H	ow Do Scient	ists Share B	ata? (use with	n pages 172 – 17	5)	
	ds to Know:	Write the	word next t	o the desc	ription it mo	<u>itches.</u>
	Data	I	Reco	ord	Char	ł
1		is	the informo	ation you c	collect.	
2			when scier arn.	ntists write o	or draw who	at they
3		is	a way to re	ecord date	J.	
	or False: W					
	 You can Charts a 	-		-		
	6. A chart i	•			dulu.	
	7. You can				a.	
8. Y	Apply Concepts 8. You investigated what fruit your family members like to eat. You found that:					
Orange						
Apple						
Banana						
			9			



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 Technology? (use with pages 200 - 203)
	Words to Know: Write the word next to the description it matches.
	Technology cars
1.	is using science to help solve problems.
2.	People use to get from place to place.
	True or False: Write T if the statement is correct and F if not.
	3. Scientists use technology to make discoveries.
	4. A telephone is not a technology.
	5. Technology helps people stay safe.
	6. Safety seats help keep children safe .
Д	
	Explain: Answer the questions below.
7.	A seat belt is technology. Write how it helps people.
	It helps people
8.	Draw an example of technology. Tell how it solves a problem.
	11



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



Write how each one helps people.

				Part 2
Name			Date: /	_/
Lesson	2: What Are Objects Ma	de Of? (use with pages 204	- 207)	
	Words to Know: Write	the word next to the	e description it mat	ches.
	Natural		Human – made	
1.		is something mad	le by people.	
2		 is something not r	mada by pooplo	
Л				
	True or False: Write T in			
	3. Wood and cot 4. Rocks and mine	ton are human – ma erals are patural	de.	
	4. Rocks and mink 5. People use cot			
		made of plastic an		
Π	Explain: Look at the a			i <u>t is</u>
	<u>human – made.</u>		A n	
	Äs			7
				P
				1
		13		



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	:		Date: /	_/
Lesson	3: What Is the Design Proc	ess? (use with pages	s 208 - 213)	
	Words to Know: Write th	e word next to	the description it mo	atches.
	Goal		Solution	
1.		is something th	at solves a problem	•
2.		is something yo	ou want to do.	
	<u>True or False: Write T if t</u>	he statement is	correct and F if not.	
	3. Identify a probler	n is the last step	in the design proce	ess.
	4. You have to plan			ning.
	5. You have to choo	ose the materia	ls wisely.	
	6. Don't show others	how your solut	ion meets your goal	•
	<u>Read the steps of the d</u>	_		<u>er.</u>
	Step	os of the Design	Process	
	Record and sho	ire	Choose material	S
	Plan and draw) State a goal	
	Make and Test) Find a problem	
		15		



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,