

Suggested Timeline: It's a Matter of Pushing and Pulling

	Day 1	Day 2	Day 3	Day 4	Day 5
Week 1	Strand One: Engage	Strand One: Explore 1	Strand One: Explore 2	Strand One: Explain	Strand: Elaborate
	Page: 6	Page: 9	Page: 12	Page: 14	Page: 17
	<ul style="list-style-type: none"> • <i>Force and Motion Song</i> 	<ul style="list-style-type: none"> • Explore forces used to move objects 	<ul style="list-style-type: none"> • Read <i>Newton and Me</i> • Identify pushes and pulls 	<ul style="list-style-type: none"> • Reread <i>Newton and Me</i> • Complete Push, Pull, Both? chart 	<ul style="list-style-type: none"> • Push investigations using a wagon and weights • Complete Push Investigation chart
Week 2	Strand One: Evaluate	EDC Session 1: Ask	EDC Session 2: Imagine EDC Session 3: Plan	EDC Session 4: Create	EDC Session 5: Improve
	Page: 21	Page: 28	Page: 30, 32	Page: 34	Page: 36
	<ul style="list-style-type: none"> • Identify whether picture cards illustrate a push, a pull, or both • Complete Evaluation Chart using Evaluation Cards 	<ul style="list-style-type: none"> • Ramp investigation using marbles and blocks to determine effect of speed on push • Complete Engineering Design Process: Ask 	<ul style="list-style-type: none"> • Design solutions that will turn a marble to push over blocks • Complete Engineering Design Process: Imagine • Plan solutions • Complete Engineering Design Process: Plan 	<ul style="list-style-type: none"> • Test solutions and record results • Complete Engineering Design Process: Create 	<ul style="list-style-type: none"> • Review results and revise solutions from Session 4: Create • Time permitting, retest improved solutions