

Suggested Timeline: It's a Matter of Pushing or 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 One: Elaborate
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	<ul style="list-style-type: none"> • <i>Force and Motion</i> song 	<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	Engineering Design Challenge - Session 1: Ask	Engineering Design Challenge - Session 2: Imagine Engineering Design Challenge - Session 3: Plan	Engineering Design Challenge - Session 4: Create	Engineering Design Challenge - Session 5: Improve
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	<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