

3rd-5th Grade
STEAM: Biomimicry
2 hours

Field Trip Overview

Theme: By observing nature like a scientist, our observations can inspire a solution/design or new technologies that solve problems.

Desired Outcomes

Students will be able to:

1. Recognize that they are scientists/engineers... everyday problem solvers
2. Correctly identify examples of biomimicry and non-examples of biomimicry
3. Practice and demonstrate a variety of observation techniques
4. Conduct simple investigations to learn more about desert plants and their adaptations
5. Follow the engineering process to propose a viable solution
6. Use Biomimicry as their problem solving strategy
7. Justify claims using supporting arguments
8. Identify some plants and animals that exist in the local environment

Standards

ELA

Third – 3.RF.3, 3.W.7, 3.W.8, 3.SL.1, 3.SL.2, 3.SL.3, 3.SL.4, 3.L.1, 3.L.6

Fourth – 4.RF.3, 4.W.7, 4.W.8, 4.SL.1, 4.SL.2, 4.SL.3, 4.SL.4, 4.L.1, 4.L.3,

Fifth – 5.RF.3, 5.W.7, 5.W.8, 5.SL.1, 5.SL.2, 5.SL.3, 5.SL.4, 5.L.1, 5.L.3,

Mathematics

Third – 3.MD.A.2, 3.MD.B.3, 3.MP.1, 3.MP.3

Fourth – 4.MD.A.2, 4.MP.1, 4.MP.3

Fifth – 5.MD.C.4, 5.MP.1, 5.MP.3

Science

Third – S1:C1:PO2, S1:C2:PO3, S1:C2:PO5, S1:C3:PO2, S1:C3:PO3, S1:C4:PO3, S2:C1:PO2, S3:C2:PO1, S3:C2:PO3, S4:C4:PO1

Fourth - S1:C1:PO3, S1:C2:PO3, S1:C2:PO4, S1:C2:PO5, S1:C3:PO4, S1:C4:PO1, S1:C4:PO3, S2:C1:PO2, S1:C2:PO3, S3:C2:PO3, S4:C1:PO1, S4:C4:PO2

Fifth - S1:C1:PO1, S1:C2:PO2, S1:C2:PO4, S1:C2:PO5, S1:C3:PO2, S1:C3:PO3, S1:C4:PO1, S1:C4:PO3, S3:C1:PO2, S3:C1:PO3, S3:C2:PO1, S3:C2:PO2, S3:C2:PO3

Art

Third – VA.CN.10.3

Fourth – VA.CN.10.4

Fifth – VA.CN.10.5