LEGO education™

Main Criteria: California Content Standards
Secondary Criteria: LEGO® Education BricQ Motion Essential, LEGO® Education SPIKE™ Essential
Subjects: Language Arts, Mathematics
Grades: 1, 2, 3, 4, 5
Correlation Options: Show Correlated

California Content Standards
Language Arts
Grade: 1 - Adopted: 2013

CONTENT STANDARD / DOMAIN / PART	CCSS.ELA-Literacy.CCRA.R.	College and Career Readiness Anchor Standards for Reading
PERFORMANCE STANDARD / MODE		Key Ideas and Details
EXPECTATION / SUBSTRAND	CCSS.ELA-Literacy.CCRA.R.2	Determine central ideas or themes of a text and analyze their development; summarize the key supporting details and ideas. **LEGO® Education SPIKE™ Essential** See it! Hear It! Build It!: Lesson 1 Illumination See it! Hear It! Build It!: Lesson 2 Musical Vibrations See it! Hear It! Build It!: Lesson 3 Transparency See it! Hear It! Build It!: Lesson 4 Communicate with Light or Sound See it! Hear It! Build It!: Lesson 5 Learning from Using Ideas from Nature
EXPECTATION / SUBSTRAND	CCSS.ELA-Literacy.CCRA.R.3	Analyze how and why individuals, events, or ideas develop and interact over the course of a text. **LEGO® Education SPIKE™ Essential** Amazing Amusement Park: Classic Carousel Amazing Amusement Park: Remix the Ride Amazing Amusement Park: Snack Stand Amazing Amusement Park: The Fast Lane Amazing Amusement Park: The Most Amazing Amusement Park Amazing Amusement Park: The Perfect Swing Amazing Amusement Park: The Spinning Ferris Wheel Amazing Amusement Park: Twirling Teacups Great Adventures: Animal Alarm Great Adventures: Arctic Ride Great Adventures: Boat Trip Great Adventures: Cave Car Great Adventures: The Great Desert Adventure Great Adventures: Treehouse Camp Great Adventures: Underwater Quest See it! Hear It! Build It!: Lesson 1 Illumination See it! Hear It! Build It!: Lesson 2 Musical Vibrations See it! Hear It! Build It!: Lesson 3 Transparency See it! Hear It! Build It!: Lesson 4 Communicate with Light or Sound See it! Hear It! Build It!: Lesson 5 Learning from Using Ideas from Nature
CONTENT STANDARD / DOMAIN / PART	CCSS.ELA-Literacy.CCRA.R.	College and Career Readiness Anchor Standards for Reading
PERFORMANCE STANDARD / MODE		Craft and Structure

EXPECTATION / SUBSTRAND	CCSS.ELA-Literacy.CCRA.R.4	Interpret words and phrases as they are used in a text, including determining technical, connotative, and figurative meanings, and analyze how specific word choices shape meaning or tone. LEGO® Education SPIKE™ Essential See it! Hear It! Build It!: Lesson 1 Illumination See it! Hear It! Build It!: Lesson 2 Musical Vibrations See it! Hear It! Build It!: Lesson 3 Transparency See it! Hear It! Build It!: Lesson 4 Communicate with Light or Sound See it! Hear It! Build It!: Lesson 5 Learning from Using Ideas from Nature
CONTENT STANDARD / DOMAIN / PART	CCSS.ELA-Literacy.CCRA.R.	College and Career Readiness Anchor Standards for Reading
PERFORMANCE STANDARD / MODE		Integration of Knowledge and Ideas
EXPECTATION / SUBSTRAND	CCSS.ELA-Literacy.CCRA.R.7	Integrate and evaluate content presented in diverse media and formats, including visually and quantitatively, as well as in words. LEGO® Education SPIKE™ Essential See it! Hear It! Build It!: Lesson 1 Illumination See it! Hear It! Build It!: Lesson 2 Musical Vibrations See it! Hear It! Build It!: Lesson 3 Transparency See it! Hear It! Build It!: Lesson 4 Communicate with Light or Sound See it! Hear It! Build It!: Lesson 5 Learning from Using Ideas from Nature
CONTENT STANDARD / DOMAIN / PART	CCSS.ELA-Literacy.CCRA.R.	College and Career Readiness Anchor Standards for Reading
PERFORMANCE STANDARD / MODE		Range of Reading and Level of Text Complexity
EXPECTATION / SUBSTRAND	CCSS.ELA-Literacy.CCRA.R.10	Read and comprehend complex literary and informational texts independently and proficiently. LEGO® Education SPIKE™ Essential See it! Hear It! Build It!: Lesson 1 Illumination See it! Hear It! Build It!: Lesson 2 Musical Vibrations See it! Hear It! Build It!: Lesson 3 Transparency See it! Hear It! Build It!: Lesson 4 Communicate with Light or Sound See it! Hear It! Build It!: Lesson 5 Learning from Using Ideas from Nature
CONTENT STANDARD / DOMAIN / PART	CCSS.ELA-Literacy.CCRA.W.	College and Career Readiness Anchor Standards for Writing
PERFORMANCE STANDARD / MODE		Text Types and Purposes
EXPECTATION / SUBSTRAND	CCSS.ELA-Literacy.CCRA.W.1	Write arguments to support claims in an analysis of substantive topics or texts using valid reasoning and relevant and sufficient evidence. LEGO® Education SPIKE™ Essential Amazing Amusement Park: Twirling Teacups

EXPECTATION / SUBSTRAND	CCSS.ELA-Literacy.CCRA.W.2	Write informative/explanatory texts to examine and convey complex ideas and information clearly and accurately through the effective selection, organization, and analysis of content. LEGO® Education BricQ Motion Essential Dog Obstacle Course LEGO® Education SPIKE™ Essential Amazing Amusement Park: The Most Amazing Amusement Park Great Adventures: Animal Alarm Great Adventures: Arctic Ride Great Adventures: Cave Car Great Adventures: Treehouse Camp Great Adventures: Underwater Quest See it! Hear It! Build It!: Lesson 1 Illumination See it! Hear It! Build It!: Lesson 2 Musical Vibrations See it! Hear It! Build It!: Lesson 3 Transparency See it! Hear It! Build It!: Lesson 4 Communicate with Light or Sound See it! Hear It! Build It!: Lesson 5 Learning from Using Ideas from Nature
EXPECTATION / SUBSTRAND	CCSS.ELA-Literacy.CCRA.W.3	Write narratives to develop real or imagined experiences or events using effective technique, well-chosen details and well-structured event sequences. LEGO® Education SPIKE™ Essential Amazing Amusement Park: Classic Carousel Great Adventures: Boat Trip Great Adventures: The Great Desert Adventure See it! Hear It! Build It!: Lesson 3 Transparency
CONTENT STANDARD / DOMAIN / PART	CCSS.ELA-Literacy.CCRA.W.	College and Career Readiness Anchor Standards for Writing
PERFORMANCE STANDARD / MODE		Production and Distribution of Writing
EXPECTATION / SUBSTRAND	CCSS.ELA-Literacy.CCRA.W.4	Produce clear and coherent writing in which the development, organization, and style are appropriate to task, purpose, and audience. LEGO® Education SPIKE™ Essential Amazing Amusement Park: Classic Carousel Amazing Amusement Park: The Most Amazing Amusement Park Amazing Amusement Park: Twirling Teacups Great Adventures: Animal Alarm Great Adventures: Arctic Ride Great Adventures: Boat Trip Great Adventures: Cave Car Great Adventures: The Great Desert Adventure Great Adventures: Treehouse Camp Great Adventures: Underwater Quest See it! Hear It! Build It!: Lesson 1 Illumination See it! Hear It! Build It!: Lesson 2 Musical Vibrations See it! Hear It! Build It!: Lesson 3 Transparency See it! Hear It! Build It!: Lesson 4 Communicate with Light or Sound See it! Hear It! Build It!: Lesson 5 Learning from Using Ideas from Nature LEGO® Education BricQ Motion Essential Dog Obstacle Course

EXPECTATION / SUBSTRAND	CCSS.ELA-Literacy.CCRA.W.5	Develop and strengthen writing as needed by planning, revising, editing, rewriting, or trying a new approach. LEGO® Education SPIKE™ Essential Amazing Amusement Park: Classic Carousel Amazing Amusement Park: Remix the Ride Amazing Amusement Park: Snack Stand Amazing Amusement Park: The Most Amazing Amusement Park Amazing Amusement Park: The Perfect Swing Amazing Amusement Park: The Spinning Ferris Wheel Amazing Amusement Park: Twirling Teacups Great Adventures: Animal Alarm Great Adventures: Arctic Ride Great Adventures: Boat Trip Great Adventures: Cave Car Great Adventures: The Great Desert Adventure Great Adventures: Treehouse Camp Great Adventures: Underwater Quest See it! Hear It! Build It!: Lesson 1 Illumination See it! Hear It! Build It!: Lesson 2 Musical Vibrations See it! Hear It! Build It!: Lesson 3 Transparency See it! Hear It! Build It!: Lesson 4 Communicate with Light or Sound
CONTENT STANDARD / DOMAIN / PART	**CCSS.ELA-Literacy.CCRA.W.**	**College and Career Readiness Anchor Standards for Writing**
PERFORMANCE STANDARD / MODE		**Research to Build and Present Knowledge**
EXPECTATION / SUBSTRAND	CCSS.ELA-Literacy.CCRA.W.7	Conduct short as well as more sustained research projects based on focused questions, demonstrating understanding of the subject under investigation. LEGO® Education SPIKE™ Essential Great Adventures: Underwater Quest
EXPECTATION / SUBSTRAND	CCSS.ELA-Literacy.CCRA.W.8	Gather relevant information from multiple print and digital sources, assess the credibility and accuracy of each source, and integrate the information while avoiding plagiarism. LEGO® Education SPIKE™ Essential Amazing Amusement Park: Classic Carousel Amazing Amusement Park: Snack Stand Amazing Amusement Park: The Fast Lane Amazing Amusement Park: The Most Amazing Amusement Park Amazing Amusement Park: The Perfect Swing Amazing Amusement Park: The Spinning Ferris Wheel Amazing Amusement Park: Twirling Teacups Great Adventures: Animal Alarm Great Adventures: Arctic Ride Great Adventures: Underwater Quest
EXPECTATION / SUBSTRAND	CCSS.ELA-Literacy.CCRA.W.9	Draw evidence from literary or informational texts to support analysis, reflection, and research. LEGO® Education SPIKE™ Essential Great Adventures: Underwater Quest
CONTENT STANDARD / DOMAIN / PART	**CCSS.ELA-Literacy.CCRA.W.**	**College and Career Readiness Anchor Standards for Writing**
PERFORMANCE STANDARD / MODE		**Range of Writing**
EXPECTATION / SUBSTRAND	CCSS.ELA-Literacy.CCRA.W.10	Write routinely over extended time frames (time for research, reflection, and revision) and shorter time frames (a single sitting or a day or two) for a range of tasks, purposes, and audiences. LEGO® Education SPIKE™ Essential Amazing Amusement Park: Classic Carousel Amazing Amusement Park: The Most Amazing Amusement Park Amazing Amusement Park: Twirling Teacups Great Adventures: Animal Alarm Great Adventures: Arctic Ride Great Adventures: Boat Trip Great Adventures: Cave Car Great Adventures: The Great Desert Adventure Great Adventures: Treehouse Camp Great Adventures: Underwater Quest
CONTENT STANDARD / DOMAIN / PART	**CCSS.ELA-Literacy.CCRA.SL.**	**College and Career Readiness Anchor Standards for Speaking and Listening**

PERFORMANCE STANDARD / MODE		Comprehension and Collaboration
EXPECTATION / SUBSTRAND	CCSS.ELA-Literacy.CCRA.SL.1	Prepare for and participate effectively in a range of conversations and collaborations with diverse partners, building on others' ideas and expressing their own clearly and persuasively. LEGO® Education SPIKE™ Essential Amazing Amusement Park: Classic Carousel Amazing Amusement Park: Remix the Ride Amazing Amusement Park: Snack Stand Amazing Amusement Park: The Fast Lane Amazing Amusement Park: The Most Amazing Amusement Park Amazing Amusement Park: The Perfect Swing Amazing Amusement Park: The Spinning Ferris Wheel Amazing Amusement Park: Twirling Teacups Great Adventures: Animal Alarm Great Adventures: Arctic Ride Great Adventures: Boat Trip Great Adventures: Cave Car Great Adventures: The Great Desert Adventure Great Adventures: Treehouse Camp Great Adventures: Underwater Quest See it! Hear It! Build It!: Lesson 1 Illumination See it! Hear It! Build It!: Lesson 2 Musical Vibrations See it! Hear It! Build It!: Lesson 3 Transparency See it! Hear It! Build It!: Lesson 4 Communicate with Light or Sound See it! Hear It! Build It!: Lesson 5 Learning from Using Ideas from Nature
EXPECTATION / SUBSTRAND	CCSS.ELA-Literacy.CCRA.SL.2	Integrate and evaluate information presented in diverse media and formats, including visually, quantitatively, and orally. LEGO® Education SPIKE™ Essential Amazing Amusement Park: Twirling Teacups Great Adventures: Animal Alarm Great Adventures: Arctic Ride Great Adventures: Underwater Quest
CONTENT STANDARD / DOMAIN / PART	CCSS.ELA-Literacy.CCRA.SL.	College and Career Readiness Anchor Standards for Speaking and Listening
PERFORMANCE STANDARD / MODE		Presentation of Knowledge and Ideas
EXPECTATION / SUBSTRAND	CCSS.ELA-Literacy.CCRA.SL.4	Present information, findings, and supporting evidence such that listeners can follow the line of reasoning and the organization, development, and style are appropriate to task, purpose, and audience. LEGO® Education SPIKE™ Essential Amazing Amusement Park: Classic Carousel Amazing Amusement Park: Snack Stand Amazing Amusement Park: The Fast Lane Amazing Amusement Park: The Most Amazing Amusement Park Amazing Amusement Park: The Perfect Swing Amazing Amusement Park: The Spinning Ferris Wheel Amazing Amusement Park: Twirling Teacups Great Adventures: Animal Alarm Great Adventures: Arctic Ride Great Adventures: Boat Trip Great Adventures: Cave Car Great Adventures: The Great Desert Adventure Great Adventures: Treehouse Camp Great Adventures: Underwater Quest See it! Hear It! Build It!: Lesson 2 Musical Vibrations See it! Hear It! Build It!: Lesson 4 Communicate with Light or Sound See it! Hear It! Build It!: Lesson 5 Learning from Using Ideas from Nature
EXPECTATION / SUBSTRAND	CCSS.ELA-Literacy.CCRA.SL.5	Make strategic use of digital media and visual displays of data to express information and enhance understanding of presentations. LEGO® Education SPIKE™ Essential Amazing Amusement Park: The Fast Lane

EXPECTATION / SUBSTRAND	CCSS.ELA-Literacy.CCRA.SL.6	Adapt speech to a variety of contexts and communicative tasks, demonstrating command of formal English when indicated or appropriate. LEGO® Education SPIKE™ Essential Amazing Amusement Park: Remix the Ride
CONTENT STANDARD / DOMAIN / PART	CCSS.ELA-Literacy.CCRA.L.	College and Career Readiness Anchor Standards for Language
PERFORMANCE STANDARD / MODE		Knowledge of Language
EXPECTATION / SUBSTRAND	CCSS.ELA-Literacy.CCRA.L.3	Apply knowledge of language to understand how language functions in different contexts, to make effective choices for meaning or style, and to comprehend more fully when reading or listening. LEGO® Education SPIKE™ Essential See it! Hear It! Build It!: Lesson 1 Illumination See it! Hear It! Build It!: Lesson 2 Musical Vibrations See it! Hear It! Build It!: Lesson 3 Transparency See it! Hear It! Build It!: Lesson 4 Communicate with Light or Sound See it! Hear It! Build It!: Lesson 5 Learning from Using Ideas from Nature
CONTENT STANDARD / DOMAIN / PART	CCSS.ELA-Literacy.CCRA.L.	College and Career Readiness Anchor Standards for Language
PERFORMANCE STANDARD / MODE		Vocabulary Acquisition and Use
EXPECTATION / SUBSTRAND	CCSS.ELA-Literacy.CCRA.L.4	Determine or clarify the meaning of unknown and multiple-meaning words and phrases by using context clues, analyzing meaningful word parts, and consulting general and specialized reference materials, as appropriate. LEGO® Education SPIKE™ Essential See it! Hear It! Build It!: Lesson 1 Illumination See it! Hear It! Build It!: Lesson 2 Musical Vibrations See it! Hear It! Build It!: Lesson 3 Transparency See it! Hear It! Build It!: Lesson 4 Communicate with Light or Sound See it! Hear It! Build It!: Lesson 5 Learning from Using Ideas from Nature
EXPECTATION / SUBSTRAND	CCSS.ELA-Literacy.CCRA.L.6	Acquire and use accurately a range of general academic and domain-specific words and phrases sufficient for reading, writing, speaking, and listening at the college and career readiness level; demonstrate independence in gathering vocabulary knowledge when encountering an unknown term important to comprehension or expression. LEGO® Education SPIKE™ Essential Amazing Amusement Park: Classic Carousel Great Adventures: Boat Trip Great Adventures: The Great Desert Adventure See it! Hear It! Build It!: Lesson 1 Illumination See it! Hear It! Build It!: Lesson 2 Musical Vibrations See it! Hear It! Build It!: Lesson 3 Transparency See it! Hear It! Build It!: Lesson 4 Communicate with Light or Sound See it! Hear It! Build It!: Lesson 5 Learning from Using Ideas from Nature
CONTENT STANDARD / DOMAIN / PART	CA.CC.RL.1.	Reading Standards for Literature
PERFORMANCE STANDARD / MODE		Key Ideas and Details
EXPECTATION / SUBSTRAND	RL.1.1.	Ask and answer questions about key details in a text. LEGO® Education SPIKE™ Essential See it! Hear It! Build It!: Lesson 1 Illumination See it! Hear It! Build It!: Lesson 2 Musical Vibrations See it! Hear It! Build It!: Lesson 3 Transparency See it! Hear It! Build It!: Lesson 4 Communicate with Light or Sound See it! Hear It! Build It!: Lesson 5 Learning from Using Ideas from Nature

EXPECTATION / SUBSTRAND	RL.1.2.	Retell stories, including key details, and demonstrate understanding of their central message or lesson. __LEGO® Education SPIKE™ Essential__ See it! Hear It! Build It!: Lesson 1 Illumination See it! Hear It! Build It!: Lesson 2 Musical Vibrations See it! Hear It! Build It!: Lesson 3 Transparency See it! Hear It! Build It!: Lesson 4 Communicate with Light or Sound See it! Hear It! Build It!: Lesson 5 Learning from Using Ideas from Nature
EXPECTATION / SUBSTRAND	RL.1.3.	Describe characters, settings, and major events in a story, using key details. __LEGO® Education SPIKE™ Essential__ Amazing Amusement Park: Classic Carousel Amazing Amusement Park: Remix the Ride Amazing Amusement Park: Snack Stand Amazing Amusement Park: The Fast Lane Amazing Amusement Park: The Most Amazing Amusement Park Amazing Amusement Park: The Perfect Swing Amazing Amusement Park: The Spinning Ferris Wheel Amazing Amusement Park: Twirling Teacups Great Adventures: Animal Alarm Great Adventures: Arctic Ride Great Adventures: Boat Trip Great Adventures: Cave Car Great Adventures: The Great Desert Adventure Great Adventures: Treehouse Camp Great Adventures: Underwater Quest See it! Hear It! Build It!: Lesson 1 Illumination See it! Hear It! Build It!: Lesson 2 Musical Vibrations See it! Hear It! Build It!: Lesson 3 Transparency See it! Hear It! Build It!: Lesson 4 Communicate with Light or Sound See it! Hear It! Build It!: Lesson 5 Learning from Using Ideas from Nature
CONTENT STANDARD / DOMAIN / PART	CA.CC.RL.1.	Reading Standards for Literature
PERFORMANCE STANDARD / MODE		Integration of Knowledge and Ideas
EXPECTATION / SUBSTRAND	RL.1.7.	Use illustrations and details in a story to describe its characters, setting, or events. __LEGO® Education SPIKE™ Essential__ Amazing Amusement Park: Classic Carousel Amazing Amusement Park: Remix the Ride Amazing Amusement Park: Snack Stand Amazing Amusement Park: The Fast Lane Amazing Amusement Park: The Most Amazing Amusement Park Amazing Amusement Park: The Perfect Swing Amazing Amusement Park: The Spinning Ferris Wheel Amazing Amusement Park: Twirling Teacups Great Adventures: Animal Alarm Great Adventures: Arctic Ride Great Adventures: Boat Trip Great Adventures: Cave Car Great Adventures: The Great Desert Adventure Great Adventures: Treehouse Camp Great Adventures: Underwater Quest See it! Hear It! Build It!: Lesson 1 Illumination See it! Hear It! Build It!: Lesson 2 Musical Vibrations See it! Hear It! Build It!: Lesson 3 Transparency See it! Hear It! Build It!: Lesson 4 Communicate with Light or Sound See it! Hear It! Build It!: Lesson 5 Learning from Using Ideas from Nature
CONTENT STANDARD / DOMAIN / PART	CA.CC.RF.1.	Reading Standards: Foundational Skills
PERFORMANCE STANDARD / MODE		Fluency
EXPECTATION / SUBSTRAND	RF.1.4.	Read with sufficient accuracy and fluency to support comprehension.

FOUNDATION / PROFICIENCY LEVEL	RF.1.4.a.	Read on-level text with purpose and understanding. **LEGO® Education SPIKE™ Essential** See it! Hear It! Build It!: Lesson 1 Illumination See it! Hear It! Build It!: Lesson 2 Musical Vibrations See it! Hear It! Build It!: Lesson 3 Transparency See it! Hear It! Build It!: Lesson 4 Communicate with Light or Sound See it! Hear It! Build It!: Lesson 5 Learning from Using Ideas from Nature
FOUNDATION / PROFICIENCY LEVEL	RF.1.4.c.	Use context to confirm or self-correct word recognition and understanding, rereading as necessary. **LEGO® Education SPIKE™ Essential** See it! Hear It! Build It!: Lesson 1 Illumination See it! Hear It! Build It!: Lesson 2 Musical Vibrations See it! Hear It! Build It!: Lesson 3 Transparency See it! Hear It! Build It!: Lesson 4 Communicate with Light or Sound See it! Hear It! Build It!: Lesson 5 Learning from Using Ideas from Nature
CONTENT STANDARD / DOMAIN / PART	**CA.CC.W.1.**	**Writing Standards**
PERFORMANCE STANDARD / MODE		**Text Types and Purposes**
EXPECTATION / SUBSTRAND	W.1.1.	Write opinion pieces in which they introduce the topic or name the book they are writing about, state an opinion, supply a reason for the opinion, and provide some sense of closure. **LEGO® Education SPIKE™ Essential** See it! Hear It! Build It!: Lesson 5 Learning from Using Ideas from Nature
EXPECTATION / SUBSTRAND	W.1.2.	Write informative/explanatory texts in which they name a topic, supply some facts about the topic, and provide some sense of closure. **LEGO® Education BricQ Motion Essential** Dog Obstacle Course **LEGO® Education SPIKE™ Essential** Amazing Amusement Park: The Most Amazing Amusement Park Great Adventures: Animal Alarm Great Adventures: Arctic Ride Great Adventures: Cave Car Great Adventures: Treehouse Camp Great Adventures: Underwater Quest See it! Hear It! Build It!: Lesson 1 Illumination See it! Hear It! Build It!: Lesson 2 Musical Vibrations See it! Hear It! Build It!: Lesson 3 Transparency See it! Hear It! Build It!: Lesson 4 Communicate with Light or Sound See it! Hear It! Build It!: Lesson 5 Learning from Using Ideas from Nature
EXPECTATION / SUBSTRAND	W.1.3.	Write narratives in which they recount two or more appropriately sequenced events, include some details regarding what happened, use temporal words to signal event order, and provide some sense of closure. **LEGO® Education SPIKE™ Essential** Amazing Amusement Park: Classic Carousel Great Adventures: Boat Trip Great Adventures: The Great Desert Adventure See it! Hear It! Build It!: Lesson 3 Transparency
CONTENT STANDARD / DOMAIN / PART	**CA.CC.W.1.**	**Writing Standards**
PERFORMANCE STANDARD / MODE		**Production and Distribution of Writing**

EXPECTATION / SUBSTRAND	W.1.5.	With guidance and support from adults, focus on a topic, respond to questions and suggestions from peers, and add details to strengthen writing as needed. _LEGO® Education SPIKE™ Essential_ Amazing Amusement Park: Classic Carousel Amazing Amusement Park: The Most Amazing Amusement Park Amazing Amusement Park: Twirling Teacups Great Adventures: Animal Alarm Great Adventures: Arctic Ride Great Adventures: Boat Trip Great Adventures: Cave Car Great Adventures: The Great Desert Adventure Great Adventures: Treehouse Camp Great Adventures: Underwater Quest _LEGO® Education BricQ Motion Essential_ Dog Obstacle Course
CONTENT STANDARD / DOMAIN / PART	**CA.CC.W.1.**	**Writing Standards**
PERFORMANCE STANDARD / MODE		**Research to Build and Present Knowledge**
EXPECTATION / SUBSTRAND	W.1.7.	Participate in shared research and writing projects (e.g., explore a number of "how-to" books on a given topic and use them to write a sequence of instructions). _LEGO® Education SPIKE™ Essential_ Amazing Amusement Park: Twirling Teacups Great Adventures: Animal Alarm Great Adventures: Arctic Ride
EXPECTATION / SUBSTRAND	W.1.8.	With guidance and support from adults, recall information from experiences or gather information from provided sources to answer a question. _LEGO® Education SPIKE™ Essential_ Amazing Amusement Park: Classic Carousel Amazing Amusement Park: Snack Stand Amazing Amusement Park: The Fast Lane Amazing Amusement Park: The Most Amazing Amusement Park Amazing Amusement Park: The Perfect Swing Amazing Amusement Park: The Spinning Ferris Wheel Amazing Amusement Park: Twirling Teacups Great Adventures: Animal Alarm Great Adventures: Arctic Ride Great Adventures: Underwater Quest
CONTENT STANDARD / DOMAIN / PART	**CA.CC.SL.1.**	**Speaking and Listening Standards**
PERFORMANCE STANDARD / MODE		**Comprehension and Collaboration**
EXPECTATION / SUBSTRAND	SL.1.1.	Participate in collaborative conversations with diverse partners about grade 1 topics and texts with peers and adults in small and larger groups.

FOUNDATION / PROFICIENCY LEVEL	SL.1.1.a.	Follow agreed-upon rules for discussions (e.g., listening to others with care, speaking one at a time about the topics and texts under discussion). LEGO® Education SPIKE™ Essential Amazing Amusement Park: Classic Carousel Amazing Amusement Park: Remix the Ride Amazing Amusement Park: Snack Stand Amazing Amusement Park: The Fast Lane Amazing Amusement Park: The Most Amazing Amusement Park Amazing Amusement Park: The Perfect Swing Amazing Amusement Park: The Spinning Ferris Wheel Amazing Amusement Park: Twirling Teacups Great Adventures: Animal Alarm Great Adventures: Arctic Ride Great Adventures: Boat Trip Great Adventures: Cave Car Great Adventures: The Great Desert Adventure Great Adventures: Treehouse Camp Great Adventures: Underwater Quest See it! Hear It! Build It!: Lesson 1 Illumination See it! Hear It! Build It!: Lesson 2 Musical Vibrations See it! Hear It! Build It!: Lesson 3 Transparency See it! Hear It! Build It!: Lesson 4 Communicate with Light or Sound See it! Hear It! Build It!: Lesson 5 Learning from Using Ideas from Nature
FOUNDATION / PROFICIENCY LEVEL	SL.1.1.b.	Build on others' talk in conversations by responding to the comments of others through multiple exchanges. LEGO® Education SPIKE™ Essential Amazing Amusement Park: Classic Carousel Amazing Amusement Park: Remix the Ride Amazing Amusement Park: Snack Stand Amazing Amusement Park: The Fast Lane Amazing Amusement Park: The Most Amazing Amusement Park Amazing Amusement Park: The Perfect Swing Amazing Amusement Park: The Spinning Ferris Wheel Amazing Amusement Park: Twirling Teacups Great Adventures: Animal Alarm Great Adventures: Arctic Ride Great Adventures: Boat Trip Great Adventures: Cave Car Great Adventures: The Great Desert Adventure Great Adventures: Treehouse Camp Great Adventures: Underwater Quest See it! Hear It! Build It!: Lesson 1 Illumination See it! Hear It! Build It!: Lesson 2 Musical Vibrations See it! Hear It! Build It!: Lesson 3 Transparency See it! Hear It! Build It!: Lesson 4 Communicate with Light or Sound See it! Hear It! Build It!: Lesson 5 Learning from Using Ideas from Nature
FOUNDATION / PROFICIENCY LEVEL	SL.1.1.c.	Ask questions to clear up any confusion about the topics and texts under discussion. LEGO® Education SPIKE™ Essential Amazing Amusement Park: Remix the Ride
CONTENT STANDARD / DOMAIN / PART	CA.CC.SL.1.	Speaking and Listening Standards
PERFORMANCE STANDARD / MODE		Comprehension and Collaboration
EXPECTATION / SUBSTRAND	SL.1.2.	Ask and answer questions about key details in a text read aloud or information presented orally or through other media.
FOUNDATION / PROFICIENCY LEVEL	SL.1.2.a.	Give, restate, and follow simple two-step directions. CA LEGO® Education SPIKE™ Essential Great Adventures: Arctic Ride
CONTENT STANDARD / DOMAIN / PART	CA.CC.SL.1.	Speaking and Listening Standards
PERFORMANCE STANDARD / MODE		Comprehension and Collaboration

EXPECTATION / SUBSTRAND	SL.1.3.	Ask and answer questions about what a speaker says in order to gather additional information or clarify something that is not understood. LEGO® Education SPIKE™ Essential Amazing Amusement Park: Classic Carousel Amazing Amusement Park: Remix the Ride Amazing Amusement Park: Snack Stand Amazing Amusement Park: The Fast Lane Amazing Amusement Park: The Most Amazing Amusement Park Amazing Amusement Park: The Perfect Swing Amazing Amusement Park: The Spinning Ferris Wheel Amazing Amusement Park: Twirling Teacups Great Adventures: Animal Alarm Great Adventures: Arctic Ride Great Adventures: Boat Trip Great Adventures: Cave Car Great Adventures: The Great Desert Adventure Great Adventures: Treehouse Camp Great Adventures: Underwater Quest
CONTENT STANDARD / DOMAIN / PART	CA.CC.SL.1.	Speaking and Listening Standards
PERFORMANCE STANDARD / MODE		Presentation of Knowledge and Ideas
EXPECTATION / SUBSTRAND	SL.1.5.	Add drawings or other visual displays to descriptions when appropriate to clarify ideas, thoughts, and feelings. LEGO® Education SPIKE™ Essential Great Adventures: Treehouse Camp See it! Hear It! Build It!: Lesson 2 Musical Vibrations
EXPECTATION / SUBSTRAND	SL.1.6.	Produce complete sentences when appropriate to task and situation. (See grade 1 Language standards 1 and 3 for specific expectations.) LEGO® Education SPIKE™ Essential Amazing Amusement Park: Classic Carousel Amazing Amusement Park: Remix the Ride Amazing Amusement Park: Snack Stand Amazing Amusement Park: The Fast Lane Amazing Amusement Park: The Most Amazing Amusement Park Amazing Amusement Park: The Perfect Swing Amazing Amusement Park: The Spinning Ferris Wheel Amazing Amusement Park: Twirling Teacups Great Adventures: Animal Alarm Great Adventures: Arctic Ride Great Adventures: Boat Trip Great Adventures: Cave Car Great Adventures: The Great Desert Adventure Great Adventures: Treehouse Camp Great Adventures: Underwater Quest
CONTENT STANDARD / DOMAIN / PART	CA.CC.L.1.	Language Standards
PERFORMANCE STANDARD / MODE		Conventions of Standard English
EXPECTATION / SUBSTRAND	L.1.1.	Demonstrate command of the conventions of standard English grammar and usage when writing or speaking.
FOUNDATION / PROFICIENCY LEVEL	L.1.1.c.	Use singular and plural nouns with matching verbs in basic sentences (e.g., He hops; We hop). LEGO® Education SPIKE™ Essential Great Adventures: Animal Alarm Great Adventures: Arctic Ride See it! Hear It! Build It!: Lesson 1 Illumination See it! Hear It! Build It!: Lesson 2 Musical Vibrations See it! Hear It! Build It!: Lesson 3 Transparency See it! Hear It! Build It!: Lesson 4 Communicate with Light or Sound See it! Hear It! Build It!: Lesson 5 Learning from Using Ideas from Nature
CONTENT STANDARD / DOMAIN / PART	CA.CC.L.1.	Language Standards
PERFORMANCE STANDARD / MODE		Vocabulary Acquisition and Use

EXPECTATION / SUBSTRAND	L.1.4.	Determine or clarify the meaning of unknown and multiple-meaning words and phrases based on grade 1 reading and content, choosing flexibly from an array of strategies.
FOUNDATION / PROFICIENCY LEVEL	L.1.4.a.	Use sentence-level context as a clue to the meaning of a word or phrase. LEGO® Education SPIKE™ Essential See it! Hear It! Build It!: Lesson 1 Illumination See it! Hear It! Build It!: Lesson 2 Musical Vibrations See it! Hear It! Build It!: Lesson 3 Transparency See it! Hear It! Build It!: Lesson 4 Communicate with Light or Sound See it! Hear It! Build It!: Lesson 5 Learning from Using Ideas from Nature
CONTENT STANDARD / DOMAIN / PART	CA.CC.L.1.	Language Standards
PERFORMANCE STANDARD / MODE		Vocabulary Acquisition and Use
EXPECTATION / SUBSTRAND	L.1.5.	With guidance and support from adults, demonstrate understanding of word relationships and nuances in word meanings.
FOUNDATION / PROFICIENCY LEVEL	L.1.5.a.	Sort words into categories (e.g., colors, clothing) to gain a sense of the concepts the categories represent. LEGO® Education SPIKE™ Essential See it! Hear It! Build It!: Lesson 1 Illumination See it! Hear It! Build It!: Lesson 3 Transparency
FOUNDATION / PROFICIENCY LEVEL	L.1.5.b.	Define words by category and by one or more key attributes (e.g., a duck is a bird that swims; a tiger is a large cat with stripes). LEGO® Education SPIKE™ Essential See it! Hear It! Build It!: Lesson 1 Illumination See it! Hear It! Build It!: Lesson 3 Transparency
CONTENT STANDARD / DOMAIN / PART	CA.CC.L.1.	Language Standards
PERFORMANCE STANDARD / MODE		Vocabulary Acquisition and Use
EXPECTATION / SUBSTRAND	L.1.6.	Use words and phrases acquired through conversations, reading and being read to, and responding to texts, including using frequently occurring conjunctions to signal simple relationships (e.g., because). LEGO® Education SPIKE™ Essential See it! Hear It! Build It!: Lesson 1 Illumination See it! Hear It! Build It!: Lesson 2 Musical Vibrations See it! Hear It! Build It!: Lesson 3 Transparency See it! Hear It! Build It!: Lesson 4 Communicate with Light or Sound See it! Hear It! Build It!: Lesson 5 Learning from Using Ideas from Nature

California Content Standards
Language Arts
Grade: 2 - Adopted: 2013

CONTENT STANDARD / DOMAIN / PART	CCSS.ELA-Literacy.CCRA.R.	College and Career Readiness Anchor Standards for Reading
PERFORMANCE STANDARD / MODE		Key Ideas and Details
EXPECTATION / SUBSTRAND	CCSS.ELA-Literacy.CCRA.R.2	Determine central ideas or themes of a text and analyze their development; summarize the key supporting details and ideas. LEGO® Education SPIKE™ Essential Science in Nature and our Daily Life: Lesson 1 Habitats Science in Nature and our Daily Life: Lesson 2 Redesigning to Make New Objects Science in Nature and our Daily Life: Lesson 3 Pollination Science in Nature and our Daily Life: Lesson 4 Classify and Choose Materials Science in Nature and our Daily Life: Lesson 5 Protection from Wind

EXPECTATION / SUBSTRAND	CCSS.ELA-Literacy.CCRA.R.3	Analyze how and why individuals, events, or ideas develop and interact over the course of a text. LEGO® Education SPIKE™ Essential Amazing Amusement Park: Classic Carousel Amazing Amusement Park: Remix the Ride Amazing Amusement Park: Snack Stand Amazing Amusement Park: The Fast Lane Amazing Amusement Park: The Most Amazing Amusement Park Amazing Amusement Park: The Perfect Swing Amazing Amusement Park: The Spinning Ferris Wheel Amazing Amusement Park: Twirling Teacups Great Adventures: Animal Alarm Great Adventures: Arctic Ride Great Adventures: Boat Trip Great Adventures: Cave Car Great Adventures: The Great Desert Adventure Great Adventures: Treehouse Camp Great Adventures: Underwater Quest Science in Nature and our Daily Life: Lesson 1 Habitats Science in Nature and our Daily Life: Lesson 2 Redesigning to Make New Objects Science in Nature and our Daily Life: Lesson 3 Pollination Science in Nature and our Daily Life: Lesson 4 Classify and Choose Materials Science in Nature and our Daily Life: Lesson 5 Protection from Wind
CONTENT STANDARD / DOMAIN / PART	CCSS.ELA-Literacy.CCRA.R.	College and Career Readiness Anchor Standards for Reading
PERFORMANCE STANDARD / MODE		Craft and Structure
EXPECTATION / SUBSTRAND	CCSS.ELA-Literacy.CCRA.R.4	Interpret words and phrases as they are used in a text, including determining technical, connotative, and figurative meanings, and analyze how specific word choices shape meaning or tone. LEGO® Education SPIKE™ Essential Science in Nature and our Daily Life: Lesson 1 Habitats Science in Nature and our Daily Life: Lesson 2 Redesigning to Make New Objects Science in Nature and our Daily Life: Lesson 3 Pollination Science in Nature and our Daily Life: Lesson 4 Classify and Choose Materials Science in Nature and our Daily Life: Lesson 5 Protection from Wind
CONTENT STANDARD / DOMAIN / PART	CCSS.ELA-Literacy.CCRA.R.	College and Career Readiness Anchor Standards for Reading
PERFORMANCE STANDARD / MODE		Integration of Knowledge and Ideas
EXPECTATION / SUBSTRAND	CCSS.ELA-Literacy.CCRA.R.7	Integrate and evaluate content presented in diverse media and formats, including visually and quantitatively, as well as in words. LEGO® Education SPIKE™ Essential Science in Nature and our Daily Life: Lesson 1 Habitats Science in Nature and our Daily Life: Lesson 2 Redesigning to Make New Objects Science in Nature and our Daily Life: Lesson 3 Pollination Science in Nature and our Daily Life: Lesson 4 Classify and Choose Materials Science in Nature and our Daily Life: Lesson 5 Protection from Wind
CONTENT STANDARD / DOMAIN / PART	CCSS.ELA-Literacy.CCRA.R.	College and Career Readiness Anchor Standards for Reading
PERFORMANCE STANDARD / MODE		Range of Reading and Level of Text Complexity

EXPECTATION / SUBSTRAND	CCSS.ELA-Literacy.CCRA.R.10	Read and comprehend complex literary and informational texts independently and proficiently. LEGO® Education SPIKE™ Essential Science in Nature and our Daily Life: Lesson 1 Habitats Science in Nature and our Daily Life: Lesson 2 Redesigning to Make New Objects Science in Nature and our Daily Life: Lesson 3 Pollination Science in Nature and our Daily Life: Lesson 4 Classify and Choose Materials Science in Nature and our Daily Life: Lesson 5 Protection from Wind
CONTENT STANDARD / DOMAIN / PART	CCSS.ELA-Literacy.CCRA.W.	College and Career Readiness Anchor Standards for Writing
PERFORMANCE STANDARD / MODE		Text Types and Purposes
EXPECTATION / SUBSTRAND	CCSS.ELA-Literacy.CCRA.W.1	Write arguments to support claims in an analysis of substantive topics or texts using valid reasoning and relevant and sufficient evidence. LEGO® Education SPIKE™ Essential Amazing Amusement Park: Twirling Teacups
EXPECTATION / SUBSTRAND	CCSS.ELA-Literacy.CCRA.W.2	Write informative/explanatory texts to examine and convey complex ideas and information clearly and accurately through the effective selection, organization, and analysis of content. LEGO® Education BricQ Motion Essential Dog Obstacle Course LEGO® Education SPIKE™ Essential Amazing Amusement Park: The Most Amazing Amusement Park Great Adventures: Animal Alarm Great Adventures: Arctic Ride Great Adventures: Cave Car Great Adventures: Treehouse Camp Great Adventures: Underwater Quest Science in Nature and our Daily Life: Lesson 1 Habitats Science in Nature and our Daily Life: Lesson 2 Redesigning to Make New Objects Science in Nature and our Daily Life: Lesson 4 Classify and Choose Materials
EXPECTATION / SUBSTRAND	CCSS.ELA-Literacy.CCRA.W.3	Write narratives to develop real or imagined experiences or events using effective technique, well-chosen details and well-structured event sequences. LEGO® Education SPIKE™ Essential Amazing Amusement Park: Classic Carousel Great Adventures: Boat Trip Great Adventures: The Great Desert Adventure
CONTENT STANDARD / DOMAIN / PART	CCSS.ELA-Literacy.CCRA.W.	College and Career Readiness Anchor Standards for Writing
PERFORMANCE STANDARD / MODE		Production and Distribution of Writing
EXPECTATION / SUBSTRAND	CCSS.ELA-Literacy.CCRA.W.4	Produce clear and coherent writing in which the development, organization, and style are appropriate to task, purpose, and audience. LEGO® Education SPIKE™ Essential Amazing Amusement Park: Classic Carousel Amazing Amusement Park: The Most Amazing Amusement Park Amazing Amusement Park: Twirling Teacups Great Adventures: Animal Alarm Great Adventures: Arctic Ride Great Adventures: Boat Trip Great Adventures: Cave Car Great Adventures: The Great Desert Adventure Great Adventures: Treehouse Camp Great Adventures: Underwater Quest Science in Nature and our Daily Life: Lesson 1 Habitats Science in Nature and our Daily Life: Lesson 2 Redesigning to Make New Objects Science in Nature and our Daily Life: Lesson 4 Classify and Choose Materials LEGO® Education BricQ Motion Essential Dog Obstacle Course

EXPECTATION / SUBSTRAND	CCSS.ELA-Literacy.CCRA.W.5	Develop and strengthen writing as needed by planning, revising, editing, rewriting, or trying a new approach. LEGO® Education SPIKE™ Essential Amazing Amusement Park: Classic Carousel Amazing Amusement Park: Remix the Ride Amazing Amusement Park: Snack Stand Amazing Amusement Park: The Most Amazing Amusement Park Amazing Amusement Park: The Perfect Swing Amazing Amusement Park: The Spinning Ferris Wheel Amazing Amusement Park: Twirling Teacups Great Adventures: Animal Alarm Great Adventures: Arctic Ride Great Adventures: Boat Trip Great Adventures: Cave Car Great Adventures: The Great Desert Adventure Great Adventures: Treehouse Camp Great Adventures: Underwater Quest Science in Nature and our Daily Life: Lesson 1 Habitats Science in Nature and our Daily Life: Lesson 2 Redesigning to Make New Objects Science in Nature and our Daily Life: Lesson 3 Pollination Science in Nature and our Daily Life: Lesson 4 Classify and Choose Materials
CONTENT STANDARD / DOMAIN / PART	CCSS.ELA-Literacy.CCRA.W.	College and Career Readiness Anchor Standards for Writing
PERFORMANCE STANDARD / MODE		Research to Build and Present Knowledge
EXPECTATION / SUBSTRAND	CCSS.ELA-Literacy.CCRA.W.7	Conduct short as well as more sustained research projects based on focused questions, demonstrating understanding of the subject under investigation. LEGO® Education SPIKE™ Essential Great Adventures: Underwater Quest
EXPECTATION / SUBSTRAND	CCSS.ELA-Literacy.CCRA.W.8	Gather relevant information from multiple print and digital sources, assess the credibility and accuracy of each source, and integrate the information while avoiding plagiarism. LEGO® Education SPIKE™ Essential Amazing Amusement Park: Classic Carousel Amazing Amusement Park: Snack Stand Amazing Amusement Park: The Fast Lane Amazing Amusement Park: The Most Amazing Amusement Park Amazing Amusement Park: The Perfect Swing Amazing Amusement Park: The Spinning Ferris Wheel Amazing Amusement Park: Twirling Teacups Great Adventures: Animal Alarm Great Adventures: Arctic Ride Great Adventures: Underwater Quest Science in Nature and our Daily Life: Lesson 1 Habitats Science in Nature and our Daily Life: Lesson 4 Classify and Choose Materials
EXPECTATION / SUBSTRAND	CCSS.ELA-Literacy.CCRA.W.9	Draw evidence from literary or informational texts to support analysis, reflection, and research. LEGO® Education SPIKE™ Essential Great Adventures: Underwater Quest
CONTENT STANDARD / DOMAIN / PART	CCSS.ELA-Literacy.CCRA.W.	College and Career Readiness Anchor Standards for Writing
PERFORMANCE STANDARD / MODE		Range of Writing

EXPECTATION / SUBSTRAND	CCSS.ELA-Literacy.CCRA.W.10	Write routinely over extended time frames (time for research, reflection, and revision) and shorter time frames (a single sitting or a day or two) for a range of tasks, purposes, and audiences. LEGO® Education SPIKE™ Essential Amazing Amusement Park: Classic Carousel Amazing Amusement Park: The Most Amazing Amusement Park Amazing Amusement Park: Twirling Teacups Great Adventures: Animal Alarm Great Adventures: Arctic Ride Great Adventures: Boat Trip Great Adventures: Cave Car Great Adventures: The Great Desert Adventure Great Adventures: Treehouse Camp Great Adventures: Underwater Quest
CONTENT STANDARD / DOMAIN / PART	**CCSS.ELA-Literacy.CCRA.SL.**	**College and Career Readiness Anchor Standards for Speaking and Listening**
PERFORMANCE STANDARD / MODE		**Comprehension and Collaboration**
EXPECTATION / SUBSTRAND	CCSS.ELA-Literacy.CCRA.SL.1	Prepare for and participate effectively in a range of conversations and collaborations with diverse partners, building on others' ideas and expressing their own clearly and persuasively. LEGO® Education SPIKE™ Essential Amazing Amusement Park: Classic Carousel Amazing Amusement Park: Remix the Ride Amazing Amusement Park: Snack Stand Amazing Amusement Park: The Fast Lane Amazing Amusement Park: The Most Amazing Amusement Park Amazing Amusement Park: The Perfect Swing Amazing Amusement Park: The Spinning Ferris Wheel Amazing Amusement Park: Twirling Teacups Great Adventures: Animal Alarm Great Adventures: Arctic Ride Great Adventures: Boat Trip Great Adventures: Cave Car Great Adventures: The Great Desert Adventure Great Adventures: Treehouse Camp Great Adventures: Underwater Quest Science in Nature and our Daily Life: Lesson 1 Habitats Science in Nature and our Daily Life: Lesson 2 Redesigning to Make New Objects Science in Nature and our Daily Life: Lesson 3 Pollination Science in Nature and our Daily Life: Lesson 4 Classify and Choose Materials Science in Nature and our Daily Life: Lesson 5 Protection from Wind
EXPECTATION / SUBSTRAND	CCSS.ELA-Literacy.CCRA.SL.2	Integrate and evaluate information presented in diverse media and formats, including visually, quantitatively, and orally. LEGO® Education SPIKE™ Essential Amazing Amusement Park: Twirling Teacups Great Adventures: Animal Alarm Great Adventures: Arctic Ride Great Adventures: Underwater Quest
CONTENT STANDARD / DOMAIN / PART	**CCSS.ELA-Literacy.CCRA.SL.**	**College and Career Readiness Anchor Standards for Speaking and Listening**
PERFORMANCE STANDARD / MODE		**Presentation of Knowledge and Ideas**

EXPECTATION / SUBSTRAND	CCSS.ELA-Literacy.CCRA.SL.4	Present information, findings, and supporting evidence such that listeners can follow the line of reasoning and the organization, development, and style are appropriate to task, purpose, and audience. LEGO® Education SPIKE™ Essential Amazing Amusement Park: Classic Carousel Amazing Amusement Park: Snack Stand Amazing Amusement Park: The Fast Lane Amazing Amusement Park: The Most Amazing Amusement Park Amazing Amusement Park: The Perfect Swing Amazing Amusement Park: The Spinning Ferris Wheel Amazing Amusement Park: Twirling Teacups Great Adventures: Animal Alarm Great Adventures: Arctic Ride Great Adventures: Boat Trip Great Adventures: Cave Car Great Adventures: The Great Desert Adventure Great Adventures: Treehouse Camp Great Adventures: Underwater Quest Science in Nature and our Daily Life: Lesson 1 Habitats Science in Nature and our Daily Life: Lesson 2 Redesigning to Make New Objects Science in Nature and our Daily Life: Lesson 3 Pollination Science in Nature and our Daily Life: Lesson 4 Classify and Choose Materials Science in Nature and our Daily Life: Lesson 5 Protection from Wind
EXPECTATION / SUBSTRAND	CCSS.ELA-Literacy.CCRA.SL.5	Make strategic use of digital media and visual displays of data to express information and enhance understanding of presentations. LEGO® Education SPIKE™ Essential Amazing Amusement Park: The Fast Lane
EXPECTATION / SUBSTRAND	CCSS.ELA-Literacy.CCRA.SL.6	Adapt speech to a variety of contexts and communicative tasks, demonstrating command of formal English when indicated or appropriate. LEGO® Education SPIKE™ Essential Amazing Amusement Park: Remix the Ride
CONTENT STANDARD / DOMAIN / PART	CCSS.ELA-Literacy.CCRA.L.	College and Career Readiness Anchor Standards for Language
PERFORMANCE STANDARD / MODE		Knowledge of Language
EXPECTATION / SUBSTRAND	CCSS.ELA-Literacy.CCRA.L.3	Apply knowledge of language to understand how language functions in different contexts, to make effective choices for meaning or style, and to comprehend more fully when reading or listening. LEGO® Education SPIKE™ Essential Science in Nature and our Daily Life: Lesson 1 Habitats Science in Nature and our Daily Life: Lesson 2 Redesigning to Make New Objects Science in Nature and our Daily Life: Lesson 3 Pollination Science in Nature and our Daily Life: Lesson 4 Classify and Choose Materials Science in Nature and our Daily Life: Lesson 5 Protection from Wind
CONTENT STANDARD / DOMAIN / PART	CCSS.ELA-Literacy.CCRA.L.	College and Career Readiness Anchor Standards for Language
PERFORMANCE STANDARD / MODE		Vocabulary Acquisition and Use
EXPECTATION / SUBSTRAND	CCSS.ELA-Literacy.CCRA.L.4	Determine or clarify the meaning of unknown and multiple-meaning words and phrases by using context clues, analyzing meaningful word parts, and consulting general and specialized reference materials, as appropriate. LEGO® Education SPIKE™ Essential Science in Nature and our Daily Life: Lesson 1 Habitats Science in Nature and our Daily Life: Lesson 2 Redesigning to Make New Objects Science in Nature and our Daily Life: Lesson 3 Pollination Science in Nature and our Daily Life: Lesson 4 Classify and Choose Materials Science in Nature and our Daily Life: Lesson 5 Protection from Wind

EXPECTATION / SUBSTRAND	CCSS.ELA-Literacy.CCRA.L.6	Acquire and use accurately a range of general academic and domain-specific words and phrases sufficient for reading, writing, speaking, and listening at the college and career readiness level; demonstrate independence in gathering vocabulary knowledge when encountering an unknown term important to comprehension or expression. _LEGO® Education SPIKE™ Essential_ Amazing Amusement Park: Classic Carousel Great Adventures: Boat Trip Great Adventures: The Great Desert Adventure Science in Nature and our Daily Life: Lesson 1 Habitats Science in Nature and our Daily Life: Lesson 2 Redesigning to Make New Objects Science in Nature and our Daily Life: Lesson 3 Pollination Science in Nature and our Daily Life: Lesson 4 Classify and Choose Materials Science in Nature and our Daily Life: Lesson 5 Protection from Wind
CONTENT STANDARD / DOMAIN / PART	**CA.CC.RL.2.**	**Reading Standards for Literature**
PERFORMANCE STANDARD / MODE		**Key Ideas and Details**
EXPECTATION / SUBSTRAND	RL.2.1.	Ask and answer such questions as who, what, where, when, why, and how to demonstrate understanding of key details in a text. _LEGO® Education SPIKE™ Essential_ Science in Nature and our Daily Life: Lesson 1 Habitats Science in Nature and our Daily Life: Lesson 2 Redesigning to Make New Objects Science in Nature and our Daily Life: Lesson 3 Pollination Science in Nature and our Daily Life: Lesson 4 Classify and Choose Materials Science in Nature and our Daily Life: Lesson 5 Protection from Wind
EXPECTATION / SUBSTRAND	RL.2.3.	Describe how characters in a story respond to major events and challenges. _LEGO® Education SPIKE™ Essential_ Amazing Amusement Park: Classic Carousel Amazing Amusement Park: Remix the Ride Amazing Amusement Park: Snack Stand Amazing Amusement Park: The Fast Lane Amazing Amusement Park: The Most Amazing Amusement Park Amazing Amusement Park: The Perfect Swing Amazing Amusement Park: The Spinning Ferris Wheel Amazing Amusement Park: Twirling Teacups Great Adventures: Animal Alarm Great Adventures: Arctic Ride Great Adventures: Boat Trip Great Adventures: Cave Car Great Adventures: The Great Desert Adventure Great Adventures: Treehouse Camp Great Adventures: Underwater Quest Science in Nature and our Daily Life: Lesson 1 Habitats Science in Nature and our Daily Life: Lesson 2 Redesigning to Make New Objects Science in Nature and our Daily Life: Lesson 3 Pollination Science in Nature and our Daily Life: Lesson 4 Classify and Choose Materials Science in Nature and our Daily Life: Lesson 5 Protection from Wind
CONTENT STANDARD / DOMAIN / PART	**CA.CC.RL.2.**	**Reading Standards for Literature**
PERFORMANCE STANDARD / MODE		**Integration of Knowledge and Ideas**

EXPECTATION / SUBSTRAND	RL.2.7.	Use information gained from the illustrations and words in a print or digital text to demonstrate understanding of its characters, setting, or plot. LEGO® Education SPIKE™ Essential Amazing Amusement Park: Classic Carousel Amazing Amusement Park: Remix the Ride Amazing Amusement Park: Snack Stand Amazing Amusement Park: The Fast Lane Amazing Amusement Park: The Most Amazing Amusement Park Amazing Amusement Park: The Perfect Swing Amazing Amusement Park: The Spinning Ferris Wheel Amazing Amusement Park: Twirling Teacups Great Adventures: Animal Alarm Great Adventures: Arctic Ride Great Adventures: Boat Trip Great Adventures: Cave Car Great Adventures: The Great Desert Adventure Great Adventures: Treehouse Camp Great Adventures: Underwater Quest Science in Nature and our Daily Life: Lesson 1 Habitats Science in Nature and our Daily Life: Lesson 2 Redesigning to Make New Objects Science in Nature and our Daily Life: Lesson 3 Pollination Science in Nature and our Daily Life: Lesson 4 Classify and Choose Materials Science in Nature and our Daily Life: Lesson 5 Protection from Wind
CONTENT STANDARD / DOMAIN / PART	CA.CC.RL.2.	Reading Standards for Literature
PERFORMANCE STANDARD / MODE		Range of Reading and Level of Text Complexity
EXPECTATION / SUBSTRAND	RL.2.10.	By the end of the year, read and comprehend literature, including stories and poetry, in the grades 2–3 text complexity band proficiently, with scaffolding as needed at the high end of the range. LEGO® Education SPIKE™ Essential Science in Nature and our Daily Life: Lesson 1 Habitats Science in Nature and our Daily Life: Lesson 2 Redesigning to Make New Objects Science in Nature and our Daily Life: Lesson 3 Pollination Science in Nature and our Daily Life: Lesson 4 Classify and Choose Materials Science in Nature and our Daily Life: Lesson 5 Protection from Wind
CONTENT STANDARD / DOMAIN / PART	CA.CC.RI.2.	Reading Standards for Informational Text
PERFORMANCE STANDARD / MODE		Key Ideas and Details
EXPECTATION / SUBSTRAND	RI.2.3.	Describe the connection between a series of historical events, scientific ideas or concepts, or steps in technical procedures in a text. LEGO® Education SPIKE™ Essential Amazing Amusement Park: Classic Carousel Amazing Amusement Park: Snack Stand Amazing Amusement Park: The Fast Lane Amazing Amusement Park: The Most Amazing Amusement Park Amazing Amusement Park: The Perfect Swing Amazing Amusement Park: The Spinning Ferris Wheel Amazing Amusement Park: Twirling Teacups Great Adventures: Animal Alarm Great Adventures: Arctic Ride Science in Nature and our Daily Life: Lesson 1 Habitats Science in Nature and our Daily Life: Lesson 2 Redesigning to Make New Objects Science in Nature and our Daily Life: Lesson 3 Pollination Science in Nature and our Daily Life: Lesson 4 Classify and Choose Materials Science in Nature and our Daily Life: Lesson 5 Protection from Wind
CONTENT STANDARD / DOMAIN / PART	CA.CC.RI.2.	Reading Standards for Informational Text

PERFORMANCE STANDARD / MODE		Integration of Knowledge and Ideas
EXPECTATION / SUBSTRAND	RI.2.7.	Explain how specific images (e.g., a diagram showing how a machine works) contribute to and clarify a text. LEGO® Education SPIKE™ Essential Amazing Amusement Park: Classic Carousel Amazing Amusement Park: Remix the Ride Amazing Amusement Park: Snack Stand Amazing Amusement Park: The Fast Lane Amazing Amusement Park: The Most Amazing Amusement Park Amazing Amusement Park: The Perfect Swing Amazing Amusement Park: The Spinning Ferris Wheel Amazing Amusement Park: Twirling Teacups Great Adventures: Animal Alarm Great Adventures: Arctic Ride Great Adventures: Boat Trip Great Adventures: Cave Car Great Adventures: The Great Desert Adventure Great Adventures: Treehouse Camp Great Adventures: Underwater Quest Science in Nature and our Daily Life: Lesson 3 Pollination
CONTENT STANDARD / DOMAIN / PART	CA.CC.RI.2.	Reading Standards for Informational Text
PERFORMANCE STANDARD / MODE		Range of Reading and Level of Text Complexity
EXPECTATION / SUBSTRAND	RI.2.10.	By the end of year, read and comprehend informational texts, including history/social studies, science, and technical texts, in the grades 2–3 text complexity band proficiently, with scaffolding as needed at the high end of the range. LEGO® Education SPIKE™ Essential Amazing Amusement Park: Classic Carousel Amazing Amusement Park: Snack Stand Amazing Amusement Park: The Fast Lane Amazing Amusement Park: The Most Amazing Amusement Park Amazing Amusement Park: The Perfect Swing Amazing Amusement Park: The Spinning Ferris Wheel Amazing Amusement Park: Twirling Teacups Great Adventures: Animal Alarm Great Adventures: Arctic Ride Science in Nature and our Daily Life: Lesson 1 Habitats Science in Nature and our Daily Life: Lesson 2 Redesigning to Make New Objects Science in Nature and our Daily Life: Lesson 3 Pollination Science in Nature and our Daily Life: Lesson 4 Classify and Choose Materials Science in Nature and our Daily Life: Lesson 5 Protection from Wind
CONTENT STANDARD / DOMAIN / PART	CA.CC.RF.2.	Reading Standards: Foundational Skills
PERFORMANCE STANDARD / MODE		Fluency
EXPECTATION / SUBSTRAND	RF.2.4.	Read with sufficient accuracy and fluency to support comprehension.
FOUNDATION / PROFICIENCY LEVEL	RF.2.4.a.	Read on-level text with purpose and understanding. LEGO® Education SPIKE™ Essential Science in Nature and our Daily Life: Lesson 1 Habitats Science in Nature and our Daily Life: Lesson 2 Redesigning to Make New Objects Science in Nature and our Daily Life: Lesson 3 Pollination Science in Nature and our Daily Life: Lesson 4 Classify and Choose Materials Science in Nature and our Daily Life: Lesson 5 Protection from Wind

FOUNDATION / PROFICIENCY LEVEL	RF.2.4.c.	Use context to confirm or self-correct word recognition and understanding, rereading as necessary. _LEGO® Education SPIKE™ Essential_ Science in Nature and our Daily Life: Lesson 1 Habitats Science in Nature and our Daily Life: Lesson 2 Redesigning to Make New Objects Science in Nature and our Daily Life: Lesson 3 Pollination Science in Nature and our Daily Life: Lesson 4 Classify and Choose Materials Science in Nature and our Daily Life: Lesson 5 Protection from Wind
CONTENT STANDARD / DOMAIN / PART	**CA.CC.W.2.**	**Writing Standards**
PERFORMANCE STANDARD / MODE		**Text Types and Purposes**
EXPECTATION / SUBSTRAND	W.2.2.	Write informative/explanatory texts in which they introduce a topic, use facts and definitions to develop points, and provide a concluding statement or section. _LEGO® Education BricQ Motion Essential_ Dog Obstacle Course _LEGO® Education SPIKE™ Essential_ Amazing Amusement Park: The Most Amazing Amusement Park Great Adventures: Animal Alarm Great Adventures: Arctic Ride Great Adventures: Cave Car Great Adventures: Treehouse Camp Great Adventures: Underwater Quest
EXPECTATION / SUBSTRAND	W.2.3.	Write narratives in which they recount a well-elaborated event or short sequence of events, include details to describe actions, thoughts, and feelings, use temporal words to signal event order, and provide a sense of closure. _LEGO® Education SPIKE™ Essential_ Amazing Amusement Park: Classic Carousel Great Adventures: Boat Trip Great Adventures: The Great Desert Adventure
CONTENT STANDARD / DOMAIN / PART	**CA.CC.W.2.**	**Writing Standards**
PERFORMANCE STANDARD / MODE		**Production and Distribution of Writing**
EXPECTATION / SUBSTRAND	W.2.4.	With guidance and support from adults, produce writing in which the development and organization are appropriate to task and purpose. (Grade-specific expectations for writing types are defined in standards 1–3 above.) CA _LEGO® Education SPIKE™ Essential_ Amazing Amusement Park: Classic Carousel Amazing Amusement Park: The Most Amazing Amusement Park Amazing Amusement Park: Twirling Teacups Great Adventures: Animal Alarm Great Adventures: Arctic Ride Great Adventures: Boat Trip Great Adventures: Cave Car Great Adventures: The Great Desert Adventure Great Adventures: Treehouse Camp Great Adventures: Underwater Quest Science in Nature and our Daily Life: Lesson 1 Habitats Science in Nature and our Daily Life: Lesson 2 Redesigning to Make New Objects Science in Nature and our Daily Life: Lesson 4 Classify and Choose Materials _LEGO® Education BricQ Motion Essential_ Dog Obstacle Course

EXPECTATION / SUBSTRAND	W.2.5.	With guidance and support from adults and peers, focus on a topic and strengthen writing as needed by revising and editing. LEGO® Education SPIKE™ Essential Amazing Amusement Park: Classic Carousel Amazing Amusement Park: The Most Amazing Amusement Park Amazing Amusement Park: Twirling Teacups Great Adventures: Animal Alarm Great Adventures: Arctic Ride Great Adventures: Boat Trip Great Adventures: Cave Car Great Adventures: The Great Desert Adventure Great Adventures: Treehouse Camp Great Adventures: Underwater Quest LEGO® Education BricQ Motion Essential Dog Obstacle Course
CONTENT STANDARD / DOMAIN / PART	CA.CC.W.2.	Writing Standards
PERFORMANCE STANDARD / MODE		Research to Build and Present Knowledge
EXPECTATION / SUBSTRAND	W.2.7.	Participate in shared research and writing projects (e.g., read a number of books on a single topic to produce a report; record science observations). LEGO® Education SPIKE™ Essential Amazing Amusement Park: Twirling Teacups Great Adventures: Animal Alarm Great Adventures: Arctic Ride
EXPECTATION / SUBSTRAND	W.2.8.	Recall information from experiences or gather information from provided sources to answer a question. LEGO® Education SPIKE™ Essential Amazing Amusement Park: Classic Carousel Amazing Amusement Park: Snack Stand Amazing Amusement Park: The Fast Lane Amazing Amusement Park: The Most Amazing Amusement Park Amazing Amusement Park: The Perfect Swing Amazing Amusement Park: The Spinning Ferris Wheel Amazing Amusement Park: Twirling Teacups Great Adventures: Animal Alarm Great Adventures: Arctic Ride Great Adventures: Underwater Quest Science in Nature and our Daily Life: Lesson 4 Classify and Choose Materials
CONTENT STANDARD / DOMAIN / PART	CA.CC.W.2.	Writing Standards
PERFORMANCE STANDARD / MODE		Range of Writing
EXPECTATION / SUBSTRAND	W.2.10.	Write routinely over extended time frames (time for research, reflection, and revision) and shorter time frames (a single sitting or a day or two) for a range of discipline-specific tasks, purposes, and audiences. CA LEGO® Education SPIKE™ Essential Amazing Amusement Park: Classic Carousel Amazing Amusement Park: The Most Amazing Amusement Park Amazing Amusement Park: Twirling Teacups Great Adventures: Animal Alarm Great Adventures: Arctic Ride Great Adventures: Boat Trip Great Adventures: Cave Car Great Adventures: The Great Desert Adventure Great Adventures: Treehouse Camp Great Adventures: Underwater Quest
CONTENT STANDARD / DOMAIN / PART	CA.CC.SL.2.	Speaking and Listening Standards
PERFORMANCE STANDARD / MODE		Comprehension and Collaboration
EXPECTATION / SUBSTRAND	SL.2.1.	Participate in collaborative conversations with diverse partners about grade 2 topics and texts with peers and adults in small and larger groups.

FOUNDATION / PROFICIENCY LEVEL	SL.2.1.a.	Follow agreed-upon rules for discussions (e.g., gaining the floor in respectful ways, listening to others with care, speaking one at a time about the topics and texts under discussion). LEGO® Education SPIKE™ Essential Amazing Amusement Park: Classic Carousel Amazing Amusement Park: Remix the Ride Amazing Amusement Park: Snack Stand Amazing Amusement Park: The Fast Lane Amazing Amusement Park: The Most Amazing Amusement Park Amazing Amusement Park: The Perfect Swing Amazing Amusement Park: The Spinning Ferris Wheel Amazing Amusement Park: Twirling Teacups Great Adventures: Animal Alarm Great Adventures: Arctic Ride Great Adventures: Boat Trip Great Adventures: Cave Car Great Adventures: The Great Desert Adventure Great Adventures: Treehouse Camp Great Adventures: Underwater Quest Science in Nature and our Daily Life: Lesson 1 Habitats Science in Nature and our Daily Life: Lesson 2 Redesigning to Make New Objects Science in Nature and our Daily Life: Lesson 3 Pollination Science in Nature and our Daily Life: Lesson 4 Classify and Choose Materials Science in Nature and our Daily Life: Lesson 5 Protection from Wind
FOUNDATION / PROFICIENCY LEVEL	SL.2.1.b.	Build on others' talk in conversations by linking their comments to the remarks of others. LEGO® Education SPIKE™ Essential Amazing Amusement Park: Classic Carousel Amazing Amusement Park: Remix the Ride Amazing Amusement Park: Snack Stand Amazing Amusement Park: The Fast Lane Amazing Amusement Park: The Most Amazing Amusement Park Amazing Amusement Park: The Perfect Swing Amazing Amusement Park: The Spinning Ferris Wheel Amazing Amusement Park: Twirling Teacups Great Adventures: Animal Alarm Great Adventures: Arctic Ride Great Adventures: Boat Trip Great Adventures: Cave Car Great Adventures: The Great Desert Adventure Great Adventures: Treehouse Camp Great Adventures: Underwater Quest Science in Nature and our Daily Life: Lesson 1 Habitats Science in Nature and our Daily Life: Lesson 2 Redesigning to Make New Objects Science in Nature and our Daily Life: Lesson 3 Pollination Science in Nature and our Daily Life: Lesson 4 Classify and Choose Materials Science in Nature and our Daily Life: Lesson 5 Protection from Wind

FOUNDATION / PROFICIENCY LEVEL	SL.2.1.c.	Ask for clarification and further explanation as needed about the topics and texts under discussion. _LEGO® Education SPIKE™ Essential_ Amazing Amusement Park: Classic Carousel Amazing Amusement Park: Remix the Ride Amazing Amusement Park: Snack Stand Amazing Amusement Park: The Fast Lane Amazing Amusement Park: The Most Amazing Amusement Park Amazing Amusement Park: The Perfect Swing Amazing Amusement Park: The Spinning Ferris Wheel Amazing Amusement Park: Twirling Teacups Great Adventures: Animal Alarm Great Adventures: Arctic Ride Great Adventures: Boat Trip Great Adventures: Cave Car Great Adventures: The Great Desert Adventure Great Adventures: Treehouse Camp Great Adventures: Underwater Quest Science in Nature and our Daily Life: Lesson 1 Habitats Science in Nature and our Daily Life: Lesson 2 Redesigning to Make New Objects Science in Nature and our Daily Life: Lesson 3 Pollination Science in Nature and our Daily Life: Lesson 4 Classify and Choose Materials Science in Nature and our Daily Life: Lesson 5 Protection from Wind _LEGO® Education BricQ Motion Essential_ Dog Obstacle Course Push Car Derby Relay Race Sail Car Tightrope Walker
CONTENT STANDARD / DOMAIN / PART	CA.CC.SL.2.	Speaking and Listening Standards
PERFORMANCE STANDARD / MODE		Comprehension and Collaboration
EXPECTATION / SUBSTRAND	SL.2.2.	Recount or describe key ideas or details from a text read aloud or information presented orally or through other media.
FOUNDATION / PROFICIENCY LEVEL	SL.2.2.a.	Give and follow three- and four-step oral directions. CA _LEGO® Education SPIKE™ Essential_ Great Adventures: Arctic Ride
CONTENT STANDARD / DOMAIN / PART	CA.CC.SL.2.	Speaking and Listening Standards
PERFORMANCE STANDARD / MODE		Comprehension and Collaboration
EXPECTATION / SUBSTRAND	SL.2.3.	Ask and answer questions about what a speaker says in order to clarify comprehension, gather additional information, or deepen understanding of a topic or issue. _LEGO® Education SPIKE™ Essential_ Amazing Amusement Park: Classic Carousel Amazing Amusement Park: Remix the Ride Amazing Amusement Park: Snack Stand Amazing Amusement Park: The Fast Lane Amazing Amusement Park: The Most Amazing Amusement Park Amazing Amusement Park: The Perfect Swing Amazing Amusement Park: The Spinning Ferris Wheel Amazing Amusement Park: Twirling Teacups Great Adventures: Animal Alarm Great Adventures: Arctic Ride Great Adventures: Boat Trip Great Adventures: Cave Car Great Adventures: The Great Desert Adventure Great Adventures: Treehouse Camp Great Adventures: Underwater Quest
CONTENT STANDARD / DOMAIN / PART	CA.CC.SL.2.	Speaking and Listening Standards
PERFORMANCE STANDARD / MODE		Presentation of Knowledge and Ideas

EXPECTATION / SUBSTRAND	SL.2.5.	Create audio recordings of stories or poems; add drawings or other visual displays to stories or recounts of experiences when appropriate to clarify ideas, thoughts, and feelings. LEGO® Education SPIKE™ Essential Science in Nature and our Daily Life: Lesson 1 Habitats
EXPECTATION / SUBSTRAND	SL.2.6.	Produce complete sentences when appropriate to task and situation in order to provide requested detail or clarification. (See grade 2 Language standards 1 and 3 for specific expectations.) LEGO® Education SPIKE™ Essential Amazing Amusement Park: Classic Carousel Amazing Amusement Park: Remix the Ride Amazing Amusement Park: Snack Stand Amazing Amusement Park: The Fast Lane Amazing Amusement Park: The Most Amazing Amusement Park Amazing Amusement Park: The Perfect Swing Amazing Amusement Park: The Spinning Ferris Wheel Amazing Amusement Park: Twirling Teacups Great Adventures: Animal Alarm Great Adventures: Arctic Ride Great Adventures: Boat Trip Great Adventures: Cave Car Great Adventures: The Great Desert Adventure Great Adventures: Treehouse Camp Great Adventures: Underwater Quest
CONTENT STANDARD / DOMAIN / PART	CA.CC.L.2.	Language Standards
PERFORMANCE STANDARD / MODE		Conventions of Standard English
EXPECTATION / SUBSTRAND	L.2.1.	Demonstrate command of the conventions of standard English grammar and usage when writing or speaking.
FOUNDATION / PROFICIENCY LEVEL	L.2.1.f.	Produce, expand, and rearrange complete simple and compound sentences (e.g., The boy watched the movie; The little boy watched the movie; The action movie was watched by the little boy). LEGO® Education SPIKE™ Essential Amazing Amusement Park: Classic Carousel Amazing Amusement Park: Remix the Ride Amazing Amusement Park: Snack Stand Amazing Amusement Park: The Fast Lane Amazing Amusement Park: The Most Amazing Amusement Park Amazing Amusement Park: The Perfect Swing Amazing Amusement Park: The Spinning Ferris Wheel Amazing Amusement Park: Twirling Teacups Great Adventures: Animal Alarm Great Adventures: Arctic Ride Great Adventures: Boat Trip Great Adventures: Cave Car Great Adventures: The Great Desert Adventure Great Adventures: Treehouse Camp Great Adventures: Underwater Quest Science in Nature and our Daily Life: Lesson 1 Habitats Science in Nature and our Daily Life: Lesson 2 Redesigning to Make New Objects Science in Nature and our Daily Life: Lesson 4 Classify and Choose Materials
CONTENT STANDARD / DOMAIN / PART	CA.CC.L.2.	Language Standards
PERFORMANCE STANDARD / MODE		Vocabulary Acquisition and Use
EXPECTATION / SUBSTRAND	L.2.4.	Determine or clarify the meaning of unknown and multiple-meaning words and phrases based on grade 2 reading and content, choosing flexibly from an array of strategies.

FOUNDATION / PROFICIENCY LEVEL	L.2.4.a.	Use sentence-level context as a clue to the meaning of a word or phrase. LEGO® Education SPIKE™ Essential Science in Nature and our Daily Life: Lesson 1 Habitats Science in Nature and our Daily Life: Lesson 2 Redesigning to Make New Objects Science in Nature and our Daily Life: Lesson 3 Pollination Science in Nature and our Daily Life: Lesson 4 Classify and Choose Materials Science in Nature and our Daily Life: Lesson 5 Protection from Wind
CONTENT STANDARD / DOMAIN / PART	CA.CC.L.2.	Language Standards
PERFORMANCE STANDARD / MODE		Vocabulary Acquisition and Use
EXPECTATION / SUBSTRAND	L.2.6.	Use words and phrases acquired through conversations, reading and being read to, and responding to texts, including using adjectives and adverbs to describe (e.g., When other kids are happy that makes me happy). LEGO® Education SPIKE™ Essential Amazing Amusement Park: Classic Carousel Amazing Amusement Park: Snack Stand Amazing Amusement Park: The Fast Lane Amazing Amusement Park: The Most Amazing Amusement Park Amazing Amusement Park: The Perfect Swing Amazing Amusement Park: The Spinning Ferris Wheel Amazing Amusement Park: Twirling Teacups Great Adventures: Animal Alarm Great Adventures: Arctic Ride Great Adventures: Boat Trip Great Adventures: Cave Car Great Adventures: The Great Desert Adventure Great Adventures: Treehouse Camp Great Adventures: Underwater Quest Science in Nature and our Daily Life: Lesson 1 Habitats Science in Nature and our Daily Life: Lesson 2 Redesigning to Make New Objects Science in Nature and our Daily Life: Lesson 3 Pollination Science in Nature and our Daily Life: Lesson 4 Classify and Choose Materials Science in Nature and our Daily Life: Lesson 5 Protection from Wind

California Content Standards

Language Arts

Grade: 3 - Adopted: 2013

CONTENT STANDARD / DOMAIN / PART	CCSS.ELA-Literacy.CCRA.R.	College and Career Readiness Anchor Standards for Reading
PERFORMANCE STANDARD / MODE		Key Ideas and Details
EXPECTATION / SUBSTRAND	CCSS.ELA-Literacy.CCRA.R.2	Determine central ideas or themes of a text and analyze their development; summarize the key supporting details and ideas. LEGO® Education SPIKE™ Essential Animals and Their Environments: Lesson 1 Preparing for the Weather Animals and Their Environments: Lesson 2 Life Cycles Animals and Their Environments: Lesson 3 Animal Behavior Animals and Their Environments: Lesson 4 Solving Problems When Environments Change Animals and Their Environments: Lesson 5 Animals in Their Habitats

EXPECTATION / SUBSTRAND	CCSS.ELA-Literacy.CCRA.R.3	Analyze how and why individuals, events, or ideas develop and interact over the course of a text. LEGO® Education SPIKE™ Essential Animals and Their Environments: Lesson 1 Preparing for the Weather Animals and Their Environments: Lesson 2 Life Cycles Animals and Their Environments: Lesson 3 Animal Behavior Animals and Their Environments: Lesson 4 Solving Problems When Environments Change Animals and Their Environments: Lesson 5 Animals in Their Habitats Crazy Carnival Games: A-Maze-Ing - Math Extension Crazy Carnival Games: Avoid the Edge - Math Extension Crazy Carnival Games: Bowling Fun Crazy Carnival Games: High Stick Hockey - Math Extension Crazy Carnival Games: Junior Pinball Crazy Carnival Games: Mini Mini-Golf Happy Traveler: Big Bus Happy Traveler: Cable Car Happy Traveler: Hovering Helicopter Happy Traveler: River Ferry Happy Traveler: Swamp Boat Happy Traveler: Taxi! Taxi! Quirky Creations: Big Little Helper - Math Extension Quirky Creations: Good Morning Machine Quirky Creations: High-Tech Playground Quirky Creations: Literary Randomizer Quirky Creations: Loads of Laundry Quirky Creations: Trash Monster Machine Quirky Creations: Winning Goal
CONTENT STANDARD / DOMAIN / PART	CCSS.ELA-Literacy.CCRA.R.	College and Career Readiness Anchor Standards for Reading
PERFORMANCE STANDARD / MODE		Craft and Structure
EXPECTATION / SUBSTRAND	CCSS.ELA-Literacy.CCRA.R.4	Interpret words and phrases as they are used in a text, including determining technical, connotative, and figurative meanings, and analyze how specific word choices shape meaning or tone. LEGO® Education SPIKE™ Essential Animals and Their Environments: Lesson 1 Preparing for the Weather Animals and Their Environments: Lesson 2 Life Cycles Animals and Their Environments: Lesson 3 Animal Behavior Animals and Their Environments: Lesson 4 Solving Problems When Environments Change Animals and Their Environments: Lesson 5 Animals in Their Habitats
CONTENT STANDARD / DOMAIN / PART	CCSS.ELA-Literacy.CCRA.R.	College and Career Readiness Anchor Standards for Reading
PERFORMANCE STANDARD / MODE		Integration of Knowledge and Ideas
EXPECTATION / SUBSTRAND	CCSS.ELA-Literacy.CCRA.R.7	Integrate and evaluate content presented in diverse media and formats, including visually and quantitatively, as well as in words. LEGO® Education SPIKE™ Essential Animals and Their Environments: Lesson 1 Preparing for the Weather Animals and Their Environments: Lesson 2 Life Cycles Animals and Their Environments: Lesson 3 Animal Behavior Animals and Their Environments: Lesson 4 Solving Problems When Environments Change Animals and Their Environments: Lesson 5 Animals in Their Habitats
CONTENT STANDARD / DOMAIN / PART	CCSS.ELA-Literacy.CCRA.R.	College and Career Readiness Anchor Standards for Reading
PERFORMANCE STANDARD / MODE		Range of Reading and Level of Text Complexity

EXPECTATION / SUBSTRAND	CCSS.ELA-Literacy.CCRA.R.10	Read and comprehend complex literary and informational texts independently and proficiently. LEGO® Education SPIKE™ Essential Animals and Their Environments: Lesson 1 Preparing for the Weather Animals and Their Environments: Lesson 2 Life Cycles Animals and Their Environments: Lesson 3 Animal Behavior Animals and Their Environments: Lesson 4 Solving Problems When Environments Change Animals and Their Environments: Lesson 5 Animals in Their Habitats
CONTENT STANDARD / DOMAIN / PART	**CCSS.ELA-Literacy.CCRA.W.**	**College and Career Readiness Anchor Standards for Writing**
PERFORMANCE STANDARD / MODE		**Text Types and Purposes**
EXPECTATION / SUBSTRAND	CCSS.ELA-Literacy.CCRA.W.1	Write arguments to support claims in an analysis of substantive topics or texts using valid reasoning and relevant and sufficient evidence. LEGO® Education SPIKE™ Essential Animals and Their Environments: Lesson 1 Preparing for the Weather
EXPECTATION / SUBSTRAND	CCSS.ELA-Literacy.CCRA.W.2	Write informative/explanatory texts to examine and convey complex ideas and information clearly and accurately through the effective selection, organization, and analysis of content. LEGO® Education SPIKE™ Essential Crazy Carnival Games: A-Maze-Ing - Math Extension Crazy Carnival Games: Bowling Fun Crazy Carnival Games: Creative Carnival Games Crazy Carnival Games: Junior Pinball Happy Traveler: Big Bus Quirky Creations: Good Morning Machine Quirky Creations: High-Tech Playground Quirky Creations: Trash Monster Machine Quirky Creations: Winning Goal Quirky Creations: Your School Creation LEGO® Education BricQ Motion Essential Gravity Car Derby
EXPECTATION / SUBSTRAND	CCSS.ELA-Literacy.CCRA.W.3	Write narratives to develop real or imagined experiences or events using effective technique, well-chosen details and well-structured event sequences. LEGO® Education SPIKE™ Essential Animals and Their Environments: Lesson 3 Animal Behavior Animals and Their Environments: Lesson 5 Animals in Their Habitats Happy Traveler: Cable Car Happy Traveler: Get Around Town Happy Traveler: Hovering Helicopter Quirky Creations: Literary Randomizer
CONTENT STANDARD / DOMAIN / PART	**CCSS.ELA-Literacy.CCRA.W.**	**College and Career Readiness Anchor Standards for Writing**
PERFORMANCE STANDARD / MODE		**Production and Distribution of Writing**

EXPECTATION / SUBSTRAND	CCSS.ELA-Literacy.CCRA.W.4	Produce clear and coherent writing in which the development, organization, and style are appropriate to task, purpose, and audience. LEGO® Education SPIKE™ Essential Animals and Their Environments: Lesson 1 Preparing for the Weather Animals and Their Environments: Lesson 3 Animal Behavior Animals and Their Environments: Lesson 5 Animals in Their Habitats Crazy Carnival Games: A-Maze-Ing - Math Extension Crazy Carnival Games: Bowling Fun Crazy Carnival Games: Creative Carnival Games Crazy Carnival Games: Junior Pinball Happy Traveler: Big Bus Happy Traveler: Cable Car Happy Traveler: Get Around Town Happy Traveler: Hovering Helicopter Quirky Creations: Good Morning Machine Quirky Creations: High-Tech Playground Quirky Creations: Literary Randomizer Quirky Creations: Trash Monster Machine Quirky Creations: Winning Goal Quirky Creations: Your School Creation LEGO® Education BricQ Motion Essential Gravity Car Derby
EXPECTATION / SUBSTRAND	CCSS.ELA-Literacy.CCRA.W.5	Develop and strengthen writing as needed by planning, revising, editing, rewriting, or trying a new approach. LEGO® Education SPIKE™ Essential Animals and Their Environments: Lesson 1 Preparing for the Weather Animals and Their Environments: Lesson 2 Life Cycles Animals and Their Environments: Lesson 3 Animal Behavior Animals and Their Environments: Lesson 4 Solving Problems When Environments Change Animals and Their Environments: Lesson 5 Animals in Their Habitats Crazy Carnival Games: A-Maze-Ing - Math Extension Crazy Carnival Games: Bowling Fun Crazy Carnival Games: Creative Carnival Games Crazy Carnival Games: Junior Pinball Happy Traveler: Big Bus Happy Traveler: Cable Car Happy Traveler: Get Around Town Happy Traveler: Hovering Helicopter Quirky Creations: Big Little Helper - Math Extension Quirky Creations: Good Morning Machine Quirky Creations: High-Tech Playground Quirky Creations: Literary Randomizer Quirky Creations: Loads of Laundry Quirky Creations: Trash Monster Machine Quirky Creations: Winning Goal Quirky Creations: Your School Creation
CONTENT STANDARD / DOMAIN / PART	CCSS.ELA-Literacy.CCRA.W.	College and Career Readiness Anchor Standards for Writing
PERFORMANCE STANDARD / MODE		Research to Build and Present Knowledge
EXPECTATION / SUBSTRAND	CCSS.ELA-Literacy.CCRA.W.7	Conduct short as well as more sustained research projects based on focused questions, demonstrating understanding of the subject under investigation. LEGO® Education SPIKE™ Essential Animals and Their Environments: Lesson 1 Preparing for the Weather Animals and Their Environments: Lesson 2 Life Cycles Crazy Carnival Games: Bowling Fun Crazy Carnival Games: Junior Pinball Quirky Creations: Good Morning Machine Quirky Creations: Trash Monster Machine

EXPECTATION / SUBSTRAND	CCSS.ELA-Literacy.CCRA.W.8	Gather relevant information from multiple print and digital sources, assess the credibility and accuracy of each source, and integrate the information while avoiding plagiarism. LEGO® Education SPIKE™ Essential Animals and Their Environments: Lesson 1 Preparing for the Weather Animals and Their Environments: Lesson 2 Life Cycles Crazy Carnival Games: Bowling Fun Crazy Carnival Games: Junior Pinball Quirky Creations: Good Morning Machine Quirky Creations: Trash Monster Machine
EXPECTATION / SUBSTRAND	CCSS.ELA-Literacy.CCRA.W.9	Draw evidence from literary or informational texts to support analysis, reflection, and research. LEGO® Education SPIKE™ Essential Animals and Their Environments: Lesson 1 Preparing for the Weather Animals and Their Environments: Lesson 2 Life Cycles Crazy Carnival Games: Bowling Fun Crazy Carnival Games: Junior Pinball Quirky Creations: Good Morning Machine Quirky Creations: Trash Monster Machine
CONTENT STANDARD / DOMAIN / PART	CCSS.ELA-Literacy.CCRA.W.	College and Career Readiness Anchor Standards for Writing
PERFORMANCE STANDARD / MODE		Range of Writing
EXPECTATION / SUBSTRAND	CCSS.ELA-Literacy.CCRA.W.10	Write routinely over extended time frames (time for research, reflection, and revision) and shorter time frames (a single sitting or a day or two) for a range of tasks, purposes, and audiences. LEGO® Education SPIKE™ Essential Animals and Their Environments: Lesson 1 Preparing for the Weather Animals and Their Environments: Lesson 3 Animal Behavior Animals and Their Environments: Lesson 5 Animals in Their Habitats Crazy Carnival Games: A-Maze-Ing - Math Extension Crazy Carnival Games: Bowling Fun Crazy Carnival Games: Creative Carnival Games Crazy Carnival Games: Junior Pinball Happy Traveler: Big Bus Happy Traveler: Cable Car Happy Traveler: Get Around Town Happy Traveler: Hovering Helicopter Quirky Creations: Good Morning Machine Quirky Creations: High-Tech Playground Quirky Creations: Literary Randomizer Quirky Creations: Trash Monster Machine Quirky Creations: Winning Goal Quirky Creations: Your School Creation
CONTENT STANDARD / DOMAIN / PART	CCSS.ELA-Literacy.CCRA.SL.	College and Career Readiness Anchor Standards for Speaking and Listening
PERFORMANCE STANDARD / MODE		Comprehension and Collaboration

EXPECTATION / SUBSTRAND	CCSS.ELA-Literacy.CCRA.SL.1	Prepare for and participate effectively in a range of conversations and collaborations with diverse partners, building on others' ideas and expressing their own clearly and persuasively. LEGO® Education SPIKE™ Essential Animals and Their Environments: Lesson 1 Preparing for the Weather Animals and Their Environments: Lesson 2 Life Cycles Animals and Their Environments: Lesson 3 Animal Behavior Animals and Their Environments: Lesson 4 Solving Problems When Environments Change Animals and Their Environments: Lesson 5 Animals in Their Habitats Crazy Carnival Games: A-Maze-Ing - Math Extension Crazy Carnival Games: Avoid the Edge - Math Extension Crazy Carnival Games: Bowling Fun Crazy Carnival Games: Creative Carnival Games Crazy Carnival Games: High Stick Hockey - Math Extension Crazy Carnival Games: Junior Pinball Crazy Carnival Games: Mini Mini-Golf Happy Traveler: Big Bus Happy Traveler: Cable Car Happy Traveler: Get Around Town Happy Traveler: Hovering Helicopter Happy Traveler: River Ferry Happy Traveler: Swamp Boat Happy Traveler: Taxi! Taxi! Quirky Creations: Big Little Helper - Math Extension Quirky Creations: Good Morning Machine Quirky Creations: High-Tech Playground Quirky Creations: Literary Randomizer Quirky Creations: Loads of Laundry Quirky Creations: Trash Monster Machine Quirky Creations: Winning Goal Quirky Creations: Your School Creation LEGO® Education BricQ Motion Essential Bobsled Cheering Crowd Free Throw Gravity Car Derby Race Car Track and Field Weightlifter
EXPECTATION / SUBSTRAND	CCSS.ELA-Literacy.CCRA.SL.2	Integrate and evaluate information presented in diverse media and formats, including visually, quantitatively, and orally. LEGO® Education SPIKE™ Essential Animals and Their Environments: Lesson 1 Preparing for the Weather Animals and Their Environments: Lesson 2 Life Cycles Crazy Carnival Games: Bowling Fun Crazy Carnival Games: Junior Pinball Quirky Creations: Good Morning Machine Quirky Creations: Trash Monster Machine
CONTENT STANDARD / DOMAIN / PART	CCSS.ELA-Literacy.CCRA.SL.	College and Career Readiness Anchor Standards for Speaking and Listening
PERFORMANCE STANDARD / MODE		Presentation of Knowledge and Ideas

EXPECTATION / SUBSTRAND	CCSS.ELA-Literacy.CCRA.SL.4	Present information, findings, and supporting evidence such that listeners can follow the line of reasoning and the organization, development, and style are appropriate to task, purpose, and audience. LEGO® Education BricQ Motion Essential Cheering Crowd LEGO® Education SPIKE™ Essential Animals and Their Environments: Lesson 1 Preparing for the Weather Animals and Their Environments: Lesson 2 Life Cycles Animals and Their Environments: Lesson 3 Animal Behavior Animals and Their Environments: Lesson 4 Solving Problems When Environments Change Animals and Their Environments: Lesson 5 Animals in Their Habitats Crazy Carnival Games: A-Maze-Ing - Math Extension Crazy Carnival Games: Avoid the Edge - Math Extension Crazy Carnival Games: Bowling Fun Crazy Carnival Games: Creative Carnival Games Crazy Carnival Games: High Stick Hockey - Math Extension Crazy Carnival Games: Junior Pinball Crazy Carnival Games: Mini Mini-Golf Happy Traveler: Big Bus Happy Traveler: Cable Car Happy Traveler: Get Around Town Happy Traveler: Hovering Helicopter Happy Traveler: River Ferry Happy Traveler: Swamp Boat Happy Traveler: Taxi! Taxi! Quirky Creations: Big Little Helper - Math Extension Quirky Creations: Good Morning Machine Quirky Creations: High-Tech Playground Quirky Creations: Literary Randomizer Quirky Creations: Trash Monster Machine Quirky Creations: Winning Goal Quirky Creations: Your School Creation
EXPECTATION / SUBSTRAND	CCSS.ELA-Literacy.CCRA.SL.6	Adapt speech to a variety of contexts and communicative tasks, demonstrating command of formal English when indicated or appropriate. LEGO® Education SPIKE™ Essential Quirky Creations: Loads of Laundry
CONTENT STANDARD / DOMAIN / PART	CCSS.ELA-Literacy.CCRA.L.	College and Career Readiness Anchor Standards for Language
PERFORMANCE STANDARD / MODE		Knowledge of Language
EXPECTATION / SUBSTRAND	CCSS.ELA-Literacy.CCRA.L.3	Apply knowledge of language to understand how language functions in different contexts, to make effective choices for meaning or style, and to comprehend more fully when reading or listening. LEGO® Education SPIKE™ Essential Animals and Their Environments: Lesson 1 Preparing for the Weather Animals and Their Environments: Lesson 2 Life Cycles Animals and Their Environments: Lesson 3 Animal Behavior Animals and Their Environments: Lesson 4 Solving Problems When Environments Change Animals and Their Environments: Lesson 5 Animals in Their Habitats
CONTENT STANDARD / DOMAIN / PART	CCSS.ELA-Literacy.CCRA.L.	College and Career Readiness Anchor Standards for Language
PERFORMANCE STANDARD / MODE		Vocabulary Acquisition and Use

EXPECTATION / SUBSTRAND	CCSS.ELA-Literacy.CCRA.L.4	Determine or clarify the meaning of unknown and multiple-meaning words and phrases by using context clues, analyzing meaningful word parts, and consulting general and specialized reference materials, as appropriate. LEGO® Education SPIKE™ Essential Animals and Their Environments: Lesson 1 Preparing for the Weather Animals and Their Environments: Lesson 2 Life Cycles Animals and Their Environments: Lesson 3 Animal Behavior Animals and Their Environments: Lesson 4 Solving Problems When Environments Change Animals and Their Environments: Lesson 5 Animals in Their Habitats
EXPECTATION / SUBSTRAND	CCSS.ELA-Literacy.CCRA.L.6	Acquire and use accurately a range of general academic and domain-specific words and phrases sufficient for reading, writing, speaking, and listening at the college and career readiness level; demonstrate independence in gathering vocabulary knowledge when encountering an unknown term important to comprehension or expression. LEGO® Education SPIKE™ Essential Animals and Their Environments: Lesson 1 Preparing for the Weather Animals and Their Environments: Lesson 2 Life Cycles Animals and Their Environments: Lesson 3 Animal Behavior Animals and Their Environments: Lesson 4 Solving Problems When Environments Change Animals and Their Environments: Lesson 5 Animals in Their Habitats Happy Traveler: Cable Car Happy Traveler: Get Around Town Happy Traveler: Hovering Helicopter Quirky Creations: Literary Randomizer
CONTENT STANDARD / DOMAIN / PART	CA.CC.RL.3.	Reading Standards for Literature
PERFORMANCE STANDARD / MODE		Key Ideas and Details
EXPECTATION / SUBSTRAND	RL.3.1.	Ask and answer questions to demonstrate understanding of a text, referring explicitly to the text as the basis for the answers. LEGO® Education SPIKE™ Essential Animals and Their Environments: Lesson 1 Preparing for the Weather Animals and Their Environments: Lesson 2 Life Cycles Animals and Their Environments: Lesson 3 Animal Behavior Animals and Their Environments: Lesson 4 Solving Problems When Environments Change Animals and Their Environments: Lesson 5 Animals in Their Habitats
EXPECTATION / SUBSTRAND	RL.3.2.	Recount stories, including fables, folktales, and myths from diverse cultures; determine the central message, lesson, or moral and explain how it is conveyed through key details in the text. LEGO® Education SPIKE™ Essential Animals and Their Environments: Lesson 1 Preparing for the Weather Animals and Their Environments: Lesson 2 Life Cycles Animals and Their Environments: Lesson 3 Animal Behavior Animals and Their Environments: Lesson 4 Solving Problems When Environments Change Animals and Their Environments: Lesson 5 Animals in Their Habitats

EXPECTATION / SUBSTRAND	RL.3.3.	Describe characters in a story (e.g., their traits, motivations, or feelings) and explain how their actions contribute to the sequence of events.
		LEGO® Education SPIKE™ Essential Animals and Their Environments: Lesson 1 Preparing for the Weather Animals and Their Environments: Lesson 2 Life Cycles Animals and Their Environments: Lesson 3 Animal Behavior Animals and Their Environments: Lesson 4 Solving Problems When Environments Change Animals and Their Environments: Lesson 5 Animals in Their Habitats Crazy Carnival Games: A-Maze-Ing - Math Extension Crazy Carnival Games: Avoid the Edge - Math Extension Crazy Carnival Games: Bowling Fun Crazy Carnival Games: High Stick Hockey - Math Extension Crazy Carnival Games: Junior Pinball Crazy Carnival Games: Mini Mini-Golf Happy Traveler: Big Bus Happy Traveler: Cable Car Happy Traveler: Hovering Helicopter Happy Traveler: River Ferry Happy Traveler: Swamp Boat Happy Traveler: Taxi! Taxi! Quirky Creations: Big Little Helper - Math Extension Quirky Creations: Good Morning Machine Quirky Creations: High-Tech Playground Quirky Creations: Literary Randomizer Quirky Creations: Loads of Laundry Quirky Creations: Trash Monster Machine Quirky Creations: Winning Goal
CONTENT STANDARD / DOMAIN / PART	CA.CC.RL.3.	Reading Standards for Literature
PERFORMANCE STANDARD / MODE		Craft and Structure
EXPECTATION / SUBSTRAND	RL.3.5.	Refer to parts of stories, dramas, and poems when writing or speaking about a text, using terms such as chapter, scene, and stanza; describe how each successive part builds on earlier sections. LEGO® Education SPIKE™ Essential Animals and Their Environments: Lesson 1 Preparing for the Weather Animals and Their Environments: Lesson 2 Life Cycles Animals and Their Environments: Lesson 3 Animal Behavior Animals and Their Environments: Lesson 4 Solving Problems When Environments Change Animals and Their Environments: Lesson 5 Animals in Their Habitats
CONTENT STANDARD / DOMAIN / PART	CA.CC.RL.3.	Reading Standards for Literature
PERFORMANCE STANDARD / MODE		Range of Reading and Level of Text Complexity
EXPECTATION / SUBSTRAND	RL.3.10.	By the end of the year, read and comprehend literature, including stories, dramas, and poetry, at the high end of the grades 2–3 text complexity band independently and proficiently. LEGO® Education SPIKE™ Essential Animals and Their Environments: Lesson 1 Preparing for the Weather Animals and Their Environments: Lesson 2 Life Cycles Animals and Their Environments: Lesson 3 Animal Behavior Animals and Their Environments: Lesson 4 Solving Problems When Environments Change Animals and Their Environments: Lesson 5 Animals in Their Habitats
CONTENT STANDARD / DOMAIN / PART	CA.CC.RI.3.	Reading Standards for Informational Text
PERFORMANCE STANDARD / MODE		Key Ideas and Details

EXPECTATION / SUBSTRAND	RI.3.3.	Describe the relationship between a series of historical events, scientific ideas or concepts, or steps in technical procedures in a text, using language that pertains to time, sequence, and cause/effect. LEGO® Education SPIKE™ Essential Animals and Their Environments: Lesson 1 Preparing for the Weather Animals and Their Environments: Lesson 2 Life Cycles Animals and Their Environments: Lesson 3 Animal Behavior Animals and Their Environments: Lesson 4 Solving Problems When Environments Change Animals and Their Environments: Lesson 5 Animals in Their Habitats Crazy Carnival Games: A-Maze-Ing - Math Extension Crazy Carnival Games: Avoid the Edge - Math Extension Crazy Carnival Games: Bowling Fun Crazy Carnival Games: Creative Carnival Games Crazy Carnival Games: High Stick Hockey - Math Extension Crazy Carnival Games: Junior Pinball Quirky Creations: Your School Creation
CONTENT STANDARD / DOMAIN / PART	**CA.CC.RI.3.**	**Reading Standards for Informational Text**
PERFORMANCE STANDARD / MODE		**Integration of Knowledge and Ideas**
EXPECTATION / SUBSTRAND	RI.3.7.	Use information gained from illustrations (e.g., maps, photographs) and the words in a text to demonstrate understanding of the text (e.g., where, when, why, and how key events occur). LEGO® Education SPIKE™ Essential Animals and Their Environments: Lesson 1 Preparing for the Weather Animals and Their Environments: Lesson 2 Life Cycles Animals and Their Environments: Lesson 3 Animal Behavior Animals and Their Environments: Lesson 4 Solving Problems When Environments Change Animals and Their Environments: Lesson 5 Animals in Their Habitats Quirky Creations: Big Little Helper - Math Extension
EXPECTATION / SUBSTRAND	RI.3.8.	Describe the logical connection between particular sentences and paragraphs in a text (e.g., comparison, cause/effect, first/second/third in a sequence). LEGO® Education SPIKE™ Essential Animals and Their Environments: Lesson 2 Life Cycles
CONTENT STANDARD / DOMAIN / PART	**CA.CC.RI.3.**	**Reading Standards for Informational Text**
PERFORMANCE STANDARD / MODE		**Range of Reading and Level of Text Complexity**
EXPECTATION / SUBSTRAND	RI.3.10.	By the end of the year, read and comprehend informational texts, including history/social studies, science, and technical texts, at the high end of the grades 2–3 text complexity band independently and proficiently. LEGO® Education SPIKE™ Essential Animals and Their Environments: Lesson 1 Preparing for the Weather Animals and Their Environments: Lesson 2 Life Cycles Animals and Their Environments: Lesson 3 Animal Behavior Animals and Their Environments: Lesson 4 Solving Problems When Environments Change Animals and Their Environments: Lesson 5 Animals in Their Habitats Crazy Carnival Games: A-Maze-Ing - Math Extension Crazy Carnival Games: Avoid the Edge - Math Extension Crazy Carnival Games: Bowling Fun Crazy Carnival Games: Creative Carnival Games Crazy Carnival Games: High Stick Hockey - Math Extension Crazy Carnival Games: Junior Pinball Quirky Creations: Your School Creation
CONTENT STANDARD / DOMAIN / PART	**CA.CC.RF.3.**	**Reading Standards: Foundational Skills**
PERFORMANCE STANDARD / MODE		**Fluency**

EXPECTATION / SUBSTRAND	RF.3.4.	Read with sufficient accuracy and fluency to support comprehension.
FOUNDATION / PROFICIENCY LEVEL	RF.3.4.a.	Read on-level text with purpose and understanding. LEGO® Education SPIKE™ Essential Animals and Their Environments: Lesson 1 Preparing for the Weather Animals and Their Environments: Lesson 2 Life Cycles Animals and Their Environments: Lesson 3 Animal Behavior Animals and Their Environments: Lesson 4 Solving Problems When Environments Change Animals and Their Environments: Lesson 5 Animals in Their Habitats
FOUNDATION / PROFICIENCY LEVEL	RF.3.4.c.	Use context to confirm or self-correct word recognition and understanding, rereading as necessary. LEGO® Education SPIKE™ Essential Animals and Their Environments: Lesson 1 Preparing for the Weather Animals and Their Environments: Lesson 2 Life Cycles Animals and Their Environments: Lesson 3 Animal Behavior Animals and Their Environments: Lesson 4 Solving Problems When Environments Change Animals and Their Environments: Lesson 5 Animals in Their Habitats
CONTENT STANDARD / DOMAIN / PART	CA.CC.W.3.	Writing Standards
PERFORMANCE STANDARD / MODE		Text Types and Purposes
EXPECTATION / SUBSTRAND	W.3.1.	Write opinion pieces on topics or texts, supporting a point of view with reasons.
FOUNDATION / PROFICIENCY LEVEL	W.3.1.a.	Introduce the topic or text they are writing about, state an opinion, and create an organizational structure that lists reasons. LEGO® Education SPIKE™ Essential Happy Traveler: Big Bus Quirky Creations: High-Tech Playground Quirky Creations: Winning Goal Quirky Creations: Your School Creation
FOUNDATION / PROFICIENCY LEVEL	W.3.1.b.	Provide reasons that support the opinion. LEGO® Education SPIKE™ Essential Happy Traveler: Big Bus Quirky Creations: High-Tech Playground Quirky Creations: Winning Goal Quirky Creations: Your School Creation
FOUNDATION / PROFICIENCY LEVEL	W.3.1.c.	Use linking words and phrases (e.g., because, therefore, since, for example) to connect opinion and reasons. LEGO® Education SPIKE™ Essential Happy Traveler: Big Bus Quirky Creations: High-Tech Playground Quirky Creations: Winning Goal Quirky Creations: Your School Creation
FOUNDATION / PROFICIENCY LEVEL	W.3.1.d.	Provide a concluding statement or section. LEGO® Education SPIKE™ Essential Happy Traveler: Big Bus Quirky Creations: High-Tech Playground Quirky Creations: Winning Goal Quirky Creations: Your School Creation
CONTENT STANDARD / DOMAIN / PART	CA.CC.W.3.	Writing Standards
PERFORMANCE STANDARD / MODE		Text Types and Purposes
EXPECTATION / SUBSTRAND	W.3.2.	Write informative/explanatory texts to examine a topic and convey ideas and information clearly.

FOUNDATION / PROFICIENCY LEVEL	W.3.2.a.	Introduce a topic and group related information together; include illustrations when useful to aiding comprehension. LEGO® Education BricQ Motion Essential Gravity Car Derby LEGO® Education SPIKE™ Essential Crazy Carnival Games: A-Maze-Ing - Math Extension Crazy Carnival Games: Bowling Fun Crazy Carnival Games: Creative Carnival Games Crazy Carnival Games: Junior Pinball Crazy Carnival Games: Mini Mini-Golf Quirky Creations: Good Morning Machine Quirky Creations: Trash Monster Machine
FOUNDATION / PROFICIENCY LEVEL	W.3.2.b.	Develop the topic with facts, definitions, and details. LEGO® Education SPIKE™ Essential Crazy Carnival Games: A-Maze-Ing - Math Extension Crazy Carnival Games: Bowling Fun Crazy Carnival Games: Creative Carnival Games Crazy Carnival Games: Junior Pinball Quirky Creations: Good Morning Machine Quirky Creations: Trash Monster Machine LEGO® Education BricQ Motion Essential Gravity Car Derby
FOUNDATION / PROFICIENCY LEVEL	W.3.2.c.	Use linking words and phrases (e.g., also, another, and, more, but) to connect ideas within categories of information. LEGO® Education SPIKE™ Essential Crazy Carnival Games: A-Maze-Ing - Math Extension Crazy Carnival Games: Bowling Fun Crazy Carnival Games: Creative Carnival Games Crazy Carnival Games: Junior Pinball Quirky Creations: Good Morning Machine Quirky Creations: Trash Monster Machine
FOUNDATION / PROFICIENCY LEVEL	W.3.2.d.	Provide a concluding statement or section. LEGO® Education SPIKE™ Essential Crazy Carnival Games: A-Maze-Ing - Math Extension Crazy Carnival Games: Bowling Fun Crazy Carnival Games: Creative Carnival Games Crazy Carnival Games: Junior Pinball Quirky Creations: Good Morning Machine Quirky Creations: Trash Monster Machine
CONTENT STANDARD / DOMAIN / PART	CA.CC.W.3.	Writing Standards
PERFORMANCE STANDARD / MODE		Text Types and Purposes
EXPECTATION / SUBSTRAND	W.3.3.	Write narratives to develop real or imagined experiences or events using effective technique, descriptive details, and clear event sequences.
FOUNDATION / PROFICIENCY LEVEL	W.3.3.a.	Establish a situation and introduce a narrator and/or characters; organize an event sequence that unfolds naturally. LEGO® Education SPIKE™ Essential Animals and Their Environments: Lesson 3 Animal Behavior Animals and Their Environments: Lesson 5 Animals in Their Habitats Happy Traveler: Cable Car Happy Traveler: Get Around Town Happy Traveler: Hovering Helicopter Quirky Creations: Literary Randomizer

FOUNDATION / PROFICIENCY LEVEL	W.3.3.b.	Use dialogue and descriptions of actions, thoughts, and feelings to develop experiences and events or show the response of characters to situations. _LEGO® Education SPIKE™ Essential_ Animals and Their Environments: Lesson 3 Animal Behavior Animals and Their Environments: Lesson 5 Animals in Their Habitats Crazy Carnival Games: Bowling Fun Crazy Carnival Games: Creative Carnival Games Crazy Carnival Games: Junior Pinball Happy Traveler: Cable Car Happy Traveler: Get Around Town Happy Traveler: Hovering Helicopter Quirky Creations: Good Morning Machine Quirky Creations: High-Tech Playground Quirky Creations: Literary Randomizer Quirky Creations: Trash Monster Machine Quirky Creations: Winning Goal Quirky Creations: Your School Creation
FOUNDATION / PROFICIENCY LEVEL	W.3.3.c.	Use temporal words and phrases to signal event order. _LEGO® Education SPIKE™ Essential_ Animals and Their Environments: Lesson 3 Animal Behavior Animals and Their Environments: Lesson 5 Animals in Their Habitats Happy Traveler: Cable Car Happy Traveler: Get Around Town Happy Traveler: Hovering Helicopter Quirky Creations: Literary Randomizer
FOUNDATION / PROFICIENCY LEVEL	W.3.3.d.	Provide a sense of closure. _LEGO® Education SPIKE™ Essential_ Animals and Their Environments: Lesson 3 Animal Behavior Animals and Their Environments: Lesson 5 Animals in Their Habitats Happy Traveler: Cable Car Happy Traveler: Get Around Town Happy Traveler: Hovering Helicopter Quirky Creations: Literary Randomizer
CONTENT STANDARD / DOMAIN / PART	CA.CC.W.3.	Writing Standards
PERFORMANCE STANDARD / MODE		Production and Distribution of Writing
EXPECTATION / SUBSTRAND	W.3.4.	With guidance and support from adults, produce writing in which the development and organization are appropriate to task and purpose. (Grade-specific expectations for writing types are defined in standards 1–3 above.) _LEGO® Education SPIKE™ Essential_ Animals and Their Environments: Lesson 3 Animal Behavior Animals and Their Environments: Lesson 5 Animals in Their Habitats Crazy Carnival Games: A-Maze-Ing - Math Extension Crazy Carnival Games: Bowling Fun Crazy Carnival Games: Creative Carnival Games Crazy Carnival Games: Junior Pinball Happy Traveler: Big Bus Happy Traveler: Cable Car Happy Traveler: Get Around Town Happy Traveler: Hovering Helicopter Quirky Creations: Good Morning Machine Quirky Creations: High-Tech Playground Quirky Creations: Literary Randomizer Quirky Creations: Trash Monster Machine Quirky Creations: Winning Goal Quirky Creations: Your School Creation _LEGO® Education BricQ Motion Essential_ Gravity Car Derby

EXPECTATION / SUBSTRAND	W.3.5.	With guidance and support from peers and adults, develop and strengthen writing as needed by planning, revising, and editing. (Editing for conventions should demonstrate command of Language standards 1–3 up to and including grade 3.) LEGO® Education SPIKE™ Essential Animals and Their Environments: Lesson 1 Preparing for the Weather Animals and Their Environments: Lesson 2 Life Cycles Animals and Their Environments: Lesson 3 Animal Behavior Animals and Their Environments: Lesson 4 Solving Problems When Environments Change Animals and Their Environments: Lesson 5 Animals in Their Habitats Crazy Carnival Games: A-Maze-Ing - Math Extension Crazy Carnival Games: Bowling Fun Crazy Carnival Games: Creative Carnival Games Crazy Carnival Games: Junior Pinball Happy Traveler: Big Bus Happy Traveler: Cable Car Happy Traveler: Get Around Town Happy Traveler: Hovering Helicopter Quirky Creations: Big Little Helper - Math Extension Quirky Creations: Good Morning Machine Quirky Creations: High-Tech Playground Quirky Creations: Literary Randomizer Quirky Creations: Loads of Laundry Quirky Creations: Trash Monster Machine Quirky Creations: Winning Goal Quirky Creations: Your School Creation
CONTENT STANDARD / DOMAIN / PART	**CA.CC.W.3.**	**Writing Standards**
PERFORMANCE STANDARD / MODE		**Research to Build and Present Knowledge**
EXPECTATION / SUBSTRAND	W.3.7.	Conduct short research projects that build knowledge about a topic. LEGO® Education SPIKE™ Essential Animals and Their Environments: Lesson 1 Preparing for the Weather Animals and Their Environments: Lesson 2 Life Cycles Crazy Carnival Games: Bowling Fun Crazy Carnival Games: Junior Pinball Quirky Creations: Good Morning Machine Quirky Creations: Trash Monster Machine
EXPECTATION / SUBSTRAND	W.3.8.	Recall information from experiences or gather information from print and digital sources; take brief notes on sources and sort evidence into provided categories. LEGO® Education SPIKE™ Essential Animals and Their Environments: Lesson 1 Preparing for the Weather Animals and Their Environments: Lesson 2 Life Cycles Crazy Carnival Games: Bowling Fun Crazy Carnival Games: Junior Pinball Quirky Creations: Good Morning Machine Quirky Creations: Trash Monster Machine
CONTENT STANDARD / DOMAIN / PART	**CA.CC.W.3.**	**Writing Standards**
PERFORMANCE STANDARD / MODE		**Range of Writing**

EXPECTATION / SUBSTRAND	W.3.10.	Write routinely over extended time frames (time for research, reflection, and revision) and shorter time frames (a single sitting or a day or two) for a range of discipline-specific tasks, purposes, and audiences. LEGO® Education SPIKE™ Essential Animals and Their Environments: Lesson 1 Preparing for the Weather Animals and Their Environments: Lesson 3 Animal Behavior Animals and Their Environments: Lesson 5 Animals in Their Habitats Crazy Carnival Games: A-Maze-Ing - Math Extension Crazy Carnival Games: Bowling Fun Crazy Carnival Games: Creative Carnival Games Crazy Carnival Games: Junior Pinball Happy Traveler: Big Bus Happy Traveler: Cable Car Happy Traveler: Get Around Town Happy Traveler: Hovering Helicopter Quirky Creations: Good Morning Machine Quirky Creations: High-Tech Playground Quirky Creations: Literary Randomizer Quirky Creations: Trash Monster Machine Quirky Creations: Winning Goal Quirky Creations: Your School Creation
CONTENT STANDARD / DOMAIN / PART	CA.CC.SL.3.	Speaking and Listening Standards
PERFORMANCE STANDARD / MODE		Comprehension and Collaboration
EXPECTATION / SUBSTRAND	SL.3.1.	Engage effectively in a range of collaborative discussions (one-on-one, in groups, and teacher-led) with diverse partners on grade 3 topics and texts, building on others' ideas and expressing their own clearly.
FOUNDATION / PROFICIENCY LEVEL	SL.3.1.a.	Come to discussions prepared, having read or studied required material; explicitly draw on that preparation and other information known about the topic to explore ideas under discussion. LEGO® Education BricQ Motion Essential Bobsled Cheering Crowd Free Throw Gravity Car Derby Race Car Track and Field Weightlifter LEGO® Education SPIKE™ Essential Animals and Their Environments: Lesson 1 Preparing for the Weather Animals and Their Environments: Lesson 2 Life Cycles Animals and Their Environments: Lesson 3 Animal Behavior Animals and Their Environments: Lesson 4 Solving Problems When Environments Change Animals and Their Environments: Lesson 5 Animals in Their Habitats Crazy Carnival Games: A-Maze-Ing - Math Extension Crazy Carnival Games: Avoid the Edge - Math Extension Crazy Carnival Games: Bowling Fun Crazy Carnival Games: Creative Carnival Games Crazy Carnival Games: High Stick Hockey - Math Extension Crazy Carnival Games: Junior Pinball Crazy Carnival Games: Mini Mini-Golf Happy Traveler: Big Bus Happy Traveler: Cable Car Happy Traveler: Get Around Town Happy Traveler: Hovering Helicopter Happy Traveler: River Ferry Happy Traveler: Swamp Boat Happy Traveler: Taxi! Taxi! Quirky Creations: Big Little Helper - Math Extension Quirky Creations: Good Morning Machine Quirky Creations: High-Tech Playground Quirky Creations: Literary Randomizer Quirky Creations: Loads of Laundry Quirky Creations: Trash Monster Machine Quirky Creations: Winning Goal Quirky Creations: Your School Creation

FOUNDATION / PROFICIENCY LEVEL	SL.3.1.b.	Follow agreed-upon rules for discussions (e.g., gaining the floor in respectful ways, listening to others with care, speaking one at a time about the topics and texts under discussion).
		LEGO® Education BricQ Motion Essential Bobsled Cheering Crowd Free Throw Gravity Car Derby Race Car Track and Field Weightlifter LEGO® Education SPIKE™ Essential Animals and Their Environments: Lesson 1 Preparing for the Weather Animals and Their Environments: Lesson 2 Life Cycles Animals and Their Environments: Lesson 3 Animal Behavior Animals and Their Environments: Lesson 4 Solving Problems When Environments Change Animals and Their Environments: Lesson 5 Animals in Their Habitats Crazy Carnival Games: A-Maze-Ing - Math Extension Crazy Carnival Games: Avoid the Edge - Math Extension Crazy Carnival Games: Bowling Fun Crazy Carnival Games: Creative Carnival Games Crazy Carnival Games: High Stick Hockey - Math Extension Crazy Carnival Games: Junior Pinball Crazy Carnival Games: Mini Mini-Golf Happy Traveler: Big Bus Happy Traveler: Cable Car Happy Traveler: Get Around Town Happy Traveler: Hovering Helicopter Happy Traveler: River Ferry Happy Traveler: Swamp Boat Happy Traveler: Taxi! Taxi! Quirky Creations: Big Little Helper - Math Extension Quirky Creations: Good Morning Machine Quirky Creations: High-Tech Playground Quirky Creations: Literary Randomizer Quirky Creations: Loads of Laundry Quirky Creations: Trash Monster Machine Quirky Creations: Winning Goal Quirky Creations: Your School Creation

| FOUNDATION / PROFICIENCY LEVEL | SL.3.1.c. | Ask questions to check understanding of information presented, stay on topic, and link their comments to the remarks of others.

LEGO® Education SPIKE™ Essential
Animals and Their Environments: Lesson 1 Preparing for the Weather
Animals and Their Environments: Lesson 2 Life Cycles
Animals and Their Environments: Lesson 3 Animal Behavior
Animals and Their Environments: Lesson 4 Solving Problems When Environments Change
Animals and Their Environments: Lesson 5 Animals in Their Habitats
Crazy Carnival Games: A-Maze-Ing - Math Extension
Crazy Carnival Games: Avoid the Edge - Math Extension
Crazy Carnival Games: Bowling Fun
Crazy Carnival Games: Creative Carnival Games
Crazy Carnival Games: High Stick Hockey - Math Extension
Crazy Carnival Games: Junior Pinball
Crazy Carnival Games: Mini Mini-Golf
Happy Traveler: Big Bus
Happy Traveler: Cable Car
Happy Traveler: Get Around Town
Happy Traveler: Hovering Helicopter
Happy Traveler: River Ferry
Happy Traveler: Swamp Boat
Happy Traveler: Taxi! Taxi!
Quirky Creations: Big Little Helper - Math Extension
Quirky Creations: Good Morning Machine
Quirky Creations: High-Tech Playground
Quirky Creations: Literary Randomizer
Quirky Creations: Loads of Laundry
Quirky Creations: Trash Monster Machine
Quirky Creations: Winning Goal
Quirky Creations: Your School Creation

LEGO® Education BricQ Motion Essential
Bobsled
Cheering Crowd
Free Throw
Gravity Car Derby
Race Car
Track and Field
Weightlifter |

FOUNDATION / PROFICIENCY LEVEL	SL.3.1.d.	Explain their own ideas and understanding in light of the discussion. LEGO® Education BricQ Motion Essential Bobsled Cheering Crowd Free Throw Gravity Car Derby Race Car Track and Field Weightlifter LEGO® Education SPIKE™ Essential Animals and Their Environments: Lesson 1 Preparing for the Weather Animals and Their Environments: Lesson 2 Life Cycles Animals and Their Environments: Lesson 3 Animal Behavior Animals and Their Environments: Lesson 4 Solving Problems When Environments Change Animals and Their Environments: Lesson 5 Animals in Their Habitats Crazy Carnival Games: A-Maze-Ing - Math Extension Crazy Carnival Games: Avoid the Edge - Math Extension Crazy Carnival Games: Bowling Fun Crazy Carnival Games: Creative Carnival Games Crazy Carnival Games: High Stick Hockey - Math Extension Crazy Carnival Games: Junior Pinball Crazy Carnival Games: Mini Mini-Golf Happy Traveler: Big Bus Happy Traveler: Cable Car Happy Traveler: Get Around Town Happy Traveler: Hovering Helicopter Happy Traveler: River Ferry Happy Traveler: Swamp Boat Happy Traveler: Taxi! Taxi! Quirky Creations: Big Little Helper - Math Extension Quirky Creations: Good Morning Machine Quirky Creations: High-Tech Playground Quirky Creations: Literary Randomizer Quirky Creations: Loads of Laundry Quirky Creations: Trash Monster Machine Quirky Creations: Winning Goal Quirky Creations: Your School Creation
CONTENT STANDARD / DOMAIN / PART	CA.CC.SL.3.	Speaking and Listening Standards
PERFORMANCE STANDARD / MODE		Comprehension and Collaboration
EXPECTATION / SUBSTRAND	SL.3.2.	Determine the main ideas and supporting details of a text read aloud or information presented in diverse media and formats, including visually, quantitatively, and orally. LEGO® Education SPIKE™ Essential Animals and Their Environments: Lesson 1 Preparing for the Weather Animals and Their Environments: Lesson 2 Life Cycles Animals and Their Environments: Lesson 3 Animal Behavior Animals and Their Environments: Lesson 4 Solving Problems When Environments Change Animals and Their Environments: Lesson 5 Animals in Their Habitats Happy Traveler: Big Bus Happy Traveler: Cable Car Happy Traveler: Get Around Town Happy Traveler: Hovering Helicopter Happy Traveler: River Ferry Happy Traveler: Swamp Boat Happy Traveler: Taxi! Taxi! Quirky Creations: Your School Creation

EXPECTATION / SUBSTRAND	SL.3.3.	Ask and answer questions about information from a speaker, offering appropriate elaboration and detail. LEGO® Education SPIKE™ Essential Animals and Their Environments: Lesson 1 Preparing for the Weather Animals and Their Environments: Lesson 2 Life Cycles Animals and Their Environments: Lesson 3 Animal Behavior Animals and Their Environments: Lesson 4 Solving Problems When Environments Change Animals and Their Environments: Lesson 5 Animals in Their Habitats Crazy Carnival Games: A-Maze-Ing - Math Extension Crazy Carnival Games: Avoid the Edge - Math Extension Crazy Carnival Games: Bowling Fun Crazy Carnival Games: Creative Carnival Games Crazy Carnival Games: High Stick Hockey - Math Extension Crazy Carnival Games: Junior Pinball Crazy Carnival Games: Mini Mini-Golf Happy Traveler: Big Bus Happy Traveler: Cable Car Happy Traveler: Get Around Town Happy Traveler: Hovering Helicopter Happy Traveler: River Ferry Happy Traveler: Swamp Boat Happy Traveler: Taxi! Taxi! Quirky Creations: Big Little Helper - Math Extension Quirky Creations: Good Morning Machine Quirky Creations: High-Tech Playground Quirky Creations: Literary Randomizer Quirky Creations: Loads of Laundry Quirky Creations: Trash Monster Machine Quirky Creations: Winning Goal Quirky Creations: Your School Creation LEGO® Education BricQ Motion Essential Cheering Crowd
CONTENT STANDARD / DOMAIN / PART	CA.CC.SL.3.	Speaking and Listening Standards
PERFORMANCE STANDARD / MODE		Presentation of Knowledge and Ideas
EXPECTATION / SUBSTRAND	SL.3.4.	Report on a topic or text, tell a story, or recount an experience with appropriate facts and relevant, descriptive details, speaking clearly at an understandable pace.

FOUNDATION / PROFICIENCY LEVEL	SL.3.4.a.	Plan and deliver an informative/ explanatory presentation on a topic that: organizes ideas around major points of information, follows a logical sequence, includes supporting details, uses clear and specific vocabulary, and provides a strong conclusion. CA LEGO® Education BricQ Motion Essential Cheering Crowd LEGO® Education SPIKE™ Essential Animals and Their Environments: Lesson 1 Preparing for the Weather Animals and Their Environments: Lesson 2 Life Cycles Animals and Their Environments: Lesson 3 Animal Behavior Animals and Their Environments: Lesson 4 Solving Problems When Environments Change Animals and Their Environments: Lesson 5 Animals in Their Habitats Crazy Carnival Games: A-Maze-Ing - Math Extension Crazy Carnival Games: Avoid the Edge - Math Extension Crazy Carnival Games: Bowling Fun Crazy Carnival Games: Creative Carnival Games Crazy Carnival Games: High Stick Hockey - Math Extension Crazy Carnival Games: Junior Pinball Crazy Carnival Games: Mini Mini-Golf Happy Traveler: Big Bus Happy Traveler: Cable Car Happy Traveler: Get Around Town Happy Traveler: Hovering Helicopter Happy Traveler: River Ferry Happy Traveler: Swamp Boat Happy Traveler: Taxi! Taxi! Quirky Creations: Big Little Helper - Math Extension Quirky Creations: Good Morning Machine Quirky Creations: High-Tech Playground Quirky Creations: Literary Randomizer Quirky Creations: Trash Monster Machine Quirky Creations: Winning Goal Quirky Creations: Your School Creation
CONTENT STANDARD / DOMAIN / PART	CA.CC.L.3.	Language Standards
PERFORMANCE STANDARD / MODE		Conventions of Standard English
EXPECTATION / SUBSTRAND	L.3.2.	Demonstrate command of the conventions of standard English capitalization, punctuation, and spelling when writing.
FOUNDATION / PROFICIENCY LEVEL	L.3.2.c.	Use commas and quotation marks in dialogue. LEGO® Education SPIKE™ Essential Happy Traveler: Cable Car Happy Traveler: Get Around Town Happy Traveler: Hovering Helicopter Quirky Creations: Literary Randomizer
CONTENT STANDARD / DOMAIN / PART	CA.CC.L.3.	Language Standards
PERFORMANCE STANDARD / MODE		Knowledge of Language
EXPECTATION / SUBSTRAND	L.3.3.	Use knowledge of language and its conventions when writing, speaking, reading, or listening.

FOUNDATION / PROFICIENCY LEVEL	L.3.3.a.	Choose words and phrases for effect. _LEGO® Education SPIKE™ Essential_ _Animals and Their Environments: Lesson 3 Animal Behavior_ _Animals and Their Environments: Lesson 5 Animals in Their Habitats_ _Crazy Carnival Games: A-Maze-Ing - Math Extension_ _Crazy Carnival Games: Bowling Fun_ _Crazy Carnival Games: Creative Carnival Games_ _Crazy Carnival Games: Junior Pinball_ _Happy Traveler: Big Bus_ _Happy Traveler: Cable Car_ _Happy Traveler: Get Around Town_ _Happy Traveler: Hovering Helicopter_ _Quirky Creations: Good Morning Machine_ _Quirky Creations: High-Tech Playground_ _Quirky Creations: Literary Randomizer_ _Quirky Creations: Loads of Laundry_ _Quirky Creations: Trash Monster Machine_ _Quirky Creations: Winning Goal_ _Quirky Creations: Your School Creation_
CONTENT STANDARD / DOMAIN / PART	**CA.CC.L.3.**	**Language Standards**
PERFORMANCE STANDARD / MODE		**Vocabulary Acquisition and Use**
EXPECTATION / SUBSTRAND	L.3.4.	Determine or clarify the meaning of unknown and multiple-meaning word and phrases based on grade 3 reading and content, choosing flexibly from a range of strategies.
FOUNDATION / PROFICIENCY LEVEL	L.3.4.a.	Use sentence-level context as a clue to the meaning of a word or phrase. _LEGO® Education SPIKE™ Essential_ _Animals and Their Environments: Lesson 1 Preparing for the Weather_ _Animals and Their Environments: Lesson 2 Life Cycles_ _Animals and Their Environments: Lesson 3 Animal Behavior_ _Animals and Their Environments: Lesson 4 Solving Problems When Environments Change_ _Animals and Their Environments: Lesson 5 Animals in Their Habitats_
CONTENT STANDARD / DOMAIN / PART	**CA.CC.L.3.**	**Language Standards**
PERFORMANCE STANDARD / MODE		**Vocabulary Acquisition and Use**
EXPECTATION / SUBSTRAND	L.3.6.	Acquire and use accurately grade-appropriate conversational, general academic, and domain-specific words and phrases, including those that signal spatial and temporal relationships (e.g., After dinner that night we went looking for them). _LEGO® Education SPIKE™ Essential_ _Animals and Their Environments: Lesson 1 Preparing for the Weather_ _Animals and Their Environments: Lesson 2 Life Cycles_ _Animals and Their Environments: Lesson 3 Animal Behavior_ _Animals and Their Environments: Lesson 4 Solving Problems When Environments Change_ _Animals and Their Environments: Lesson 5 Animals in Their Habitats_ _Quirky Creations: Loads of Laundry_

California Content Standards

Language Arts

Grade: 4 - Adopted: **2013**

CONTENT STANDARD / DOMAIN / PART	**CCSS.ELA-Literacy.CCRA.R.**	**College and Career Readiness Anchor Standards for Reading**
PERFORMANCE STANDARD / MODE		**Key Ideas and Details**

EXPECTATION / SUBSTRAND	CCSS.ELA-Literacy.CCRA.R.2	Determine central ideas or themes of a text and analyze their development; summarize the key supporting details and ideas. LEGO® Education SPIKE™ Essential Science Connections: Lesson 1 How Eyes See Science Connections: Lesson 2 Animal Structures Science Connections: Lesson 3 Energy Resources Science Connections: Lesson 4 Prepare for Natural Hazards Science Connections: Lesson 5 Information Transfer
EXPECTATION / SUBSTRAND	CCSS.ELA-Literacy.CCRA.R.3	Analyze how and why individuals, events, or ideas develop and interact over the course of a text. LEGO® Education SPIKE™ Essential Crazy Carnival Games: A-Maze-Ing - Math Extension Crazy Carnival Games: Avoid the Edge - Math Extension Crazy Carnival Games: Bowling Fun Crazy Carnival Games: High Stick Hockey - Math Extension Crazy Carnival Games: Junior Pinball Crazy Carnival Games: Mini Mini-Golf Happy Traveler: Big Bus Happy Traveler: Cable Car Happy Traveler: Hovering Helicopter Happy Traveler: River Ferry Happy Traveler: Swamp Boat Happy Traveler: Taxi! Taxi! Quirky Creations: Big Little Helper - Math Extension Quirky Creations: Good Morning Machine Quirky Creations: High-Tech Playground Quirky Creations: Literary Randomizer Quirky Creations: Loads of Laundry Quirky Creations: Trash Monster Machine Quirky Creations: Winning Goal Science Connections: Lesson 1 How Eyes See Science Connections: Lesson 2 Animal Structures Science Connections: Lesson 3 Energy Resources Science Connections: Lesson 4 Prepare for Natural Hazards Science Connections: Lesson 5 Information Transfer
CONTENT STANDARD / DOMAIN / PART	CCSS.ELA-Literacy.CCRA.R.	College and Career Readiness Anchor Standards for Reading
PERFORMANCE STANDARD / MODE		Craft and Structure
EXPECTATION / SUBSTRAND	CCSS.ELA-Literacy.CCRA.R.4	Interpret words and phrases as they are used in a text, including determining technical, connotative, and figurative meanings, and analyze how specific word choices shape meaning or tone. LEGO® Education SPIKE™ Essential Science Connections: Lesson 1 How Eyes See Science Connections: Lesson 2 Animal Structures Science Connections: Lesson 3 Energy Resources Science Connections: Lesson 4 Prepare for Natural Hazards Science Connections: Lesson 5 Information Transfer
CONTENT STANDARD / DOMAIN / PART	CCSS.ELA-Literacy.CCRA.R.	College and Career Readiness Anchor Standards for Reading
PERFORMANCE STANDARD / MODE		Integration of Knowledge and Ideas
EXPECTATION / SUBSTRAND	CCSS.ELA-Literacy.CCRA.R.7	Integrate and evaluate content presented in diverse media and formats, including visually and quantitatively, as well as in words. LEGO® Education SPIKE™ Essential Science Connections: Lesson 1 How Eyes See Science Connections: Lesson 2 Animal Structures Science Connections: Lesson 3 Energy Resources Science Connections: Lesson 4 Prepare for Natural Hazards Science Connections: Lesson 5 Information Transfer
CONTENT STANDARD / DOMAIN / PART	CCSS.ELA-Literacy.CCRA.R.	College and Career Readiness Anchor Standards for Reading
PERFORMANCE STANDARD / MODE		Range of Reading and Level of Text Complexity

EXPECTATION / SUBSTRAND	CCSS.ELA-Literacy.CCRA.R.10	Read and comprehend complex literary and informational texts independently and proficiently. _LEGO® Education SPIKE™ Essential_ Science Connections: Lesson 1 How Eyes See Science Connections: Lesson 2 Animal Structures Science Connections: Lesson 3 Energy Resources Science Connections: Lesson 4 Prepare for Natural Hazards Science Connections: Lesson 5 Information Transfer
CONTENT STANDARD / DOMAIN / PART	**CCSS.ELA-Literacy.CCRA.W.**	**College and Career Readiness Anchor Standards for Writing**
PERFORMANCE STANDARD / MODE		**Text Types and Purposes**
EXPECTATION / SUBSTRAND	CCSS.ELA-Literacy.CCRA.W.2	Write informative/explanatory texts to examine and convey complex ideas and information clearly and accurately through the effective selection, organization, and analysis of content. _LEGO® Education SPIKE™ Essential_ Crazy Carnival Games: A-Maze-Ing - Math Extension Crazy Carnival Games: Bowling Fun Crazy Carnival Games: Creative Carnival Games Crazy Carnival Games: Junior Pinball Happy Traveler: Big Bus Quirky Creations: Good Morning Machine Quirky Creations: High-Tech Playground Quirky Creations: Trash Monster Machine Quirky Creations: Winning Goal Quirky Creations: Your School Creation Science Connections: Lesson 1 How Eyes See Science Connections: Lesson 2 Animal Structures Science Connections: Lesson 3 Energy Resources Science Connections: Lesson 5 Information Transfer
EXPECTATION / SUBSTRAND	CCSS.ELA-Literacy.CCRA.W.3	Write narratives to develop real or imagined experiences or events using effective technique, well-chosen details and well-structured event sequences. _LEGO® Education SPIKE™ Essential_ Happy Traveler: Cable Car Happy Traveler: Get Around Town Happy Traveler: Hovering Helicopter Quirky Creations: Literary Randomizer
CONTENT STANDARD / DOMAIN / PART	**CCSS.ELA-Literacy.CCRA.W.**	**College and Career Readiness Anchor Standards for Writing**
PERFORMANCE STANDARD / MODE		**Production and Distribution of Writing**
EXPECTATION / SUBSTRAND	CCSS.ELA-Literacy.CCRA.W.4	Produce clear and coherent writing in which the development, organization, and style are appropriate to task, purpose, and audience. _LEGO® Education SPIKE™ Essential_ Crazy Carnival Games: A-Maze-Ing - Math Extension Crazy Carnival Games: Bowling Fun Crazy Carnival Games: Creative Carnival Games Crazy Carnival Games: Junior Pinball Happy Traveler: Big Bus Happy Traveler: Cable Car Happy Traveler: Get Around Town Happy Traveler: Hovering Helicopter Quirky Creations: Good Morning Machine Quirky Creations: High-Tech Playground Quirky Creations: Literary Randomizer Quirky Creations: Trash Monster Machine Quirky Creations: Winning Goal Quirky Creations: Your School Creation Science Connections: Lesson 1 How Eyes See Science Connections: Lesson 2 Animal Structures Science Connections: Lesson 3 Energy Resources Science Connections: Lesson 5 Information Transfer

EXPECTATION / SUBSTRAND	CCSS.ELA-Literacy.CCRA.W.5	Develop and strengthen writing as needed by planning, revising, editing, rewriting, or trying a new approach. _LEGO® Education SPIKE™ Essential_ Crazy Carnival Games: A-Maze-Ing - Math Extension Crazy Carnival Games: Bowling Fun Crazy Carnival Games: Creative Carnival Games Crazy Carnival Games: Junior Pinball Happy Traveler: Big Bus Happy Traveler: Cable Car Happy Traveler: Get Around Town Happy Traveler: Hovering Helicopter Quirky Creations: Big Little Helper - Math Extension Quirky Creations: Good Morning Machine Quirky Creations: High-Tech Playground Quirky Creations: Literary Randomizer Quirky Creations: Loads of Laundry Quirky Creations: Trash Monster Machine Quirky Creations: Winning Goal Quirky Creations: Your School Creation Science Connections: Lesson 1 How Eyes See Science Connections: Lesson 2 Animal Structures Science Connections: Lesson 3 Energy Resources Science Connections: Lesson 4 Prepare for Natural Hazards Science Connections: Lesson 5 Information Transfer
CONTENT STANDARD / DOMAIN / PART	CCSS.ELA-Literacy.CCRA.W.	College and Career Readiness Anchor Standards for Writing
PERFORMANCE STANDARD / MODE		Research to Build and Present Knowledge
EXPECTATION / SUBSTRAND	CCSS.ELA-Literacy.CCRA.W.7	Conduct short as well as more sustained research projects based on focused questions, demonstrating understanding of the subject under investigation. _LEGO® Education SPIKE™ Essential_ Crazy Carnival Games: Bowling Fun Crazy Carnival Games: Junior Pinball Quirky Creations: Good Morning Machine Quirky Creations: Trash Monster Machine Science Connections: Lesson 3 Energy Resources Science Connections: Lesson 5 Information Transfer
EXPECTATION / SUBSTRAND	CCSS.ELA-Literacy.CCRA.W.8	Gather relevant information from multiple print and digital sources, assess the credibility and accuracy of each source, and integrate the information while avoiding plagiarism. _LEGO® Education SPIKE™ Essential_ Crazy Carnival Games: Bowling Fun Crazy Carnival Games: Junior Pinball Quirky Creations: Good Morning Machine Quirky Creations: Trash Monster Machine Science Connections: Lesson 3 Energy Resources
EXPECTATION / SUBSTRAND	CCSS.ELA-Literacy.CCRA.W.9	Draw evidence from literary or informational texts to support analysis, reflection, and research. _LEGO® Education SPIKE™ Essential_ Crazy Carnival Games: Bowling Fun Crazy Carnival Games: Junior Pinball Quirky Creations: Good Morning Machine Quirky Creations: Trash Monster Machine Science Connections: Lesson 3 Energy Resources
CONTENT STANDARD / DOMAIN / PART	CCSS.ELA-Literacy.CCRA.W.	College and Career Readiness Anchor Standards for Writing
PERFORMANCE STANDARD / MODE		Range of Writing

EXPECTATION / SUBSTRAND	CCSS.ELA-Literacy.CCRA.W.10	Write routinely over extended time frames (time for research, reflection, and revision) and shorter time frames (a single sitting or a day or two) for a range of tasks, purposes, and audiences. **LEGO® Education SPIKE™ Essential** Crazy Carnival Games: A-Maze-Ing - Math Extension Crazy Carnival Games: Bowling Fun Crazy Carnival Games: Creative Carnival Games Crazy Carnival Games: Junior Pinball Happy Traveler: Big Bus Happy Traveler: Cable Car Happy Traveler: Get Around Town Happy Traveler: Hovering Helicopter Quirky Creations: Good Morning Machine Quirky Creations: High-Tech Playground Quirky Creations: Literary Randomizer Quirky Creations: Trash Monster Machine Quirky Creations: Winning Goal Quirky Creations: Your School Creation Science Connections: Lesson 1 How Eyes See Science Connections: Lesson 2 Animal Structures Science Connections: Lesson 3 Energy Resources Science Connections: Lesson 5 Information Transfer
CONTENT STANDARD / DOMAIN / PART	**CCSS.ELA-Literacy.CCRA.SL.**	**College and Career Readiness Anchor Standards for Speaking and Listening**
PERFORMANCE STANDARD / MODE		**Comprehension and Collaboration**
EXPECTATION / SUBSTRAND	CCSS.ELA-Literacy.CCRA.SL.1	Prepare for and participate effectively in a range of conversations and collaborations with diverse partners, building on others' ideas and expressing their own clearly and persuasively. **LEGO® Education SPIKE™ Essential** Crazy Carnival Games: A-Maze-Ing - Math Extension Crazy Carnival Games: Avoid the Edge - Math Extension Crazy Carnival Games: Bowling Fun Crazy Carnival Games: Creative Carnival Games Crazy Carnival Games: High Stick Hockey - Math Extension Crazy Carnival Games: Junior Pinball Crazy Carnival Games: Mini Mini-Golf Happy Traveler: Big Bus Happy Traveler: Cable Car Happy Traveler: Get Around Town Happy Traveler: Hovering Helicopter Happy Traveler: River Ferry Happy Traveler: Swamp Boat Happy Traveler: Taxi! Taxi! Quirky Creations: Big Little Helper - Math Extension Quirky Creations: Good Morning Machine Quirky Creations: High-Tech Playground Quirky Creations: Literary Randomizer Quirky Creations: Loads of Laundry Quirky Creations: Trash Monster Machine Quirky Creations: Winning Goal Quirky Creations: Your School Creation Science Connections: Lesson 1 How Eyes See Science Connections: Lesson 2 Animal Structures Science Connections: Lesson 3 Energy Resources Science Connections: Lesson 4 Prepare for Natural Hazards Science Connections: Lesson 5 Information Transfer **LEGO® Education BricQ Motion Essential** Track and Field
EXPECTATION / SUBSTRAND	CCSS.ELA-Literacy.CCRA.SL.2	Integrate and evaluate information presented in diverse media and formats, including visually, quantitatively, and orally. **LEGO® Education SPIKE™ Essential** Crazy Carnival Games: Bowling Fun Crazy Carnival Games: Junior Pinball Quirky Creations: Good Morning Machine Quirky Creations: Trash Monster Machine Science Connections: Lesson 3 Energy Resources
CONTENT STANDARD / DOMAIN / PART	**CCSS.ELA-Literacy.CCRA.SL.**	**College and Career Readiness Anchor Standards for Speaking and Listening**

PERFORMANCE STANDARD / MODE		Presentation of Knowledge and Ideas
EXPECTATION / SUBSTRAND	CCSS.ELA-Literacy.CCRA.SL.4	Present information, findings, and supporting evidence such that listeners can follow the line of reasoning and the organization, development, and style are appropriate to task, purpose, and audience. _LEGO® Education SPIKE™ Essential_ Crazy Carnival Games: A-Maze-Ing - Math Extension Crazy Carnival Games: Avoid the Edge - Math Extension Crazy Carnival Games: Bowling Fun Crazy Carnival Games: Creative Carnival Games Crazy Carnival Games: High Stick Hockey - Math Extension Crazy Carnival Games: Junior Pinball Crazy Carnival Games: Mini Mini-Golf Happy Traveler: Big Bus Happy Traveler: Cable Car Happy Traveler: Get Around Town Happy Traveler: Hovering Helicopter Happy Traveler: River Ferry Happy Traveler: Swamp Boat Happy Traveler: Taxi! Taxi! Quirky Creations: Big Little Helper - Math Extension Quirky Creations: Good Morning Machine Quirky Creations: High-Tech Playground Quirky Creations: Literary Randomizer Quirky Creations: Trash Monster Machine Quirky Creations: Winning Goal Quirky Creations: Your School Creation Science Connections: Lesson 1 How Eyes See Science Connections: Lesson 2 Animal Structures Science Connections: Lesson 3 Energy Resources Science Connections: Lesson 4 Prepare for Natural Hazards Science Connections: Lesson 5 Information Transfer
EXPECTATION / SUBSTRAND	CCSS.ELA-Literacy.CCRA.SL.6	Adapt speech to a variety of contexts and communicative tasks, demonstrating command of formal English when indicated or appropriate. _LEGO® Education SPIKE™ Essential_ Quirky Creations: Loads of Laundry
CONTENT STANDARD / DOMAIN / PART	CCSS.ELA-Literacy.CCRA.L.	College and Career Readiness Anchor Standards for Language
PERFORMANCE STANDARD / MODE		Knowledge of Language
EXPECTATION / SUBSTRAND	CCSS.ELA-Literacy.CCRA.L.3	Apply knowledge of language to understand how language functions in different contexts, to make effective choices for meaning or style, and to comprehend more fully when reading or listening. _LEGO® Education SPIKE™ Essential_ Science Connections: Lesson 1 How Eyes See Science Connections: Lesson 2 Animal Structures Science Connections: Lesson 3 Energy Resources Science Connections: Lesson 4 Prepare for Natural Hazards Science Connections: Lesson 5 Information Transfer
CONTENT STANDARD / DOMAIN / PART	CCSS.ELA-Literacy.CCRA.L.	College and Career Readiness Anchor Standards for Language
PERFORMANCE STANDARD / MODE		Vocabulary Acquisition and Use
EXPECTATION / SUBSTRAND	CCSS.ELA-Literacy.CCRA.L.4	Determine or clarify the meaning of unknown and multiple-meaning words and phrases by using context clues, analyzing meaningful word parts, and consulting general and specialized reference materials, as appropriate. _LEGO® Education SPIKE™ Essential_ Science Connections: Lesson 1 How Eyes See Science Connections: Lesson 2 Animal Structures Science Connections: Lesson 3 Energy Resources Science Connections: Lesson 4 Prepare for Natural Hazards Science Connections: Lesson 5 Information Transfer

EXPECTATION / SUBSTRAND	CCSS.ELA-Literacy.CCRA.L.6	Acquire and use accurately a range of general academic and domain-specific words and phrases sufficient for reading, writing, speaking, and listening at the college and career readiness level; demonstrate independence in gathering vocabulary knowledge when encountering an unknown term important to comprehension or expression. _LEGO® Education SPIKE™ Essential_ Happy Traveler: Cable Car Happy Traveler: Get Around Town Happy Traveler: Hovering Helicopter Quirky Creations: Literary Randomizer Science Connections: Lesson 1 How Eyes See Science Connections: Lesson 2 Animal Structures Science Connections: Lesson 3 Energy Resources Science Connections: Lesson 4 Prepare for Natural Hazards Science Connections: Lesson 5 Information Transfer
CONTENT STANDARD / DOMAIN / PART	**CA.CC.RL.4.**	**Reading Standards for Literature**
PERFORMANCE STANDARD / MODE		**Key Ideas and Details**
EXPECTATION / SUBSTRAND	RL.4.1.	Refer to details and examples in a text when explaining what the text says explicitly and when drawing inferences from the text. _LEGO® Education SPIKE™ Essential_ Science Connections: Lesson 1 How Eyes See Science Connections: Lesson 2 Animal Structures Science Connections: Lesson 3 Energy Resources Science Connections: Lesson 4 Prepare for Natural Hazards Science Connections: Lesson 5 Information Transfer
EXPECTATION / SUBSTRAND	RL.4.3.	Describe in depth a character, setting, or event in a story or drama, drawing on specific details in the text (e.g., a character's thoughts, words, or actions). _LEGO® Education SPIKE™ Essential_ Crazy Carnival Games: A-Maze-Ing - Math Extension Crazy Carnival Games: Avoid the Edge - Math Extension Crazy Carnival Games: Bowling Fun Crazy Carnival Games: High Stick Hockey - Math Extension Crazy Carnival Games: Junior Pinball Crazy Carnival Games: Mini Mini-Golf Happy Traveler: Big Bus Happy Traveler: Cable Car Happy Traveler: Hovering Helicopter Happy Traveler: River Ferry Happy Traveler: Swamp Boat Happy Traveler: Taxi! Taxi! Quirky Creations: Big Little Helper - Math Extension Quirky Creations: Good Morning Machine Quirky Creations: High-Tech Playground Quirky Creations: Literary Randomizer Quirky Creations: Loads of Laundry Quirky Creations: Trash Monster Machine Quirky Creations: Winning Goal Science Connections: Lesson 1 How Eyes See Science Connections: Lesson 2 Animal Structures Science Connections: Lesson 3 Energy Resources Science Connections: Lesson 4 Prepare for Natural Hazards Science Connections: Lesson 5 Information Transfer
CONTENT STANDARD / DOMAIN / PART	**CA.CC.RL.4.**	**Reading Standards for Literature**
PERFORMANCE STANDARD / MODE		**Range of Reading and Level of Text Complexity**
EXPECTATION / SUBSTRAND	RL.4.10.	By the end of the year, read and comprehend literature, including stories, dramas, and poetry, in the grades 4–5 text complexity band proficiently, with scaffolding as needed at the high end of the range. _LEGO® Education SPIKE™ Essential_ Science Connections: Lesson 1 How Eyes See Science Connections: Lesson 2 Animal Structures Science Connections: Lesson 3 Energy Resources Science Connections: Lesson 4 Prepare for Natural Hazards Science Connections: Lesson 5 Information Transfer

CONTENT STANDARD / DOMAIN / PART	CA.CC.RI.4.	Reading Standards for Informational Text
PERFORMANCE STANDARD / MODE		Key Ideas and Details
EXPECTATION / SUBSTRAND	RI.4.3.	Explain events, procedures, ideas, or concepts in a historical, scientific, or technical text, including what happened and why, based on specific information in the text. _LEGO® Education SPIKE™ Essential_ Crazy Carnival Games: A-Maze-Ing - Math Extension Crazy Carnival Games: Avoid the Edge - Math Extension Crazy Carnival Games: Bowling Fun Crazy Carnival Games: Creative Carnival Games Crazy Carnival Games: High Stick Hockey - Math Extension Crazy Carnival Games: Junior Pinball Quirky Creations: Your School Creation Science Connections: Lesson 1 How Eyes See Science Connections: Lesson 2 Animal Structures Science Connections: Lesson 3 Energy Resources Science Connections: Lesson 4 Prepare for Natural Hazards Science Connections: Lesson 5 Information Transfer
CONTENT STANDARD / DOMAIN / PART	CA.CC.RI.4.	Reading Standards for Informational Text
PERFORMANCE STANDARD / MODE		Integration of Knowledge and Ideas
EXPECTATION / SUBSTRAND	RI.4.7.	Interpret information presented visually, orally, or quantitatively (e.g., in charts, graphs, diagrams, time lines, animations, or interactive elements on Web pages) and explain how the information contributes to an understanding of the text in which it appears. _LEGO® Education SPIKE™ Essential_ Crazy Carnival Games: A-Maze-Ing - Math Extension Crazy Carnival Games: Avoid the Edge - Math Extension Crazy Carnival Games: Bowling Fun Crazy Carnival Games: Creative Carnival Games Crazy Carnival Games: High Stick Hockey - Math Extension Crazy Carnival Games: Junior Pinball Crazy Carnival Games: Mini Mini-Golf Happy Traveler: Big Bus Happy Traveler: Cable Car Happy Traveler: Get Around Town Happy Traveler: Hovering Helicopter Happy Traveler: River Ferry Happy Traveler: Swamp Boat Happy Traveler: Taxi! Taxi! Quirky Creations: Big Little Helper - Math Extension Quirky Creations: Good Morning Machine Quirky Creations: High-Tech Playground Quirky Creations: Literary Randomizer Quirky Creations: Loads of Laundry Quirky Creations: Trash Monster Machine Quirky Creations: Winning Goal Quirky Creations: Your School Creation
CONTENT STANDARD / DOMAIN / PART	CA.CC.RI.4.	Reading Standards for Informational Text
PERFORMANCE STANDARD / MODE		Range of Reading and Level of Text Complexity

EXPECTATION / SUBSTRAND	RI.4.10.	By the end of year, read and comprehend informational texts, including history/social studies, science, and technical texts, in the grades 4–5 text complexity band proficiently, with scaffolding as needed at the high end of the range. LEGO® Education SPIKE™ Essential Crazy Carnival Games: A-Maze-Ing - Math Extension Crazy Carnival Games: Avoid the Edge - Math Extension Crazy Carnival Games: Bowling Fun Crazy Carnival Games: Creative Carnival Games Crazy Carnival Games: High Stick Hockey - Math Extension Crazy Carnival Games: Junior Pinball Quirky Creations: Your School Creation Science Connections: Lesson 1 How Eyes See Science Connections: Lesson 2 Animal Structures Science Connections: Lesson 3 Energy Resources Science Connections: Lesson 4 Prepare for Natural Hazards Science Connections: Lesson 5 Information Transfer
CONTENT STANDARD / DOMAIN / PART	CA.CC.RF.4.	Reading Standards: Foundational Skills
PERFORMANCE STANDARD / MODE		Fluency
EXPECTATION / SUBSTRAND	RF.4.4.	Read with sufficient accuracy and fluency to support comprehension.
FOUNDATION / PROFICIENCY LEVEL	RF.4.4.a.	Read on-level text with purpose and understanding. LEGO® Education SPIKE™ Essential Science Connections: Lesson 1 How Eyes See Science Connections: Lesson 2 Animal Structures Science Connections: Lesson 3 Energy Resources Science Connections: Lesson 4 Prepare for Natural Hazards Science Connections: Lesson 5 Information Transfer
FOUNDATION / PROFICIENCY LEVEL	RF.4.4.c.	Use context to confirm or self-correct word recognition and understanding, rereading as necessary. LEGO® Education SPIKE™ Essential Science Connections: Lesson 1 How Eyes See Science Connections: Lesson 2 Animal Structures Science Connections: Lesson 3 Energy Resources Science Connections: Lesson 4 Prepare for Natural Hazards Science Connections: Lesson 5 Information Transfer
CONTENT STANDARD / DOMAIN / PART	CA.CC.W.4.	Writing Standards
PERFORMANCE STANDARD / MODE		Text Types and Purposes
EXPECTATION / SUBSTRAND	W.4.1.	Write opinion pieces on topics or texts, supporting a point of view with reasons and information.
FOUNDATION / PROFICIENCY LEVEL	W.4.1.a.	Introduce a topic or text clearly, state an opinion, and create an organizational structure in which related ideas are grouped to support the writer's purpose. LEGO® Education SPIKE™ Essential Happy Traveler: Big Bus Quirky Creations: High-Tech Playground Quirky Creations: Winning Goal Quirky Creations: Your School Creation
FOUNDATION / PROFICIENCY LEVEL	W.4.1.b.	Provide reasons that are supported by facts and details. LEGO® Education SPIKE™ Essential Happy Traveler: Big Bus Quirky Creations: High-Tech Playground Quirky Creations: Winning Goal Quirky Creations: Your School Creation
FOUNDATION / PROFICIENCY LEVEL	W.4.1.c.	Link opinion and reasons using words and phrases (e.g., for instance, in order to, in addition). LEGO® Education SPIKE™ Essential Happy Traveler: Big Bus Quirky Creations: High-Tech Playground Quirky Creations: Winning Goal Quirky Creations: Your School Creation

FOUNDATION / PROFICIENCY LEVEL	W.4.1.d.	Provide a concluding statement or section related to the opinion presented. LEGO® Education SPIKE™ Essential Happy Traveler: Big Bus Quirky Creations: High-Tech Playground Quirky Creations: Winning Goal Quirky Creations: Your School Creation
CONTENT STANDARD / DOMAIN / PART	**CA.CC.W.4.**	**Writing Standards**
PERFORMANCE STANDARD / MODE		**Text Types and Purposes**
EXPECTATION / SUBSTRAND	**W.4.2.**	**Write informative/explanatory texts to examine a topic and convey ideas and information clearly.**
FOUNDATION / PROFICIENCY LEVEL	W.4.2.a.	Introduce a topic clearly and group related information in paragraphs and sections; include formatting (e.g., headings), illustrations, and multimedia when useful to aiding comprehension. LEGO® Education SPIKE™ Essential Crazy Carnival Games: A-Maze-Ing - Math Extension Crazy Carnival Games: Bowling Fun Crazy Carnival Games: Creative Carnival Games Crazy Carnival Games: Junior Pinball Happy Traveler: Big Bus Quirky Creations: Good Morning Machine Quirky Creations: High-Tech Playground Quirky Creations: Trash Monster Machine Quirky Creations: Winning Goal Quirky Creations: Your School Creation Science Connections: Lesson 1 How Eyes See Science Connections: Lesson 2 Animal Structures Science Connections: Lesson 3 Energy Resources Science Connections: Lesson 5 Information Transfer
FOUNDATION / PROFICIENCY LEVEL	W.4.2.b.	Develop the topic with facts, definitions, concrete details, quotations, or other information and examples related to the topic. LEGO® Education SPIKE™ Essential Crazy Carnival Games: A-Maze-Ing - Math Extension Crazy Carnival Games: Bowling Fun Crazy Carnival Games: Creative Carnival Games Crazy Carnival Games: Junior Pinball Quirky Creations: Good Morning Machine Quirky Creations: Trash Monster Machine Science Connections: Lesson 1 How Eyes See Science Connections: Lesson 2 Animal Structures Science Connections: Lesson 3 Energy Resources Science Connections: Lesson 5 Information Transfer
FOUNDATION / PROFICIENCY LEVEL	W.4.2.c.	Link ideas within categories of information using words and phrases (e.g., another, for example, also, because). LEGO® Education SPIKE™ Essential Crazy Carnival Games: A-Maze-Ing - Math Extension Crazy Carnival Games: Bowling Fun Crazy Carnival Games: Creative Carnival Games Crazy Carnival Games: Junior Pinball Quirky Creations: Good Morning Machine Quirky Creations: Trash Monster Machine Science Connections: Lesson 1 How Eyes See Science Connections: Lesson 2 Animal Structures Science Connections: Lesson 3 Energy Resources Science Connections: Lesson 5 Information Transfer
FOUNDATION / PROFICIENCY LEVEL	W.4.2.d.	Use precise language and domain-specific vocabulary to inform about or explain the topic. LEGO® Education SPIKE™ Essential Crazy Carnival Games: A-Maze-Ing - Math Extension Crazy Carnival Games: Bowling Fun Crazy Carnival Games: Creative Carnival Games Crazy Carnival Games: Junior Pinball Quirky Creations: Good Morning Machine Quirky Creations: Trash Monster Machine Science Connections: Lesson 1 How Eyes See Science Connections: Lesson 2 Animal Structures Science Connections: Lesson 3 Energy Resources Science Connections: Lesson 5 Information Transfer

FOUNDATION / PROFICIENCY LEVEL	W.4.2.e.	Provide a concluding statement or section related to the information or explanation presented. _LEGO® Education SPIKE™ Essential_ Crazy Carnival Games: A-Maze-Ing - Math Extension Crazy Carnival Games: Bowling Fun Crazy Carnival Games: Creative Carnival Games Crazy Carnival Games: Junior Pinball Quirky Creations: Good Morning Machine Quirky Creations: Trash Monster Machine Science Connections: Lesson 1 How Eyes See Science Connections: Lesson 2 Animal Structures Science Connections: Lesson 3 Energy Resources Science Connections: Lesson 5 Information Transfer
CONTENT STANDARD / DOMAIN / PART	CA.CC.W.4.	Writing Standards
PERFORMANCE STANDARD / MODE		Text Types and Purposes
EXPECTATION / SUBSTRAND	W.4.3.	Write narratives to develop real or imagined experiences or events using effective technique, descriptive details, and clear event sequences.
FOUNDATION / PROFICIENCY LEVEL	W.4.3.a.	Orient the reader by establishing a situation and introducing a narrator and/or characters; organize an event sequence that unfolds naturally. _LEGO® Education SPIKE™ Essential_ Happy Traveler: Cable Car Happy Traveler: Get Around Town Happy Traveler: Hovering Helicopter Quirky Creations: Literary Randomizer
FOUNDATION / PROFICIENCY LEVEL	W.4.3.b.	Use dialogue and description to develop experiences and events or show the responses of characters to situations. _LEGO® Education SPIKE™ Essential_ Happy Traveler: Cable Car Happy Traveler: Get Around Town Happy Traveler: Hovering Helicopter Quirky Creations: Literary Randomizer
FOUNDATION / PROFICIENCY LEVEL	W.4.3.c.	Use a variety of transitional words and phrases to manage the sequence of events. _LEGO® Education SPIKE™ Essential_ Happy Traveler: Cable Car Happy Traveler: Get Around Town Happy Traveler: Hovering Helicopter Quirky Creations: Literary Randomizer
FOUNDATION / PROFICIENCY LEVEL	W.4.3.d.	Use concrete words and phrases and sensory details to convey experiences and events precisely. _LEGO® Education SPIKE™ Essential_ Happy Traveler: Cable Car Happy Traveler: Get Around Town Happy Traveler: Hovering Helicopter Quirky Creations: Literary Randomizer
FOUNDATION / PROFICIENCY LEVEL	W.4.3.e.	Provide a conclusion that follows from the narrated experiences or events. _LEGO® Education SPIKE™ Essential_ Happy Traveler: Cable Car Happy Traveler: Get Around Town Happy Traveler: Hovering Helicopter Quirky Creations: Literary Randomizer
CONTENT STANDARD / DOMAIN / PART	CA.CC.W.4.	Writing Standards
PERFORMANCE STANDARD / MODE		Production and Distribution of Writing

EXPECTATION / SUBSTRAND	W.4.4.	Produce clear and coherent writing (including multiple-paragraph texts) in which the development and organization are appropriate to task, purpose, and audience. (Grade-specific expectations for writing types are defined in standards 1–3 above.) CA LEGO® Education SPIKE™ Essential Crazy Carnival Games: A-Maze-Ing - Math Extension Crazy Carnival Games: Bowling Fun Crazy Carnival Games: Creative Carnival Games Crazy Carnival Games: Junior Pinball Happy Traveler: Big Bus Happy Traveler: Cable Car Happy Traveler: Get Around Town Happy Traveler: Hovering Helicopter Quirky Creations: Good Morning Machine Quirky Creations: High-Tech Playground Quirky Creations: Literary Randomizer Quirky Creations: Trash Monster Machine Quirky Creations: Winning Goal Quirky Creations: Your School Creation Science Connections: Lesson 1 How Eyes See Science Connections: Lesson 2 Animal Structures Science Connections: Lesson 3 Energy Resources Science Connections: Lesson 5 Information Transfer
EXPECTATION / SUBSTRAND	W.4.5.	With guidance and support from peers and adults, develop and strengthen writing as needed by planning, revising, and editing. (Editing for conventions should demonstrate command of Language standards 1–3 up to and including grade 4.) LEGO® Education SPIKE™ Essential Crazy Carnival Games: A-Maze-Ing - Math Extension Crazy Carnival Games: Bowling Fun Crazy Carnival Games: Creative Carnival Games Crazy Carnival Games: Junior Pinball Happy Traveler: Big Bus Happy Traveler: Cable Car Happy Traveler: Get Around Town Happy Traveler: Hovering Helicopter Quirky Creations: Big Little Helper - Math Extension Quirky Creations: Good Morning Machine Quirky Creations: High-Tech Playground Quirky Creations: Literary Randomizer Quirky Creations: Loads of Laundry Quirky Creations: Trash Monster Machine Quirky Creations: Winning Goal Quirky Creations: Your School Creation Science Connections: Lesson 1 How Eyes See Science Connections: Lesson 2 Animal Structures Science Connections: Lesson 3 Energy Resources Science Connections: Lesson 4 Prepare for Natural Hazards Science Connections: Lesson 5 Information Transfer
CONTENT STANDARD / DOMAIN / PART	CA.CC.W.4.	Writing Standards
PERFORMANCE STANDARD / MODE		Research to Build and Present Knowledge
EXPECTATION / SUBSTRAND	W.4.7.	Conduct short research projects that build knowledge through investigation of different aspects of a topic. LEGO® Education SPIKE™ Essential Crazy Carnival Games: Bowling Fun Crazy Carnival Games: Junior Pinball Quirky Creations: Good Morning Machine Quirky Creations: Trash Monster Machine Science Connections: Lesson 3 Energy Resources Science Connections: Lesson 5 Information Transfer
EXPECTATION / SUBSTRAND	W.4.8.	Recall relevant information from experiences or gather relevant information from print and digital sources; take notes, paraphrase, and categorize information, and provide a list of sources. CA LEGO® Education SPIKE™ Essential Crazy Carnival Games: Bowling Fun Crazy Carnival Games: Junior Pinball Quirky Creations: Good Morning Machine Quirky Creations: Trash Monster Machine Science Connections: Lesson 3 Energy Resources Science Connections: Lesson 5 Information Transfer

CONTENT STANDARD / DOMAIN / PART	CA.CC.W.4.	Writing Standards
PERFORMANCE STANDARD / MODE		Research to Build and Present Knowledge
EXPECTATION / SUBSTRAND	W.4.9.	Draw evidence from literary or informational texts to support analysis, reflection, and research.
FOUNDATION / PROFICIENCY LEVEL	W.4.9.a.	Apply grade 4 Reading Standards to literature (e.g., "Describe in depth a character, setting, or event in a story or drama, drawing on specific details in the text [e.g., a character's thoughts, words, or actions]."). LEGO® Education SPIKE™ Essential Crazy Carnival Games: A-Maze-Ing - Math Extension Crazy Carnival Games: Avoid the Edge - Math Extension Crazy Carnival Games: Bowling Fun Crazy Carnival Games: High Stick Hockey - Math Extension Crazy Carnival Games: Junior Pinball Crazy Carnival Games: Mini Mini-Golf Happy Traveler: Big Bus Happy Traveler: Cable Car Happy Traveler: Hovering Helicopter Happy Traveler: River Ferry Happy Traveler: Swamp Boat Happy Traveler: Taxi! Taxi! Quirky Creations: Big Little Helper - Math Extension Quirky Creations: Good Morning Machine Quirky Creations: High-Tech Playground Quirky Creations: Literary Randomizer Quirky Creations: Loads of Laundry Quirky Creations: Trash Monster Machine Quirky Creations: Winning Goal Science Connections: Lesson 1 How Eyes See Science Connections: Lesson 2 Animal Structures Science Connections: Lesson 3 Energy Resources Science Connections: Lesson 4 Prepare for Natural Hazards Science Connections: Lesson 5 Information Transfer
CONTENT STANDARD / DOMAIN / PART	CA.CC.W.4.	Writing Standards
PERFORMANCE STANDARD / MODE		Range of Writing
EXPECTATION / SUBSTRAND	W.4.10.	Write routinely over extended time frames (time for research, reflection, and revision) and shorter time frames (a single sitting or a day or two) for a range of discipline-specific tasks, purposes, and audiences. LEGO® Education SPIKE™ Essential Crazy Carnival Games: A-Maze-Ing - Math Extension Crazy Carnival Games: Bowling Fun Crazy Carnival Games: Creative Carnival Games Crazy Carnival Games: Junior Pinball Happy Traveler: Big Bus Happy Traveler: Cable Car Happy Traveler: Get Around Town Happy Traveler: Hovering Helicopter Quirky Creations: Good Morning Machine Quirky Creations: High-Tech Playground Quirky Creations: Literary Randomizer Quirky Creations: Trash Monster Machine Quirky Creations: Winning Goal Quirky Creations: Your School Creation Science Connections: Lesson 1 How Eyes See Science Connections: Lesson 2 Animal Structures Science Connections: Lesson 3 Energy Resources Science Connections: Lesson 5 Information Transfer
CONTENT STANDARD / DOMAIN / PART	CA.CC.SL.4.	Speaking and Listening Standards
PERFORMANCE STANDARD / MODE		Comprehension and Collaboration
EXPECTATION / SUBSTRAND	SL.4.1.	Engage effectively in a range of collaborative discussions (one-on-one, in groups, and teacher-led) with diverse partners on grade 4 topics and texts, building on others' ideas and expressing their own clearly.

FOUNDATION / PROFICIENCY LEVEL	SL.4.1.a.	Come to discussions prepared, having read or studied required material; explicitly draw on that preparation and other information known about the topic to explore ideas under discussion. LEGO® Education BricQ Motion Essential Track and Field LEGO® Education SPIKE™ Essential Crazy Carnival Games: A-Maze-Ing - Math Extension Crazy Carnival Games: Avoid the Edge - Math Extension Crazy Carnival Games: Bowling Fun Crazy Carnival Games: Creative Carnival Games Crazy Carnival Games: High Stick Hockey - Math Extension Crazy Carnival Games: Junior Pinball Crazy Carnival Games: Mini Mini-Golf Happy Traveler: Big Bus Happy Traveler: Cable Car Happy Traveler: Get Around Town Happy Traveler: Hovering Helicopter Happy Traveler: River Ferry Happy Traveler: Swamp Boat Happy Traveler: Taxi! Taxi! Quirky Creations: Big Little Helper - Math Extension Quirky Creations: Good Morning Machine Quirky Creations: High-Tech Playground Quirky Creations: Literary Randomizer Quirky Creations: Loads of Laundry Quirky Creations: Trash Monster Machine Quirky Creations: Winning Goal Quirky Creations: Your School Creation Science Connections: Lesson 1 How Eyes See Science Connections: Lesson 2 Animal Structures Science Connections: Lesson 3 Energy Resources Science Connections: Lesson 4 Prepare for Natural Hazards Science Connections: Lesson 5 Information Transfer
FOUNDATION / PROFICIENCY LEVEL	SL.4.1.b.	Follow agreed-upon rules for discussions and carry out assigned roles. LEGO® Education BricQ Motion Essential Track and Field LEGO® Education SPIKE™ Essential Crazy Carnival Games: A-Maze-Ing - Math Extension Crazy Carnival Games: Avoid the Edge - Math Extension Crazy Carnival Games: Bowling Fun Crazy Carnival Games: Creative Carnival Games Crazy Carnival Games: High Stick Hockey - Math Extension Crazy Carnival Games: Junior Pinball Crazy Carnival Games: Mini Mini-Golf Happy Traveler: Big Bus Happy Traveler: Cable Car Happy Traveler: Get Around Town Happy Traveler: Hovering Helicopter Happy Traveler: River Ferry Happy Traveler: Swamp Boat Happy Traveler: Taxi! Taxi! Quirky Creations: Big Little Helper - Math Extension Quirky Creations: Good Morning Machine Quirky Creations: High-Tech Playground Quirky Creations: Literary Randomizer Quirky Creations: Loads of Laundry Quirky Creations: Trash Monster Machine Quirky Creations: Winning Goal Quirky Creations: Your School Creation Science Connections: Lesson 1 How Eyes See Science Connections: Lesson 2 Animal Structures Science Connections: Lesson 3 Energy Resources Science Connections: Lesson 4 Prepare for Natural Hazards Science Connections: Lesson 5 Information Transfer

FOUNDATION / PROFICIENCY LEVEL	SL.4.1.c.	Pose and respond to specific questions to clarify or follow up on information, and make comments that contribute to the discussion and link to the remarks of others. LEGO® Education SPIKE™ Essential Crazy Carnival Games: A-Maze-Ing - Math Extension Crazy Carnival Games: Avoid the Edge - Math Extension Crazy Carnival Games: Bowling Fun Crazy Carnival Games: Creative Carnival Games Crazy Carnival Games: High Stick Hockey - Math Extension Crazy Carnival Games: Junior Pinball Crazy Carnival Games: Mini Mini-Golf Happy Traveler: Big Bus Happy Traveler: Cable Car Happy Traveler: Get Around Town Happy Traveler: Hovering Helicopter Happy Traveler: River Ferry Happy Traveler: Swamp Boat Happy Traveler: Taxi! Taxi! Quirky Creations: Big Little Helper - Math Extension Quirky Creations: Good Morning Machine Quirky Creations: High-Tech Playground Quirky Creations: Literary Randomizer Quirky Creations: Loads of Laundry Quirky Creations: Trash Monster Machine Quirky Creations: Winning Goal Quirky Creations: Your School Creation Science Connections: Lesson 1 How Eyes See Science Connections: Lesson 2 Animal Structures Science Connections: Lesson 3 Energy Resources Science Connections: Lesson 4 Prepare for Natural Hazards Science Connections: Lesson 5 Information Transfer LEGO® Education BricQ Motion Essential Track and Field
FOUNDATION / PROFICIENCY LEVEL	SL.4.1.d.	Review the key ideas expressed and explain their own ideas and understanding in light of the discussion. LEGO® Education BricQ Motion Essential Track and Field LEGO® Education SPIKE™ Essential Crazy Carnival Games: A-Maze-Ing - Math Extension Crazy Carnival Games: Avoid the Edge - Math Extension Crazy Carnival Games: Bowling Fun Crazy Carnival Games: Creative Carnival Games Crazy Carnival Games: High Stick Hockey - Math Extension Crazy Carnival Games: Junior Pinball Crazy Carnival Games: Mini Mini-Golf Happy Traveler: Big Bus Happy Traveler: Cable Car Happy Traveler: Get Around Town Happy Traveler: Hovering Helicopter Happy Traveler: River Ferry Happy Traveler: Swamp Boat Happy Traveler: Taxi! Taxi! Quirky Creations: Big Little Helper - Math Extension Quirky Creations: Good Morning Machine Quirky Creations: High-Tech Playground Quirky Creations: Literary Randomizer Quirky Creations: Loads of Laundry Quirky Creations: Trash Monster Machine Quirky Creations: Winning Goal Quirky Creations: Your School Creation Science Connections: Lesson 1 How Eyes See Science Connections: Lesson 2 Animal Structures Science Connections: Lesson 3 Energy Resources Science Connections: Lesson 4 Prepare for Natural Hazards Science Connections: Lesson 5 Information Transfer
CONTENT STANDARD / DOMAIN / PART	CA.CC.SL.4.	Speaking and Listening Standards
PERFORMANCE STANDARD / MODE		Comprehension and Collaboration

EXPECTATION / SUBSTRAND	SL.4.2.	Paraphrase portions of a text read aloud or information presented in diverse media and formats, including visually, quantitatively, and orally. LEGO® Education SPIKE™ Essential Happy Traveler: Big Bus Happy Traveler: Cable Car Happy Traveler: Get Around Town Happy Traveler: Hovering Helicopter Happy Traveler: River Ferry Happy Traveler: Swamp Boat Happy Traveler: Taxi! Taxi! Quirky Creations: Your School Creation Science Connections: Lesson 1 How Eyes See Science Connections: Lesson 2 Animal Structures Science Connections: Lesson 3 Energy Resources Science Connections: Lesson 4 Prepare for Natural Hazards Science Connections: Lesson 5 Information Transfer
CONTENT STANDARD / DOMAIN / PART	CA.CC.SL.4.	Speaking and Listening Standards
PERFORMANCE STANDARD / MODE		Presentation of Knowledge and Ideas
EXPECTATION / SUBSTRAND	SL.4.6.	Differentiate between contexts that call for formal English (e.g., presenting ideas) and situations where informal discourse is appropriate (e.g., small-group discussion); use formal English when appropriate to task and situation. (See grade 4 Language standards 1 and 3 for specific expectations.) LEGO® Education SPIKE™ Essential Crazy Carnival Games: A-Maze-Ing - Math Extension Crazy Carnival Games: Avoid the Edge - Math Extension Crazy Carnival Games: Bowling Fun Crazy Carnival Games: Creative Carnival Games Crazy Carnival Games: High Stick Hockey - Math Extension Crazy Carnival Games: Junior Pinball Crazy Carnival Games: Mini Mini-Golf Happy Traveler: Big Bus Happy Traveler: Cable Car Happy Traveler: Get Around Town Happy Traveler: Hovering Helicopter Happy Traveler: River Ferry Happy Traveler: Swamp Boat Happy Traveler: Taxi! Taxi! Quirky Creations: Big Little Helper - Math Extension Quirky Creations: Good Morning Machine Quirky Creations: High-Tech Playground Quirky Creations: Literary Randomizer Quirky Creations: Loads of Laundry Quirky Creations: Trash Monster Machine Quirky Creations: Winning Goal Quirky Creations: Your School Creation Science Connections: Lesson 1 How Eyes See Science Connections: Lesson 2 Animal Structures Science Connections: Lesson 3 Energy Resources Science Connections: Lesson 4 Prepare for Natural Hazards Science Connections: Lesson 5 Information Transfer LEGO® Education BricQ Motion Essential Track and Field
CONTENT STANDARD / DOMAIN / PART	CA.CC.L.4.	Language Standards
PERFORMANCE STANDARD / MODE		Conventions of Standard English
EXPECTATION / SUBSTRAND	L.4.1.	Demonstrate command of the conventions of standard English grammar and usage when writing or speaking.
FOUNDATION / PROFICIENCY LEVEL	L.4.1.f.	Produce complete sentences, recognizing and correcting inappropriate fragments and run-ons. LEGO® Education SPIKE™ Essential Crazy Carnival Games: A-Maze-Ing - Math Extension Happy Traveler: Big Bus
CONTENT STANDARD / DOMAIN / PART	CA.CC.L.4.	Language Standards

PERFORMANCE STANDARD / MODE		Knowledge of Language
EXPECTATION / SUBSTRAND	L.4.3.	Use knowledge of language and its conventions when writing, speaking, reading, or listening.
FOUNDATION / PROFICIENCY LEVEL	L.4.3.a.	Choose words and phrases to convey ideas precisely. LEGO® Education SPIKE™ Essential Crazy Carnival Games: A-Maze-Ing - Math Extension Crazy Carnival Games: Bowling Fun Crazy Carnival Games: Creative Carnival Games Crazy Carnival Games: Junior Pinball Happy Traveler: Cable Car Happy Traveler: Get Around Town Happy Traveler: Hovering Helicopter Quirky Creations: Good Morning Machine Quirky Creations: Literary Randomizer Quirky Creations: Loads of Laundry Quirky Creations: Trash Monster Machine Science Connections: Lesson 1 How Eyes See Science Connections: Lesson 2 Animal Structures Science Connections: Lesson 3 Energy Resources Science Connections: Lesson 5 Information Transfer
FOUNDATION / PROFICIENCY LEVEL	L.4.3.c.	Differentiate between contexts that call for formal English (e.g., presenting ideas) and situations where informal discourse is appropriate (e.g., small-group discussion). LEGO® Education SPIKE™ Essential Crazy Carnival Games: A-Maze-Ing - Math Extension Crazy Carnival Games: Avoid the Edge - Math Extension Crazy Carnival Games: Bowling Fun Crazy Carnival Games: Creative Carnival Games Crazy Carnival Games: High Stick Hockey - Math Extension Crazy Carnival Games: Junior Pinball Crazy Carnival Games: Mini Mini-Golf Happy Traveler: Big Bus Happy Traveler: Cable Car Happy Traveler: Get Around Town Happy Traveler: Hovering Helicopter Happy Traveler: River Ferry Happy Traveler: Swamp Boat Happy Traveler: Taxi! Taxi! Quirky Creations: Big Little Helper - Math Extension Quirky Creations: Good Morning Machine Quirky Creations: High-Tech Playground Quirky Creations: Literary Randomizer Quirky Creations: Loads of Laundry Quirky Creations: Trash Monster Machine Quirky Creations: Winning Goal Quirky Creations: Your School Creation Science Connections: Lesson 1 How Eyes See Science Connections: Lesson 2 Animal Structures Science Connections: Lesson 3 Energy Resources Science Connections: Lesson 4 Prepare for Natural Hazards Science Connections: Lesson 5 Information Transfer LEGO® Education BricQ Motion Essential Track and Field
CONTENT STANDARD / DOMAIN / PART	CA.CC.L.4.	Language Standards
PERFORMANCE STANDARD / MODE		Vocabulary Acquisition and Use
EXPECTATION / SUBSTRAND	L.4.4.	Determine or clarify the meaning of unknown and multiple-meaning words and phrases based on grade 4 reading and content, choosing flexibly from a range of strategies.
FOUNDATION / PROFICIENCY LEVEL	L.4.4.a.	Use context (e.g., definitions, examples, or restatements in text) as a clue to the meaning of a word or phrase. LEGO® Education SPIKE™ Essential Science Connections: Lesson 1 How Eyes See Science Connections: Lesson 2 Animal Structures Science Connections: Lesson 3 Energy Resources Science Connections: Lesson 4 Prepare for Natural Hazards Science Connections: Lesson 5 Information Transfer
CONTENT STANDARD / DOMAIN / PART	CA.CC.L.4.	Language Standards

PERFORMANCE STANDARD / MODE		Vocabulary Acquisition and Use
EXPECTATION / SUBSTRAND	L.4.6.	Acquire and use accurately grade-appropriate general academic and domain-specific words and phrases, including those that signal precise actions, emotions, or states of being (e.g., quizzed, whined, stammered) and that are basic to a particular topic (e.g., wildlife, conservation, and endangered when discussing animal preservation). _LEGO® Education SPIKE™ Essential_ Crazy Carnival Games: A-Maze-Ing - Math Extension Crazy Carnival Games: Bowling Fun Crazy Carnival Games: Creative Carnival Games Crazy Carnival Games: Junior Pinball Happy Traveler: Cable Car Happy Traveler: Get Around Town Happy Traveler: Hovering Helicopter Quirky Creations: Good Morning Machine Quirky Creations: Literary Randomizer Quirky Creations: Loads of Laundry Quirky Creations: Trash Monster Machine Science Connections: Lesson 1 How Eyes See Science Connections: Lesson 2 Animal Structures Science Connections: Lesson 3 Energy Resources Science Connections: Lesson 4 Prepare for Natural Hazards Science Connections: Lesson 5 Information Transfer

California Content Standards

Language Arts

Grade: 5 - Adopted: 2013

CONTENT STANDARD / DOMAIN / PART	CCSS.ELA-Literacy.CCR A.R.	College and Career Readiness Anchor Standards for Reading
PERFORMANCE STANDARD / MODE		Key Ideas and Details
EXPECTATION / SUBSTRAND	CCSS.ELA-Literacy.CCR A.R.2	Determine central ideas or themes of a text and analyze their development; summarize the key supporting details and ideas. _LEGO® Education SPIKE™ Essential_ Science We Cannot See: Lesson 1 Matter Science We Cannot See: Lesson 2 Gravity Science We Cannot See: Lesson 3 Daytime and Nighttime Science We Cannot See: Lesson 4 Protect the Environment Science We Cannot See: Lesson 5 Energy Flow
EXPECTATION / SUBSTRAND	CCSS.ELA-Literacy.CCR A.R.3	Analyze how and why individuals, events, or ideas develop and interact over the course of a text. _LEGO® Education SPIKE™ Essential_ Crazy Carnival Games: A-Maze-Ing - Math Extension Crazy Carnival Games: Avoid the Edge - Math Extension Crazy Carnival Games: Bowling Fun Crazy Carnival Games: High Stick Hockey - Math Extension Crazy Carnival Games: Junior Pinball Crazy Carnival Games: Mini Mini-Golf Happy Traveler: Big Bus Happy Traveler: Cable Car Happy Traveler: Hovering Helicopter Happy Traveler: River Ferry Happy Traveler: Swamp Boat Happy Traveler: Taxi! Taxi! Quirky Creations: Big Little Helper - Math Extension Quirky Creations: Good Morning Machine Quirky Creations: High-Tech Playground Quirky Creations: Literary Randomizer Quirky Creations: Loads of Laundry Quirky Creations: Trash Monster Machine Quirky Creations: Winning Goal Science We Cannot See: Lesson 1 Matter Science We Cannot See: Lesson 2 Gravity Science We Cannot See: Lesson 3 Daytime and Nighttime Science We Cannot See: Lesson 4 Protect the Environment Science We Cannot See: Lesson 5 Energy Flow
CONTENT STANDARD / DOMAIN / PART	CCSS.ELA-Literacy.CCR A.R.	College and Career Readiness Anchor Standards for Reading

PERFORMANCE STANDARD / MODE		Craft and Structure
EXPECTATION / SUBSTRAND	CCSS.ELA-Literacy.CCRA.R.4	Interpret words and phrases as they are used in a text, including determining technical, connotative, and figurative meanings, and analyze how specific word choices shape meaning or tone. _LEGO® Education SPIKE™ Essential_ Science We Cannot See: Lesson 1 Matter Science We Cannot See: Lesson 2 Gravity Science We Cannot See: Lesson 3 Daytime and Nighttime Science We Cannot See: Lesson 4 Protect the Environment Science We Cannot See: Lesson 5 Energy Flow
CONTENT STANDARD / DOMAIN / PART	CCSS.ELA-Literacy.CCRA.R.	College and Career Readiness Anchor Standards for Reading
PERFORMANCE STANDARD / MODE		Integration of Knowledge and Ideas
EXPECTATION / SUBSTRAND	CCSS.ELA-Literacy.CCRA.R.7	Integrate and evaluate content presented in diverse media and formats, including visually and quantitatively, as well as in words. _LEGO® Education SPIKE™ Essential_ Science We Cannot See: Lesson 1 Matter Science We Cannot See: Lesson 2 Gravity Science We Cannot See: Lesson 3 Daytime and Nighttime Science We Cannot See: Lesson 4 Protect the Environment Science We Cannot See: Lesson 5 Energy Flow
CONTENT STANDARD / DOMAIN / PART	CCSS.ELA-Literacy.CCRA.R.	College and Career Readiness Anchor Standards for Reading
PERFORMANCE STANDARD / MODE		Range of Reading and Level of Text Complexity
EXPECTATION / SUBSTRAND	CCSS.ELA-Literacy.CCRA.R.10	Read and comprehend complex literary and informational texts independently and proficiently. _LEGO® Education SPIKE™ Essential_ Science We Cannot See: Lesson 1 Matter Science We Cannot See: Lesson 2 Gravity Science We Cannot See: Lesson 3 Daytime and Nighttime Science We Cannot See: Lesson 4 Protect the Environment Science We Cannot See: Lesson 5 Energy Flow
CONTENT STANDARD / DOMAIN / PART	CCSS.ELA-Literacy.CCRA.W.	College and Career Readiness Anchor Standards for Writing
PERFORMANCE STANDARD / MODE		Text Types and Purposes
EXPECTATION / SUBSTRAND	CCSS.ELA-Literacy.CCRA.W.2	Write informative/explanatory texts to examine and convey complex ideas and information clearly and accurately through the effective selection, organization, and analysis of content. _LEGO® Education SPIKE™ Essential_ Crazy Carnival Games: A-Maze-Ing - Math Extension Crazy Carnival Games: Bowling Fun Crazy Carnival Games: Creative Carnival Games Crazy Carnival Games: Junior Pinball Happy Traveler: Big Bus Quirky Creations: Good Morning Machine Quirky Creations: High-Tech Playground Quirky Creations: Trash Monster Machine Quirky Creations: Winning Goal Quirky Creations: Your School Creation Science We Cannot See: Lesson 2 Gravity Science We Cannot See: Lesson 4 Protect the Environment
EXPECTATION / SUBSTRAND	CCSS.ELA-Literacy.CCRA.W.3	Write narratives to develop real or imagined experiences or events using effective technique, well-chosen details and well-structured event sequences. _LEGO® Education SPIKE™ Essential_ Happy Traveler: Cable Car Happy Traveler: Get Around Town Happy Traveler: Hovering Helicopter Quirky Creations: Literary Randomizer
CONTENT STANDARD / DOMAIN / PART	CCSS.ELA-Literacy.CCRA.W.	College and Career Readiness Anchor Standards for Writing

PERFORMANCE STANDARD / MODE		Production and Distribution of Writing
EXPECTATION / SUBSTRAND	CCSS.ELA-Literacy.CCRA.W.4	Produce clear and coherent writing in which the development, organization, and style are appropriate to task, purpose, and audience. LEGO® Education SPIKE™ Essential Crazy Carnival Games: A-Maze-Ing - Math Extension Crazy Carnival Games: Bowling Fun Crazy Carnival Games: Creative Carnival Games Crazy Carnival Games: Junior Pinball Happy Traveler: Big Bus Happy Traveler: Cable Car Happy Traveler: Get Around Town Happy Traveler: Hovering Helicopter Quirky Creations: Good Morning Machine Quirky Creations: High-Tech Playground Quirky Creations: Literary Randomizer Quirky Creations: Trash Monster Machine Quirky Creations: Winning Goal Quirky Creations: Your School Creation Science We Cannot See: Lesson 1 Matter Science We Cannot See: Lesson 2 Gravity Science We Cannot See: Lesson 4 Protect the Environment
EXPECTATION / SUBSTRAND	CCSS.ELA-Literacy.CCRA.W.5	Develop and strengthen writing as needed by planning, revising, editing, rewriting, or trying a new approach. LEGO® Education SPIKE™ Essential Crazy Carnival Games: A-Maze-Ing - Math Extension Crazy Carnival Games: Bowling Fun Crazy Carnival Games: Creative Carnival Games Crazy Carnival Games: Junior Pinball Happy Traveler: Big Bus Happy Traveler: Cable Car Happy Traveler: Get Around Town Happy Traveler: Hovering Helicopter Quirky Creations: Big Little Helper - Math Extension Quirky Creations: Good Morning Machine Quirky Creations: High-Tech Playground Quirky Creations: Literary Randomizer Quirky Creations: Loads of Laundry Quirky Creations: Trash Monster Machine Quirky Creations: Winning Goal Quirky Creations: Your School Creation Science We Cannot See: Lesson 1 Matter Science We Cannot See: Lesson 2 Gravity Science We Cannot See: Lesson 3 Daytime and Nighttime Science We Cannot See: Lesson 4 Protect the Environment Science We Cannot See: Lesson 5 Energy Flow
CONTENT STANDARD / DOMAIN / PART	CCSS.ELA-Literacy.CCRA.W.	College and Career Readiness Anchor Standards for Writing
PERFORMANCE STANDARD / MODE		Research to Build and Present Knowledge
EXPECTATION / SUBSTRAND	CCSS.ELA-Literacy.CCRA.W.7	Conduct short as well as more sustained research projects based on focused questions, demonstrating understanding of the subject under investigation. LEGO® Education SPIKE™ Essential Crazy Carnival Games: Bowling Fun Crazy Carnival Games: Junior Pinball Quirky Creations: Good Morning Machine Quirky Creations: Trash Monster Machine Science We Cannot See: Lesson 3 Daytime and Nighttime Science We Cannot See: Lesson 4 Protect the Environment Science We Cannot See: Lesson 5 Energy Flow
EXPECTATION / SUBSTRAND	CCSS.ELA-Literacy.CCRA.W.8	Gather relevant information from multiple print and digital sources, assess the credibility and accuracy of each source, and integrate the information while avoiding plagiarism. LEGO® Education SPIKE™ Essential Crazy Carnival Games: Bowling Fun Crazy Carnival Games: Junior Pinball Quirky Creations: Good Morning Machine Quirky Creations: Trash Monster Machine Science We Cannot See: Lesson 3 Daytime and Nighttime Science We Cannot See: Lesson 4 Protect the Environment Science We Cannot See: Lesson 5 Energy Flow

EXPECTATION / SUBSTRAND	CCSS.ELA-Literacy.CCRA.W.9	Draw evidence from literary or informational texts to support analysis, reflection, and research. LEGO® Education SPIKE™ Essential Crazy Carnival Games: Bowling Fun Crazy Carnival Games: Junior Pinball Quirky Creations: Good Morning Machine Quirky Creations: Trash Monster Machine Science We Cannot See: Lesson 3 Daytime and Nighttime Science We Cannot See: Lesson 4 Protect the Environment Science We Cannot See: Lesson 5 Energy Flow
CONTENT STANDARD / DOMAIN / PART	CCSS.ELA-Literacy.CCRA.W.	College and Career Readiness Anchor Standards for Writing
PERFORMANCE STANDARD / MODE		Range of Writing
EXPECTATION / SUBSTRAND	CCSS.ELA-Literacy.CCRA.W.10	Write routinely over extended time frames (time for research, reflection, and revision) and shorter time frames (a single sitting or a day or two) for a range of tasks, purposes, and audiences. LEGO® Education SPIKE™ Essential Crazy Carnival Games: A-Maze-Ing - Math Extension Crazy Carnival Games: Bowling Fun Crazy Carnival Games: Creative Carnival Games Crazy Carnival Games: Junior Pinball Happy Traveler: Big Bus Happy Traveler: Cable Car Happy Traveler: Get Around Town Happy Traveler: Hovering Helicopter Quirky Creations: Good Morning Machine Quirky Creations: High-Tech Playground Quirky Creations: Literary Randomizer Quirky Creations: Trash Monster Machine Quirky Creations: Winning Goal Quirky Creations: Your School Creation Science We Cannot See: Lesson 1 Matter Science We Cannot See: Lesson 4 Protect the Environment
CONTENT STANDARD / DOMAIN / PART	CCSS.ELA-Literacy.CCRA.SL.	College and Career Readiness Anchor Standards for Speaking and Listening
PERFORMANCE STANDARD / MODE		Comprehension and Collaboration
EXPECTATION / SUBSTRAND	CCSS.ELA-Literacy.CCRA.SL.1	Prepare for and participate effectively in a range of conversations and collaborations with diverse partners, building on others' ideas and expressing their own clearly and persuasively. LEGO® Education SPIKE™ Essential Crazy Carnival Games: A-Maze-Ing - Math Extension Crazy Carnival Games: Avoid the Edge - Math Extension Crazy Carnival Games: Bowling Fun Crazy Carnival Games: Creative Carnival Games Crazy Carnival Games: High Stick Hockey - Math Extension Crazy Carnival Games: Junior Pinball Crazy Carnival Games: Mini Mini-Golf Happy Traveler: Big Bus Happy Traveler: Cable Car Happy Traveler: Get Around Town Happy Traveler: Hovering Helicopter Happy Traveler: River Ferry Happy Traveler: Swamp Boat Happy Traveler: Taxi! Taxi! Quirky Creations: Big Little Helper - Math Extension Quirky Creations: Good Morning Machine Quirky Creations: High-Tech Playground Quirky Creations: Literary Randomizer Quirky Creations: Loads of Laundry Quirky Creations: Trash Monster Machine Quirky Creations: Winning Goal Quirky Creations: Your School Creation Science We Cannot See: Lesson 1 Matter Science We Cannot See: Lesson 2 Gravity Science We Cannot See: Lesson 3 Daytime and Nighttime Science We Cannot See: Lesson 4 Protect the Environment Science We Cannot See: Lesson 5 Energy Flow LEGO® Education BricQ Motion Essential Track and Field

EXPECTATION / SUBSTRAND	CCSS.ELA-Literacy.CCRA.SL.2	Integrate and evaluate information presented in diverse media and formats, including visually, quantitatively, and orally. _LEGO® Education SPIKE™ Essential_ Crazy Carnival Games: Bowling Fun Crazy Carnival Games: Junior Pinball Quirky Creations: Good Morning Machine Quirky Creations: Trash Monster Machine Science We Cannot See: Lesson 3 Daytime and Nighttime Science We Cannot See: Lesson 4 Protect the Environment Science We Cannot See: Lesson 5 Energy Flow
CONTENT STANDARD / DOMAIN / PART	**CCSS.ELA-Literacy.CCRA.SL.**	**College and Career Readiness Anchor Standards for Speaking and Listening**
PERFORMANCE STANDARD / MODE		**Presentation of Knowledge and Ideas**
EXPECTATION / SUBSTRAND	CCSS.ELA-Literacy.CCRA.SL.4	Present information, findings, and supporting evidence such that listeners can follow the line of reasoning and the organization, development, and style are appropriate to task, purpose, and audience. _LEGO® Education SPIKE™ Essential_ Crazy Carnival Games: A-Maze-Ing - Math Extension Crazy Carnival Games: Avoid the Edge - Math Extension Crazy Carnival Games: Bowling Fun Crazy Carnival Games: Creative Carnival Games Crazy Carnival Games: High Stick Hockey - Math Extension Crazy Carnival Games: Junior Pinball Crazy Carnival Games: Mini Mini-Golf Happy Traveler: Big Bus Happy Traveler: Cable Car Happy Traveler: Get Around Town Happy Traveler: Hovering Helicopter Happy Traveler: River Ferry Happy Traveler: Swamp Boat Happy Traveler: Taxi! Taxi! Quirky Creations: Big Little Helper - Math Extension Quirky Creations: Good Morning Machine Quirky Creations: High-Tech Playground Quirky Creations: Literary Randomizer Quirky Creations: Trash Monster Machine Quirky Creations: Winning Goal Quirky Creations: Your School Creation Science We Cannot See: Lesson 1 Matter Science We Cannot See: Lesson 2 Gravity Science We Cannot See: Lesson 3 Daytime and Nighttime Science We Cannot See: Lesson 4 Protect the Environment Science We Cannot See: Lesson 5 Energy Flow
EXPECTATION / SUBSTRAND	CCSS.ELA-Literacy.CCRA.SL.6	Adapt speech to a variety of contexts and communicative tasks, demonstrating command of formal English when indicated or appropriate. _LEGO® Education SPIKE™ Essential_ Quirky Creations: Loads of Laundry
CONTENT STANDARD / DOMAIN / PART	**CCSS.ELA-Literacy.CCRA.L.**	**College and Career Readiness Anchor Standards for Language**
PERFORMANCE STANDARD / MODE		**Knowledge of Language**
EXPECTATION / SUBSTRAND	CCSS.ELA-Literacy.CCRA.L.3	Apply knowledge of language to understand how language functions in different contexts, to make effective choices for meaning or style, and to comprehend more fully when reading or listening. _LEGO® Education SPIKE™ Essential_ Science We Cannot See: Lesson 1 Matter Science We Cannot See: Lesson 2 Gravity Science We Cannot See: Lesson 3 Daytime and Nighttime Science We Cannot See: Lesson 4 Protect the Environment Science We Cannot See: Lesson 5 Energy Flow
CONTENT STANDARD / DOMAIN / PART	**CCSS.ELA-Literacy.CCRA.L.**	**College and Career Readiness Anchor Standards for Language**
PERFORMANCE STANDARD / MODE		**Vocabulary Acquisition and Use**

EXPECTATION / SUBSTRAND	CCSS.ELA-Literacy.CCRA.L.4	Determine or clarify the meaning of unknown and multiple-meaning words and phrases by using context clues, analyzing meaningful word parts, and consulting general and specialized reference materials, as appropriate. LEGO® Education SPIKE™ Essential Science We Cannot See: Lesson 1 Matter Science We Cannot See: Lesson 2 Gravity Science We Cannot See: Lesson 3 Daytime and Nighttime Science We Cannot See: Lesson 4 Protect the Environment Science We Cannot See: Lesson 5 Energy Flow
EXPECTATION / SUBSTRAND	CCSS.ELA-Literacy.CCRA.L.6	Acquire and use accurately a range of general academic and domain-specific words and phrases sufficient for reading, writing, speaking, and listening at the college and career readiness level; demonstrate independence in gathering vocabulary knowledge when encountering an unknown term important to comprehension or expression. LEGO® Education SPIKE™ Essential Happy Traveler: Cable Car Happy Traveler: Get Around Town Happy Traveler: Hovering Helicopter Quirky Creations: Literary Randomizer Science We Cannot See: Lesson 1 Matter Science We Cannot See: Lesson 2 Gravity Science We Cannot See: Lesson 3 Daytime and Nighttime Science We Cannot See: Lesson 4 Protect the Environment Science We Cannot See: Lesson 5 Energy Flow
CONTENT STANDARD / DOMAIN / PART	CA.CC.RL.5.	Reading Standards for Literature
PERFORMANCE STANDARD / MODE		Key Ideas and Details
EXPECTATION / SUBSTRAND	RL.5.2.	Determine a theme of a story, drama, or poem from details in the text, including how characters in a story or drama respond to challenges or how the speaker in a poem reflects upon a topic; summarize the text. LEGO® Education SPIKE™ Essential Crazy Carnival Games: A-Maze-Ing - Math Extension Crazy Carnival Games: Avoid the Edge - Math Extension Crazy Carnival Games: Bowling Fun Crazy Carnival Games: High Stick Hockey - Math Extension Crazy Carnival Games: Junior Pinball Crazy Carnival Games: Mini Mini-Golf Happy Traveler: Big Bus Happy Traveler: Cable Car Happy Traveler: Hovering Helicopter Happy Traveler: River Ferry Happy Traveler: Swamp Boat Happy Traveler: Taxi! Taxi! Quirky Creations: Big Little Helper - Math Extension Quirky Creations: Good Morning Machine Quirky Creations: High-Tech Playground Quirky Creations: Literary Randomizer Quirky Creations: Loads of Laundry Quirky Creations: Trash Monster Machine Quirky Creations: Winning Goal Science We Cannot See: Lesson 1 Matter Science We Cannot See: Lesson 2 Gravity Science We Cannot See: Lesson 3 Daytime and Nighttime Science We Cannot See: Lesson 4 Protect the Environment Science We Cannot See: Lesson 5 Energy Flow
CONTENT STANDARD / DOMAIN / PART	CA.CC.RL.5.	Reading Standards for Literature
PERFORMANCE STANDARD / MODE		Range of Reading and Level of Text Complexity
EXPECTATION / SUBSTRAND	RL.5.10.	By the end of the year, read and comprehend literature, including stories, dramas, and poetry, at the high end of the grades 4–5 text complexity band independently and proficiently. LEGO® Education SPIKE™ Essential Science We Cannot See: Lesson 1 Matter Science We Cannot See: Lesson 2 Gravity Science We Cannot See: Lesson 3 Daytime and Nighttime Science We Cannot See: Lesson 4 Protect the Environment Science We Cannot See: Lesson 5 Energy Flow

CONTENT STANDARD / DOMAIN / PART	CA.CC.RI.5.	Reading Standards for Informational Text
PERFORMANCE STANDARD / MODE		Key Ideas and Details
EXPECTATION / SUBSTRAND	RI.5.3.	Explain the relationships or interactions between two or more individuals, events, ideas, or concepts in a historical, scientific, or technical text based on specific information in the text. LEGO® Education SPIKE™ Essential Crazy Carnival Games: A-Maze-Ing - Math Extension Crazy Carnival Games: Avoid the Edge - Math Extension Crazy Carnival Games: Bowling Fun Crazy Carnival Games: Creative Carnival Games Crazy Carnival Games: High Stick Hockey - Math Extension Crazy Carnival Games: Junior Pinball Quirky Creations: Your School Creation Science We Cannot See: Lesson 1 Matter Science We Cannot See: Lesson 2 Gravity Science We Cannot See: Lesson 3 Daytime and Nighttime Science We Cannot See: Lesson 4 Protect the Environment Science We Cannot See: Lesson 5 Energy Flow
CONTENT STANDARD / DOMAIN / PART	CA.CC.RI.5.	Reading Standards for Informational Text
PERFORMANCE STANDARD / MODE		Integration of Knowledge and Ideas
EXPECTATION / SUBSTRAND	RI.5.7.	Draw on information from multiple print or digital sources, demonstrating the ability to locate an answer to a question quickly or to solve a problem efficiently. LEGO® Education SPIKE™ Essential Crazy Carnival Games: A-Maze-Ing - Math Extension Crazy Carnival Games: Avoid the Edge - Math Extension Crazy Carnival Games: Bowling Fun Crazy Carnival Games: Creative Carnival Games Crazy Carnival Games: High Stick Hockey - Math Extension Crazy Carnival Games: Junior Pinball Crazy Carnival Games: Mini Mini-Golf Happy Traveler: Big Bus Happy Traveler: Cable Car Happy Traveler: Get Around Town Happy Traveler: Hovering Helicopter Happy Traveler: River Ferry Happy Traveler: Swamp Boat Happy Traveler: Taxi! Taxi! Quirky Creations: Big Little Helper - Math Extension Quirky Creations: Good Morning Machine Quirky Creations: High-Tech Playground Quirky Creations: Literary Randomizer Quirky Creations: Loads of Laundry Quirky Creations: Trash Monster Machine Quirky Creations: Winning Goal Quirky Creations: Your School Creation Science We Cannot See: Lesson 1 Matter Science We Cannot See: Lesson 2 Gravity Science We Cannot See: Lesson 3 Daytime and Nighttime Science We Cannot See: Lesson 4 Protect the Environment Science We Cannot See: Lesson 5 Energy Flow
CONTENT STANDARD / DOMAIN / PART	CA.CC.RI.5.	Reading Standards for Informational Text
PERFORMANCE STANDARD / MODE		Range of Reading and Level of Text Complexity

EXPECTATION / SUBSTRAND	RI.5.10.	By the end of the year, read and comprehend informational texts, including history/social studies, science, and technical texts, at the high end of the grades 4–5 text complexity band independently and proficiently. _LEGO® Education SPIKE™ Essential_ _Crazy Carnival Games: A-Maze-Ing - Math Extension_ _Crazy Carnival Games: Avoid the Edge - Math Extension_ _Crazy Carnival Games: Bowling Fun_ _Crazy Carnival Games: Creative Carnival Games_ _Crazy Carnival Games: High Stick Hockey - Math Extension_ _Crazy Carnival Games: Junior Pinball_ _Quirky Creations: Your School Creation_ _Science We Cannot See: Lesson 1 Matter_ _Science We Cannot See: Lesson 2 Gravity_ _Science We Cannot See: Lesson 3 Daytime and Nighttime_ _Science We Cannot See: Lesson 4 Protect the Environment_ _Science We Cannot See: Lesson 5 Energy Flow_
CONTENT STANDARD / DOMAIN / PART	**CA.CC.RF.5.**	**Reading Standards: Foundational Skills**
PERFORMANCE STANDARD / MODE		**Fluency**
EXPECTATION / SUBSTRAND	**RF.5.4.**	**Read with sufficient accuracy and fluency to support comprehension.**
FOUNDATION / PROFICIENCY LEVEL	RF.5.4.a.	Read on-level text with purpose and understanding. _LEGO® Education SPIKE™ Essential_ _Science We Cannot See: Lesson 1 Matter_ _Science We Cannot See: Lesson 2 Gravity_ _Science We Cannot See: Lesson 3 Daytime and Nighttime_ _Science We Cannot See: Lesson 4 Protect the Environment_ _Science We Cannot See: Lesson 5 Energy Flow_
FOUNDATION / PROFICIENCY LEVEL	RF.5.4.c.	Use context to confirm or self-correct word recognition and understanding, rereading as necessary. _LEGO® Education SPIKE™ Essential_ _Science We Cannot See: Lesson 1 Matter_ _Science We Cannot See: Lesson 2 Gravity_ _Science We Cannot See: Lesson 3 Daytime and Nighttime_ _Science We Cannot See: Lesson 4 Protect the Environment_ _Science We Cannot See: Lesson 5 Energy Flow_
CONTENT STANDARD / DOMAIN / PART	**CA.CC.W.5.**	**Writing Standards**
PERFORMANCE STANDARD / MODE		**Text Types and Purposes**
EXPECTATION / SUBSTRAND	**W.5.1.**	**Write opinion pieces on topics or texts, supporting a point of view with reasons and information.**
FOUNDATION / PROFICIENCY LEVEL	W.5.1.a.	Introduce a topic or text clearly, state an opinion, and create an organizational structure in which ideas are logically grouped to support the writer's purpose. _LEGO® Education SPIKE™ Essential_ _Happy Traveler: Big Bus_ _Quirky Creations: High-Tech Playground_ _Quirky Creations: Winning Goal_ _Quirky Creations: Your School Creation_ _Science We Cannot See: Lesson 1 Matter_
FOUNDATION / PROFICIENCY LEVEL	W.5.1.b.	Provide logically ordered reasons that are supported by facts and details. _LEGO® Education SPIKE™ Essential_ _Happy Traveler: Big Bus_ _Quirky Creations: High-Tech Playground_ _Quirky Creations: Winning Goal_ _Quirky Creations: Your School Creation_ _Science We Cannot See: Lesson 1 Matter_
FOUNDATION / PROFICIENCY LEVEL	W.5.1.c.	Link opinion and reasons using words, phrases, and clauses (e.g., consequently, specifically). _LEGO® Education SPIKE™ Essential_ _Happy Traveler: Big Bus_ _Quirky Creations: High-Tech Playground_ _Quirky Creations: Winning Goal_ _Quirky Creations: Your School Creation_ _Science We Cannot See: Lesson 1 Matter_

FOUNDATION / PROFICIENCY LEVEL	W.5.1.d.	Provide a concluding statement or section related to the opinion presented. _LEGO® Education SPIKE™ Essential_ Happy Traveler: Big Bus Quirky Creations: High-Tech Playground Quirky Creations: Winning Goal Quirky Creations: Your School Creation Science We Cannot See: Lesson 1 Matter
CONTENT STANDARD / DOMAIN / PART	**CA.CC.W.5.**	**Writing Standards**
PERFORMANCE STANDARD / MODE		**Text Types and Purposes**
EXPECTATION / SUBSTRAND	**W.5.2.**	**Write informative/explanatory texts to examine a topic and convey ideas and information clearly.**
FOUNDATION / PROFICIENCY LEVEL	W.5.2.a.	Introduce a topic clearly, provide a general observation and focus, and group related information logically; include formatting (e.g., headings), illustrations, and multimedia when useful to aiding comprehension. _LEGO® Education SPIKE™ Essential_ Crazy Carnival Games: A-Maze-Ing - Math Extension Crazy Carnival Games: Bowling Fun Crazy Carnival Games: Creative Carnival Games Crazy Carnival Games: Junior Pinball Crazy Carnival Games: Mini Mini-Golf Quirky Creations: Good Morning Machine Quirky Creations: Trash Monster Machine Science We Cannot See: Lesson 2 Gravity Science We Cannot See: Lesson 4 Protect the Environment
FOUNDATION / PROFICIENCY LEVEL	W.5.2.b.	Develop the topic with facts, definitions, concrete details, quotations, or other information and examples related to the topic. _LEGO® Education SPIKE™ Essential_ Crazy Carnival Games: A-Maze-Ing - Math Extension Crazy Carnival Games: Bowling Fun Crazy Carnival Games: Creative Carnival Games Crazy Carnival Games: Junior Pinball Quirky Creations: Good Morning Machine Quirky Creations: Trash Monster Machine Science We Cannot See: Lesson 2 Gravity Science We Cannot See: Lesson 4 Protect the Environment
FOUNDATION / PROFICIENCY LEVEL	W.5.2.c.	Link ideas within and across categories of information using words, phrases, and clauses (e.g., in contrast, especially). _LEGO® Education SPIKE™ Essential_ Crazy Carnival Games: A-Maze-Ing - Math Extension Crazy Carnival Games: Bowling Fun Crazy Carnival Games: Creative Carnival Games Crazy Carnival Games: Junior Pinball Quirky Creations: Good Morning Machine Quirky Creations: Trash Monster Machine Science We Cannot See: Lesson 4 Protect the Environment
FOUNDATION / PROFICIENCY LEVEL	W.5.2.d.	Use precise language and domain-specific vocabulary to inform about or explain the topic. _LEGO® Education SPIKE™ Essential_ Crazy Carnival Games: A-Maze-Ing - Math Extension Crazy Carnival Games: Bowling Fun Crazy Carnival Games: Creative Carnival Games Crazy Carnival Games: Junior Pinball Quirky Creations: Good Morning Machine Quirky Creations: Trash Monster Machine Science We Cannot See: Lesson 4 Protect the Environment
FOUNDATION / PROFICIENCY LEVEL	W.5.2.e.	Provide a concluding statement or section related to the information or explanation presented. _LEGO® Education SPIKE™ Essential_ Crazy Carnival Games: A-Maze-Ing - Math Extension Crazy Carnival Games: Bowling Fun Crazy Carnival Games: Creative Carnival Games Crazy Carnival Games: Junior Pinball Quirky Creations: Good Morning Machine Quirky Creations: Trash Monster Machine Science We Cannot See: Lesson 4 Protect the Environment

CONTENT STANDARD / DOMAIN / PART	CA.CC.W.5.	Writing Standards
PERFORMANCE STANDARD / MODE		Text Types and Purposes
EXPECTATION / SUBSTRAND	W.5.3.	Write narratives to develop real or imagined experiences or events using effective technique, descriptive details, and clear event sequences.
FOUNDATION / PROFICIENCY LEVEL	W.5.3.a.	Orient the reader by establishing a situation and introducing a narrator and/or characters; organize an event sequence that unfolds naturally. _LEGO® Education SPIKE™ Essential_ Happy Traveler: Cable Car Happy Traveler: Get Around Town Happy Traveler: Hovering Helicopter Quirky Creations: Literary Randomizer
FOUNDATION / PROFICIENCY LEVEL	W.5.3.b.	Use narrative techniques, such as dialogue, description, and pacing, to develop experiences and events or show the responses of characters to situations. _LEGO® Education SPIKE™ Essential_ Happy Traveler: Cable Car Happy Traveler: Get Around Town Happy Traveler: Hovering Helicopter Quirky Creations: Literary Randomizer Science We Cannot See: Lesson 2 Gravity
FOUNDATION / PROFICIENCY LEVEL	W.5.3.c.	Use a variety of transitional words, phrases, and clauses to manage the sequence of events. _LEGO® Education SPIKE™ Essential_ Happy Traveler: Cable Car Happy Traveler: Get Around Town Happy Traveler: Hovering Helicopter Quirky Creations: Literary Randomizer
FOUNDATION / PROFICIENCY LEVEL	W.5.3.d.	Use concrete words and phrases and sensory details to convey experiences and events precisely. _LEGO® Education SPIKE™ Essential_ Happy Traveler: Cable Car Happy Traveler: Get Around Town Happy Traveler: Hovering Helicopter Quirky Creations: Literary Randomizer
FOUNDATION / PROFICIENCY LEVEL	W.5.3.e.	Provide a conclusion that follows from the narrated experiences or events. _LEGO® Education SPIKE™ Essential_ Happy Traveler: Cable Car Happy Traveler: Get Around Town Happy Traveler: Hovering Helicopter Quirky Creations: Literary Randomizer
CONTENT STANDARD / DOMAIN / PART	CA.CC.W.5.	Writing Standards
PERFORMANCE STANDARD / MODE		Production and Distribution of Writing

EXPECTATION / SUBSTRAND	W.5.4.	Produce clear and coherent writing (including multiple-paragraph texts) in which the development and organization are appropriate to task, purpose, and audience. (Grade-specific expectations for writing types are defined in standards 1–3 above.) CA LEGO® Education SPIKE™ Essential Crazy Carnival Games: A-Maze-Ing - Math Extension Crazy Carnival Games: Bowling Fun Crazy Carnival Games: Creative Carnival Games Crazy Carnival Games: Junior Pinball Happy Traveler: Big Bus Happy Traveler: Cable Car Happy Traveler: Get Around Town Happy Traveler: Hovering Helicopter Quirky Creations: Good Morning Machine Quirky Creations: High-Tech Playground Quirky Creations: Literary Randomizer Quirky Creations: Trash Monster Machine Quirky Creations: Winning Goal Quirky Creations: Your School Creation Science We Cannot See: Lesson 1 Matter Science We Cannot See: Lesson 2 Gravity Science We Cannot See: Lesson 4 Protect the Environment
EXPECTATION / SUBSTRAND	W.5.5.	With guidance and support from peers and adults, develop and strengthen writing as needed by planning, revising, editing, rewriting, or trying a new approach. (Editing for conventions should demonstrate command of Language standards 1–3 up to and including grade 5.) LEGO® Education SPIKE™ Essential Crazy Carnival Games: A-Maze-Ing - Math Extension Crazy Carnival Games: Bowling Fun Crazy Carnival Games: Creative Carnival Games Crazy Carnival Games: Junior Pinball Happy Traveler: Big Bus Happy Traveler: Cable Car Happy Traveler: Get Around Town Happy Traveler: Hovering Helicopter Quirky Creations: Big Little Helper - Math Extension Quirky Creations: Good Morning Machine Quirky Creations: High-Tech Playground Quirky Creations: Literary Randomizer Quirky Creations: Loads of Laundry Quirky Creations: Trash Monster Machine Quirky Creations: Winning Goal Quirky Creations: Your School Creation Science We Cannot See: Lesson 1 Matter Science We Cannot See: Lesson 2 Gravity Science We Cannot See: Lesson 3 Daytime and Nighttime Science We Cannot See: Lesson 4 Protect the Environment Science We Cannot See: Lesson 5 Energy Flow
CONTENT STANDARD / DOMAIN / PART	CA.CC.W.5.	Writing Standards
PERFORMANCE STANDARD / MODE		Research to Build and Present Knowledge
EXPECTATION / SUBSTRAND	W.5.7.	Conduct short research projects that use several sources to build knowledge through investigation of different aspects of a topic LEGO® Education SPIKE™ Essential Crazy Carnival Games: Bowling Fun Crazy Carnival Games: Junior Pinball Quirky Creations: Good Morning Machine Quirky Creations: Trash Monster Machine Science We Cannot See: Lesson 3 Daytime and Nighttime Science We Cannot See: Lesson 4 Protect the Environment Science We Cannot See: Lesson 5 Energy Flow

EXPECTATION / SUBSTRAND	W.5.8.	Recall relevant information from experiences or gather relevant information from print and digital sources; summarize or paraphrase information in notes and finished work, and provide a list of sources. _LEGO® Education SPIKE™ Essential_ Crazy Carnival Games: Bowling Fun Crazy Carnival Games: Junior Pinball Quirky Creations: Good Morning Machine Quirky Creations: Trash Monster Machine Science We Cannot See: Lesson 3 Daytime and Nighttime Science We Cannot See: Lesson 4 Protect the Environment Science We Cannot See: Lesson 5 Energy Flow
CONTENT STANDARD / DOMAIN / PART	CA.CC.W.5.	Writing Standards
PERFORMANCE STANDARD / MODE		Research to Build and Present Knowledge
EXPECTATION / SUBSTRAND	W.5.9.	Draw evidence from literary or informational texts to support analysis, reflection, and research.
FOUNDATION / PROFICIENCY LEVEL	W.5.9.a.	Apply grade 5 Reading standards to literature (e.g., "Compare and contrast two or more characters, settings, or events in a story or a drama, drawing on specific details in the text [e.g., how characters interact]"). _LEGO® Education SPIKE™ Essential_ Science We Cannot See: Lesson 1 Matter Science We Cannot See: Lesson 2 Gravity Science We Cannot See: Lesson 3 Daytime and Nighttime Science We Cannot See: Lesson 4 Protect the Environment Science We Cannot See: Lesson 5 Energy Flow
CONTENT STANDARD / DOMAIN / PART	CA.CC.W.5.	Writing Standards
PERFORMANCE STANDARD / MODE		Range of Writing
EXPECTATION / SUBSTRAND	W.5.10.	Write routinely over extended time frames (time for research, reflection, and revision) and shorter time frames (a single sitting or a day or two) for a range of discipline-specific tasks, purposes, and audiences. _LEGO® Education SPIKE™ Essential_ Crazy Carnival Games: A-Maze-Ing - Math Extension Crazy Carnival Games: Bowling Fun Crazy Carnival Games: Creative Carnival Games Crazy Carnival Games: Junior Pinball Happy Traveler: Big Bus Happy Traveler: Cable Car Happy Traveler: Get Around Town Happy Traveler: Hovering Helicopter Quirky Creations: Good Morning Machine Quirky Creations: High-Tech Playground Quirky Creations: Literary Randomizer Quirky Creations: Trash Monster Machine Quirky Creations: Winning Goal Quirky Creations: Your School Creation Science We Cannot See: Lesson 1 Matter Science We Cannot See: Lesson 4 Protect the Environment
CONTENT STANDARD / DOMAIN / PART	CA.CC.SL.5.	Speaking and Listening Standards
PERFORMANCE STANDARD / MODE		Comprehension and Collaboration
EXPECTATION / SUBSTRAND	SL.5.1.	Engage effectively in a range of collaborative discussions (one-on-one, in groups, and teacher-led) with diverse partners on grade 5 topics and texts, building on others' ideas and expressing their own clearly.

| FOUNDATION / PROFICIENCY LEVEL | SL.5.1.a. | Come to discussions prepared, having read or studied required material; explicitly draw on that preparation and other information known about the topic to explore ideas under discussion.

LEGO® Education BricQ Motion Essential
Track and Field

LEGO® Education SPIKE™ Essential
Crazy Carnival Games: A-Maze-Ing - Math Extension
Crazy Carnival Games: Avoid the Edge - Math Extension
Crazy Carnival Games: Bowling Fun
Crazy Carnival Games: Creative Carnival Games
Crazy Carnival Games: High Stick Hockey - Math Extension
Crazy Carnival Games: Junior Pinball
Crazy Carnival Games: Mini Mini-Golf
Happy Traveler: Big Bus
Happy Traveler: Cable Car
Happy Traveler: Get Around Town
Happy Traveler: Hovering Helicopter
Happy Traveler: River Ferry
Happy Traveler: Swamp Boat
Happy Traveler: Taxi! Taxi!
Quirky Creations: Big Little Helper - Math Extension
Quirky Creations: Good Morning Machine
Quirky Creations: High-Tech Playground
Quirky Creations: Literary Randomizer
Quirky Creations: Loads of Laundry
Quirky Creations: Trash Monster Machine
Quirky Creations: Winning Goal
Quirky Creations: Your School Creation
Science We Cannot See: Lesson 1 Matter
Science We Cannot See: Lesson 2 Gravity
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Science We Cannot See: Lesson 4 Protect the Environment
Science We Cannot See: Lesson 5 Energy Flow |
| FOUNDATION / PROFICIENCY LEVEL | SL.5.1.b. | Follow agreed-upon rules for discussions and carry out assigned roles.

LEGO® Education BricQ Motion Essential
Track and Field

LEGO® Education SPIKE™ Essential
Crazy Carnival Games: A-Maze-Ing - Math Extension
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Science We Cannot See: Lesson 5 Energy Flow |

FOUNDATION / PROFICIENCY LEVEL	SL.5.1.c.	Pose and respond to specific questions by making comments that contribute to the discussion and elaborate on the remarks of others. LEGO® Education SPIKE™ Essential Crazy Carnival Games: A-Maze-Ing - Math Extension Crazy Carnival Games: Avoid the Edge - Math Extension Crazy Carnival Games: Bowling Fun Crazy Carnival Games: Creative Carnival Games Crazy Carnival Games: High Stick Hockey - Math Extension Crazy Carnival Games: Junior Pinball Crazy Carnival Games: Mini Mini-Golf Happy Traveler: Big Bus Happy Traveler: Cable Car Happy Traveler: Get Around Town Happy Traveler: Hovering Helicopter Happy Traveler: River Ferry Happy Traveler: Swamp Boat Happy Traveler: Taxi! Taxi! Quirky Creations: Big Little Helper - Math Extension Quirky Creations: Good Morning Machine Quirky Creations: High-Tech Playground Quirky Creations: Literary Randomizer Quirky Creations: Loads of Laundry Quirky Creations: Trash Monster Machine Quirky Creations: Winning Goal Quirky Creations: Your School Creation Science We Cannot See: Lesson 1 Matter Science We Cannot See: Lesson 2 Gravity Science We Cannot See: Lesson 3 Daytime and Nighttime Science We Cannot See: Lesson 4 Protect the Environment Science We Cannot See: Lesson 5 Energy Flow LEGO® Education BricQ Motion Essential Track and Field
CONTENT STANDARD / DOMAIN / PART	CA.CC.SL.5.	Speaking and Listening Standards
PERFORMANCE STANDARD / MODE		Comprehension and Collaboration
EXPECTATION / SUBSTRAND	SL.5.2.	Summarize a written text read aloud or information presented in diverse media and formats, including visually, quantitatively, and orally. LEGO® Education SPIKE™ Essential Happy Traveler: Big Bus Happy Traveler: Cable Car Happy Traveler: Get Around Town Happy Traveler: Hovering Helicopter Happy Traveler: River Ferry Happy Traveler: Swamp Boat Happy Traveler: Taxi! Taxi! Quirky Creations: Your School Creation Science We Cannot See: Lesson 1 Matter Science We Cannot See: Lesson 2 Gravity Science We Cannot See: Lesson 3 Daytime and Nighttime Science We Cannot See: Lesson 4 Protect the Environment Science We Cannot See: Lesson 5 Energy Flow
CONTENT STANDARD / DOMAIN / PART	CA.CC.SL.5.	Speaking and Listening Standards
PERFORMANCE STANDARD / MODE		Presentation of Knowledge and Ideas
EXPECTATION / SUBSTRAND	SL.5.4.	Report on a topic or text or present an opinion, sequencing ideas logically and using appropriate facts and relevant, descriptive details to support main ideas or themes; speak clearly at an understandable pace.

FOUNDATION / PROFICIENCY LEVEL	SL.5.4.a.	Plan and deliver an opinion speech that: states an opinion, logically sequences evidence to support the speaker's position, uses transition words to effectively link opinions and evidence (e.g., consequently and therefore), and provides a concluding statement related to the speaker's position. CA LEGO® Education SPIKE™ Essential Crazy Carnival Games: A-Maze-Ing - Math Extension Crazy Carnival Games: Avoid the Edge - Math Extension Crazy Carnival Games: Bowling Fun Crazy Carnival Games: Creative Carnival Games Crazy Carnival Games: High Stick Hockey - Math Extension Crazy Carnival Games: Junior Pinball Crazy Carnival Games: Mini Mini-Golf Happy Traveler: Big Bus Happy Traveler: Cable Car Happy Traveler: Get Around Town Happy Traveler: Hovering Helicopter Happy Traveler: River Ferry Happy Traveler: Swamp Boat Happy Traveler: Taxi! Taxi! Quirky Creations: Big Little Helper - Math Extension Quirky Creations: Good Morning Machine Quirky Creations: High-Tech Playground Quirky Creations: Literary Randomizer Quirky Creations: Trash Monster Machine Quirky Creations: Winning Goal Quirky Creations: Your School Creation Science We Cannot See: Lesson 1 Matter Science We Cannot See: Lesson 2 Gravity Science We Cannot See: Lesson 3 Daytime and Nighttime Science We Cannot See: Lesson 4 Protect the Environment Science We Cannot See: Lesson 5 Energy Flow
CONTENT STANDARD / DOMAIN / PART	CA.CC.SL.5.	Speaking and Listening Standards
PERFORMANCE STANDARD / MODE		Presentation of Knowledge and Ideas
EXPECTATION / SUBSTRAND	SL.5.6.	Adapt speech to a variety of contexts and tasks, using formal English when appropriate to task and situation. (See grade 5 Language standards 1 and 3 for specific expectations.) LEGO® Education SPIKE™ Essential Quirky Creations: Loads of Laundry
CONTENT STANDARD / DOMAIN / PART	CA.CC.L.5.	Language Standards
PERFORMANCE STANDARD / MODE		Conventions of Standard English
EXPECTATION / SUBSTRAND	L.5.1.	Demonstrate command of the conventions of standard English grammar and usage when writing or speaking.
FOUNDATION / PROFICIENCY LEVEL	L.5.1.d.	Recognize and correct inappropriate shifts in verb tense. LEGO® Education SPIKE™ Essential Crazy Carnival Games: A-Maze-Ing - Math Extension Crazy Carnival Games: Bowling Fun Crazy Carnival Games: Creative Carnival Games Crazy Carnival Games: Junior Pinball Happy Traveler: Big Bus Happy Traveler: Cable Car Happy Traveler: Get Around Town Happy Traveler: Hovering Helicopter Quirky Creations: Good Morning Machine Quirky Creations: High-Tech Playground Quirky Creations: Literary Randomizer Quirky Creations: Trash Monster Machine Quirky Creations: Winning Goal Quirky Creations: Your School Creation Science We Cannot See: Lesson 1 Matter Science We Cannot See: Lesson 4 Protect the Environment
CONTENT STANDARD / DOMAIN / PART	CA.CC.L.5.	Language Standards
PERFORMANCE STANDARD / MODE		Vocabulary Acquisition and Use

EXPECTATION / SUBSTRAND	L.5.4.	Determine or clarify the meaning of unknown and multiple-meaning words and phrases based on grade 5 reading and content, choosing flexibly from a range of strategies.
FOUNDATION / PROFICIENCY LEVEL	L.5.4.a.	Use context (e.g., cause/effect relationships and comparisons in text) as a clue to the meaning of a word or phrase. LEGO® Education SPIKE™ Essential Science We Cannot See: Lesson 1 Matter Science We Cannot See: Lesson 2 Gravity Science We Cannot See: Lesson 3 Daytime and Nighttime Science We Cannot See: Lesson 4 Protect the Environment Science We Cannot See: Lesson 5 Energy Flow
CONTENT STANDARD / DOMAIN / PART	CA.CC.L.5.	Language Standards
PERFORMANCE STANDARD / MODE		Vocabulary Acquisition and Use
EXPECTATION / SUBSTRAND	L.5.6.	Acquire and use accurately grade-appropriate general academic and domain-specific words and phrases, including those that signal contrast, addition, and other logical relationships (e.g., however, although, nevertheless, similarly, moreover, in addition). LEGO® Education SPIKE™ Essential Happy Traveler: Cable Car Happy Traveler: Get Around Town Happy Traveler: Hovering Helicopter Quirky Creations: Literary Randomizer Quirky Creations: Loads of Laundry Science We Cannot See: Lesson 1 Matter Science We Cannot See: Lesson 2 Gravity Science We Cannot See: Lesson 3 Daytime and Nighttime Science We Cannot See: Lesson 4 Protect the Environment Science We Cannot See: Lesson 5 Energy Flow

California Content Standards

Mathematics

Grade: 1 - Adopted: 2013

CONTENT STANDARD / DOMAIN / PART	CA.CC.MP.	Standards for Mathematical Practice
PERFORMANCE STANDARD / MODE	MP.1.	Make sense of problems and persevere in solving them. LEGO® Education BricQ Motion Essential Relay Race Sail Car
CONTENT STANDARD / DOMAIN / PART	CA.CC.1.OA.	Operations and Algebraic Thinking
PERFORMANCE STANDARD / MODE		Represent and solve problems involving addition and subtraction.
EXPECTATION / SUBSTRAND	1.OA.1.	Use addition and subtraction within 20 to solve word problems involving situations of adding to, taking from, putting together, taking apart, and comparing, with unknowns in all positions, e.g., by using objects, drawings, and equations with a symbol for the unknown number to represent the problem. LEGO® Education BricQ Motion Essential Hockey Practice Tightrope Walker
CONTENT STANDARD / DOMAIN / PART	CA.CC.1.OA.	Operations and Algebraic Thinking
PERFORMANCE STANDARD / MODE		Understand and apply properties of operations and the relationship between addition and subtraction.
EXPECTATION / SUBSTRAND	1.OA.3.	Apply properties of operations as strategies to add and subtract. Examples: If 8 + 3 = 11 is known, then 3 + 8 = 11 is also known. (Commutative property of addition.) To add 2 + 6 + 4, the second two numbers can be added to make a ten, so 2 + 6 + 4 = 2 + 10 = 12. (Associative property of addition.) LEGO® Education SPIKE™ Essential See it! Hear It! Build It!: Lesson 1 Illumination

CONTENT STANDARD / DOMAIN / PART	CA.CC.1.OA.	Operations and Algebraic Thinking
PERFORMANCE STANDARD / MODE		Add and subtract within 20.
EXPECTATION / SUBSTRAND	1.OA.5.	Relate counting to addition and subtraction (e.g., by counting on 2 to add 2). _LEGO® Education SPIKE™ Essential_ Great Adventures: Arctic Ride See it! Hear It! Build It!: Lesson 1 Illumination See it! Hear It! Build It!: Lesson 2 Musical Vibrations See it! Hear It! Build It!: Lesson 3 Transparency See it! Hear It! Build It!: Lesson 4 Communicate with Light or Sound See it! Hear It! Build It!: Lesson 5 Learning from Using Ideas from Nature
CONTENT STANDARD / DOMAIN / PART	CA.CC.1.NBT.	Number and Operations in Base Ten
PERFORMANCE STANDARD / MODE		Extend the counting sequence.
EXPECTATION / SUBSTRAND	1.NBT.1.	Count to 120, starting at any number less than 120. In this range, read and write numerals and represent a number of objects with a written numeral. _LEGO® Education SPIKE™ Essential_ See it! Hear It! Build It!: Lesson 3 Transparency See it! Hear It! Build It!: Lesson 4 Communicate with Light or Sound
CONTENT STANDARD / DOMAIN / PART	CA.CC.1.MD.	Measurement and Data
PERFORMANCE STANDARD / MODE		Tell and write time.
EXPECTATION / SUBSTRAND	1.MD.3.	Tell and write time in hours and half-hours using analog and digital clocks. _LEGO® Education SPIKE™ Essential_ See it! Hear It! Build It!: Lesson 2 Musical Vibrations
CONTENT STANDARD / DOMAIN / PART	CA.CC.1.MD.	Measurement and Data
PERFORMANCE STANDARD / MODE		Represent and interpret data.
EXPECTATION / SUBSTRAND	1.MD.4.	Organize, represent, and interpret data with up to three categories; ask and answer questions about the total number of data points, how many in each category, and how many more or less are in one category than in another. _LEGO® Education SPIKE™ Essential_ Amazing Amusement Park: Snack Stand Great Adventures: Animal Alarm
CONTENT STANDARD / DOMAIN / PART	CA.CC.1.G.	Geometry
PERFORMANCE STANDARD / MODE		Reason with shapes and their attributes.
EXPECTATION / SUBSTRAND	1.G.3.	Partition circles and rectangles into two and four equal shares, describe the shares using the words halves, fourths, and quarters, and use the phrases half of, fourth of, and quarter of. Describe the whole as two of, or four of the shares. Understand for these examples that decomposing into more equal shares creates smaller shares. _LEGO® Education BricQ Motion Essential_ Get Up and Dance _LEGO® Education SPIKE™ Essential_ Amazing Amusement Park: The Spinning Ferris Wheel Great Adventures: Boat Trip Great Adventures: The Great Desert Adventure

California Content Standards

Mathematics

Grade: **2** - Adopted: **2013**

CONTENT STANDARD / DOMAIN / PART	CA.CC.MP.	Standards for Mathematical Practice
PERFORMANCE STANDARD / MODE	MP.1.	Make sense of problems and persevere in solving them. LEGO® Education BricQ Motion Essential Relay Race Sail Car
PERFORMANCE STANDARD / MODE	MP.5.	Use appropriate tools strategically. LEGO® Education SPIKE™ Essential Science in Nature and our Daily Life: Lesson 4 Classify and Choose Materials
CONTENT STANDARD / DOMAIN / PART	CA.CC.2.OA.	Operations and Algebraic Thinking
PERFORMANCE STANDARD / MODE		Represent and solve problems involving addition and subtraction.
EXPECTATION / SUBSTRAND	2.OA.1.	Use addition and subtraction within 100 to solve one- and two-step word problems involving situations of adding to, taking from, putting together, taking apart, and comparing, with unknowns in all positions, e.g., by using drawings and equations with a symbol for the unknown number to represent the problem. LEGO® Education BricQ Motion Essential Tightrope Walker
CONTENT STANDARD / DOMAIN / PART	CA.CC.2.OA.	Operations and Algebraic Thinking
PERFORMANCE STANDARD / MODE		Add and subtract within 20.
EXPECTATION / SUBSTRAND	2.OA.2.	Fluently add and subtract within 20 using mental strategies. By end of Grade 2, know from memory all sums of two one-digit numbers. LEGO® Education SPIKE™ Essential Science in Nature and our Daily Life: Lesson 1 Habitats Science in Nature and our Daily Life: Lesson 2 Redesigning to Make New Objects Science in Nature and our Daily Life: Lesson 3 Pollination Science in Nature and our Daily Life: Lesson 4 Classify and Choose Materials Science in Nature and our Daily Life: Lesson 5 Protection from Wind
CONTENT STANDARD / DOMAIN / PART	CA.CC.2.MD.	Measurement and Data
PERFORMANCE STANDARD / MODE		Measure and estimate lengths in standard units.
EXPECTATION / SUBSTRAND	2.MD.1.	Measure the length of an object by selecting and using appropriate tools such as rulers, yardsticks, meter sticks, and measuring tapes. LEGO® Education BricQ Motion Essential Push Car Derby LEGO® Education SPIKE™ Essential Science in Nature and our Daily Life: Lesson 2 Redesigning to Make New Objects Science in Nature and our Daily Life: Lesson 4 Classify and Choose Materials
CONTENT STANDARD / DOMAIN / PART	CA.CC.2.MD.	Measurement and Data
PERFORMANCE STANDARD / MODE		Represent and interpret data.

EXPECTATION / SUBSTRAND	2.MD.9.	Generate measurement data by measuring lengths of several objects to the nearest whole unit, or by making repeated measurements of the same object. Show the measurements by making a line plot, where the horizontal scale is marked off in whole-number units. _LEGO® Education SPIKE™ Essential_ Science in Nature and our Daily Life: Lesson 4 Classify and Choose Materials _LEGO® Education BricQ Motion Essential_ Push Car Derby
EXPECTATION / SUBSTRAND	2.MD.10.	Draw a picture graph and a bar graph (with single-unit scale) to represent a data set with up to four categories. Solve simple put-together, take-apart, and compare problems using information presented in a bar graph. _LEGO® Education SPIKE™ Essential_ Amazing Amusement Park: Snack Stand Science in Nature and our Daily Life: Lesson 3 Pollination
CONTENT STANDARD / DOMAIN / PART	CA.CC.2.G.	Geometry
PERFORMANCE STANDARD / MODE		Reason with shapes and their attributes.
EXPECTATION / SUBSTRAND	2.G.3.	Partition circles and rectangles into two, three, or four equal shares, describe the shares using the words halves, thirds, half of, a third of, etc., and describe the whole as two halves, three thirds, four fourths. Recognize that equal shares of identical wholes need not have the same shape. _LEGO® Education SPIKE™ Essential_ Amazing Amusement Park: The Spinning Ferris Wheel Great Adventures: Boat Trip Great Adventures: The Great Desert Adventure

California Content Standards

Mathematics

Grade: 3 - Adopted: **2013**

CONTENT STANDARD / DOMAIN / PART	CA.CC.3.OA.	Operations and Algebraic Thinking
PERFORMANCE STANDARD / MODE		Represent and solve problems involving multiplication and division.
EXPECTATION / SUBSTRAND	3.OA.1.	Interpret products of whole numbers, e.g., interpret 5 × 7 as the total number of objects in 5 groups of 7 objects each. For example, describe a context in which a total number of objects can be expressed as 5 × 7. _LEGO® Education BricQ Motion Essential_ Track and Field
CONTENT STANDARD / DOMAIN / PART	CA.CC.3.NF.	Number and Operations—Fractions
PERFORMANCE STANDARD / MODE		Develop understanding of fractions as numbers.
EXPECTATION / SUBSTRAND	3.NF.1.	Understand a fraction 1/b as the quantity formed by 1 part when a whole is partitioned into b equal parts; understand a fraction a/b as the quantity formed by a parts of size 1/b. _LEGO® Education SPIKE™ Essential_ Animals and Their Environments: Lesson 4 Solving Problems When Environments Change Crazy Carnival Games: High Stick Hockey - Math Extension
CONTENT STANDARD / DOMAIN / PART	CA.CC.3.NF.	Number and Operations—Fractions
PERFORMANCE STANDARD / MODE		Develop understanding of fractions as numbers.
EXPECTATION / SUBSTRAND	3.NF.3.	Explain equivalence of fractions in special cases, and compare fractions by reasoning about their size.

FOUNDATION / PROFICIENCY LEVEL	3.NF.3.c.	Express whole numbers as fractions, and recognize fractions that are equivalent to whole numbers. Examples: Express 3 in the form 3 = 3/1; recognize that 6/1 = 6; locate 4/4 and 1 at the same point of a number line diagram. LEGO® Education SPIKE™ Essential Animals and Their Environments: Lesson 4 Solving Problems When Environments Change Crazy Carnival Games: High Stick Hockey - Math Extension
CONTENT STANDARD / DOMAIN / PART	CA.CC.3.MD.	Measurement and Data
PERFORMANCE STANDARD / MODE		Solve problems involving measurement and estimation of intervals of time, liquid volumes, and masses of objects.
EXPECTATION / SUBSTRAND	3.MD.1.	Tell and write time to the nearest minute and measure time intervals in minutes. Solve word problems involving addition and subtraction of time intervals in minutes, e.g., by representing the problem on a number line diagram. LEGO® Education SPIKE™ Essential Happy Traveler: River Ferry
EXPECTATION / SUBSTRAND	3.MD.2.	Measure and estimate liquid volumes and masses of objects using standard units of grams (g), kilograms (kg), and liters (l). Add, subtract, multiply, or divide to solve one-step word problems involving masses or volumes that are given in the same units, e.g., by using drawings (such as a beaker with a measurement scale) to represent the problem. LEGO® Education BricQ Motion Essential Race Car
CONTENT STANDARD / DOMAIN / PART	CA.CC.3.MD.	Measurement and Data
PERFORMANCE STANDARD / MODE		Represent and interpret data.
EXPECTATION / SUBSTRAND	3.MD.3.	Draw a scaled picture graph and a scaled bar graph to represent a data set with several categories. Solve one- and two-step "how many more" and "how many less" problems using information presented in scaled bar graphs. For example, draw a bar graph in which each square in the bar graph might represent 5 pets. LEGO® Education SPIKE™ Essential Animals and Their Environments: Lesson 2 Life Cycles Crazy Carnival Games: A-Maze-Ing - Math Extension Happy Traveler: Swamp Boat
EXPECTATION / SUBSTRAND	3.MD.4.	Generate measurement data by measuring lengths using rulers marked with halves and fourths of an inch. Show the data by making a line plot, where the horizontal scale is marked off in appropriate units— whole numbers, halves, or quarters. LEGO® Education BricQ Motion Essential Bobsled Free Throw Weightlifter LEGO® Education SPIKE™ Essential Crazy Carnival Games: Avoid the Edge - Math Extension
CONTENT STANDARD / DOMAIN / PART	CA.CC.3.MD.	Measurement and Data
PERFORMANCE STANDARD / MODE		Geometric measurement: understand concepts of area and relate area to multiplication and to addition.
EXPECTATION / SUBSTRAND	3.MD.5.	Recognize area as an attribute of plane figures and understand concepts of area measurement.
FOUNDATION / PROFICIENCY LEVEL	3.MD.5.a.	A square with side length 1 unit, called "a unit square," is said to have "one square unit" of area, and can be used to measure area. LEGO® Education SPIKE™ Essential Quirky Creations: Loads of Laundry

FOUNDATION / PROFICIENCY LEVEL	3.MD.5.b.	A plane figure which can be covered without gaps or overlaps by n unit squares is said to have an area of n square units. LEGO® Education SPIKE™ Essential Quirky Creations: Loads of Laundry
CONTENT STANDARD / DOMAIN / PART	CA.CC.3.MD.	Measurement and Data
PERFORMANCE STANDARD / MODE		Geometric measurement: understand concepts of area and relate area to multiplication and to addition.
EXPECTATION / SUBSTRAND	3.MD.6.	Measure areas by counting unit squares (square cm, square m, square in, square ft, and improvised units). LEGO® Education SPIKE™ Essential Animals and Their Environments: Lesson 3 Animal Behavior Quirky Creations: Loads of Laundry
CONTENT STANDARD / DOMAIN / PART	CA.CC.3.MD.	Measurement and Data
PERFORMANCE STANDARD / MODE		Geometric measurement: understand concepts of area and relate area to multiplication and to addition.
EXPECTATION / SUBSTRAND	3.MD.7.	Relate area to the operations of multiplication and addition.
FOUNDATION / PROFICIENCY LEVEL	3.MD.7.a.	Find the area of a rectangle with whole-number side lengths by tiling it, and show that the area is the same as would be found by multiplying the side lengths. LEGO® Education SPIKE™ Essential Animals and Their Environments: Lesson 3 Animal Behavior Quirky Creations: Loads of Laundry
FOUNDATION / PROFICIENCY LEVEL	3.MD.7.b.	Multiply side lengths to find areas of rectangles with whole-number side lengths in the context of solving real world and mathematical problems, and represent whole-number products as rectangular areas in mathematical reasoning. LEGO® Education BricQ Motion Essential Track and Field LEGO® Education SPIKE™ Essential Quirky Creations: Loads of Laundry
CONTENT STANDARD / DOMAIN / PART	CA.CC.3.MD.	Measurement and Data
PERFORMANCE STANDARD / MODE		Geometric measurement: recognize perimeter as an attribute of plane figures and distinguish between linear and area measures.
EXPECTATION / SUBSTRAND	3.MD.8.	Solve real world and mathematical problems involving perimeters of polygons, including finding the perimeter given the side lengths, finding an unknown side length, and exhibiting rectangles with the same perimeter and different areas or with the same area and different perimeters. LEGO® Education SPIKE™ Essential Happy Traveler: Taxi! Taxi!
CONTENT STANDARD / DOMAIN / PART	CA.CC.3.G.	Geometry
PERFORMANCE STANDARD / MODE		Reason with shapes and their attributes.

EXPECTATION / SUBSTRAND	3.G.1.	Understand that shapes in different categories (e.g., rhombuses, rectangles, and others) may share attributes (e.g., having four sides), and that the shared attributes can define a larger category (e.g., quadrilaterals). Recognize rhombuses, rectangles, and squares as examples of quadrilaterals, and draw examples of quadrilaterals that do not belong to any of these subcategories. LEGO® Education SPIKE™ Essential Animals and Their Environments: Lesson 1 Preparing for the Weather Animals and Their Environments: Lesson 2 Life Cycles Animals and Their Environments: Lesson 3 Animal Behavior Animals and Their Environments: Lesson 4 Solving Problems When Environments Change Animals and Their Environments: Lesson 5 Animals in Their Habitats

California Content Standards

Mathematics

Grade: 4 - Adopted: **2013**

CONTENT STANDARD / DOMAIN / PART	CA.CC.4.NBT.	Number and Operations in Base Ten
PERFORMANCE STANDARD / MODE		Use place value understanding and properties of operations to perform multi-digit arithmetic.
EXPECTATION / SUBSTRAND	4.NBT.5.	Multiply a whole number of up to four digits by a one-digit whole number, and multiply two two-digit numbers, using strategies based on place value and the properties of operations. Illustrate and explain the calculation by using equations, rectangular arrays, and/or area models. LEGO® Education BricQ Motion Essential Track and Field
CONTENT STANDARD / DOMAIN / PART	CA.CC.4.NF.	Number and Operations—Fractions
PERFORMANCE STANDARD / MODE		Build fractions from unit fractions by applying and extending previous understandings of operations on whole numbers.
EXPECTATION / SUBSTRAND	4.NF.4.	Apply and extend previous understandings of multiplication to multiply a fraction by a whole number.
FOUNDATION / PROFICIENCY LEVEL	4.NF.4.a.	Understand a fraction a/b as a multiple of 1/b. For example, use a visual fraction model to represent 5/4 as the product 5 × (1/4), recording the conclusion by the equation 5/4 = 5 × (1/4). LEGO® Education SPIKE™ Essential Crazy Carnival Games: High Stick Hockey - Math Extension
CONTENT STANDARD / DOMAIN / PART	CA.CC.4.NF.	Number and Operations—Fractions
PERFORMANCE STANDARD / MODE		Understand decimal notation for fractions, and compare decimal fractions.
EXPECTATION / SUBSTRAND	4.NF.5.	Express a fraction with denominator 10 as an equivalent fraction with denominator 100, and use this technique to add two fractions with respective denominators 10 and 100. For example, express 3/10 as 30/100, and add 3/10 + 4/100 = 34/100. LEGO® Education SPIKE™ Essential Crazy Carnival Games: High Stick Hockey - Math Extension
EXPECTATION / SUBSTRAND	4.NF.6.	Use decimal notation for fractions with denominators 10 or 100. For example, rewrite 0.62 as 62/100; describe a length as 0.62 meters; locate 0.62 on a number line diagram. LEGO® Education SPIKE™ Essential Crazy Carnival Games: High Stick Hockey - Math Extension

EXPECTATION / SUBSTRAND	4.NF.7.	Compare two decimals to hundredths by reasoning about their size. Recognize that comparisons are valid only when the two decimals refer to the same whole. Record the results of comparisons with the symbols >, =, or <, and justify the conclusions, e.g., by using the number line or another visual model. CA _LEGO® Education SPIKE™ Essential_ Crazy Carnival Games: A-Maze-Ing - Math Extension
CONTENT STANDARD / DOMAIN / PART	**CA.CC.4.MD.**	**Measurement and Data**
PERFORMANCE STANDARD / MODE		**Solve problems involving measurement and conversion of measurements from a larger unit to a smaller unit.**
EXPECTATION / SUBSTRAND	4.MD.1.	Know relative sizes of measurement units within one system of units including km, m, cm; kg, g; lb, oz.; l, ml; hr, min, sec. Within a single system of measurement, express measurements in a larger unit in terms of a smaller unit. Record measurement equivalents in a two-column table. For example, know that 1 ft is 12 times as long as 1 in. Express the length of a 4 ft snake as 48 in. Generate a conversion table for feet and inches listing the number pairs (1, 12), (2, 24), (3, 36), … _LEGO® Education SPIKE™ Essential_ Crazy Carnival Games: Avoid the Edge - Math Extension Science Connections: Lesson 3 Energy Resources
EXPECTATION / SUBSTRAND	4.MD.2.	Use the four operations to solve word problems involving distances, intervals of time, liquid volumes, masses of objects, and money, including problems involving simple fractions or decimals, and problems that require expressing measurements given in a larger unit in terms of a smaller unit. Represent measurement quantities using diagrams such as number line diagrams that feature a measurement scale. _LEGO® Education SPIKE™ Essential_ Happy Traveler: River Ferry
EXPECTATION / SUBSTRAND	4.MD.3.	Apply the area and perimeter formulas for rectangles in real world and mathematical problems. For example, find the width of a rectangular room given the area of the flooring and the length, by viewing the area formula as a multiplication equation with an unknown factor. _LEGO® Education SPIKE™ Essential_ Happy Traveler: Taxi! Taxi! Quirky Creations: Loads of Laundry _LEGO® Education BricQ Motion Essential_ Track and Field
CONTENT STANDARD / DOMAIN / PART	**CA.CC.4.MD.**	**Measurement and Data**
PERFORMANCE STANDARD / MODE		**Represent and interpret data.**
EXPECTATION / SUBSTRAND	4.MD.4.	Make a line plot to display a data set of measurements in fractions of a unit (1/2, 1/4, 1/8). Solve problems involving addition and subtraction of fractions by using information presented in line plots. For example, from a line plot find and interpret the difference in length between the longest and shortest specimens in an insect collection. _LEGO® Education SPIKE™ Essential_ Crazy Carnival Games: Avoid the Edge - Math Extension
CONTENT STANDARD / DOMAIN / PART	**CA.CC.4.MD.**	**Measurement and Data**
PERFORMANCE STANDARD / MODE		**Geometric measurement: understand concepts of angle and measure angles.**
EXPECTATION / SUBSTRAND	4.MD.5.	Recognize angles as geometric shapes that are formed wherever two rays share a common endpoint, and understand concepts of angle measurement:

FOUNDATION / PROFICIENCY LEVEL	4.MD.5.a.	An angle is measured with reference to a circle with its center at the common endpoint of the rays, by considering the fraction of the circular arc between the points where the two rays intersect the circle. An angle that turns through 1/360 of a circle is called a "one-degree angle," and can be used to measure angles. LEGO® Education SPIKE™ Essential Crazy Carnival Games: Bowling Fun Crazy Carnival Games: High Stick Hockey - Math Extension Crazy Carnival Games: Junior Pinball Crazy Carnival Games: Mini Mini-Golf
FOUNDATION / PROFICIENCY LEVEL	4.MD.5.b.	An angle that turns through n one-degree angles is said to have an angle measure of n degrees. LEGO® Education SPIKE™ Essential Crazy Carnival Games: Bowling Fun Crazy Carnival Games: High Stick Hockey - Math Extension Crazy Carnival Games: Junior Pinball Crazy Carnival Games: Mini Mini-Golf
CONTENT STANDARD / DOMAIN / PART	CA.CC.4.MD.	Measurement and Data
PERFORMANCE STANDARD / MODE		Geometric measurement: understand concepts of angle and measure angles.
EXPECTATION / SUBSTRAND	4.MD.6.	Measure angles in whole-number degrees using a protractor. Sketch angles of specified measure. LEGO® Education SPIKE™ Essential Crazy Carnival Games: Bowling Fun Crazy Carnival Games: High Stick Hockey - Math Extension Crazy Carnival Games: Junior Pinball Crazy Carnival Games: Mini Mini-Golf
CONTENT STANDARD / DOMAIN / PART	CA.CC.4.G.	Geometry
PERFORMANCE STANDARD / MODE		Draw and identify lines and angles, and classify shapes by properties of their lines and angles.
EXPECTATION / SUBSTRAND	4.G.1.	Draw points, lines, line segments, rays, angles (right, acute, obtuse), and perpendicular and parallel lines. Identify these in two-dimensional figures. LEGO® Education SPIKE™ Essential Crazy Carnival Games: Bowling Fun Crazy Carnival Games: High Stick Hockey - Math Extension Crazy Carnival Games: Junior Pinball Crazy Carnival Games: Mini Mini-Golf
EXPECTATION / SUBSTRAND	4.G.3.	Recognize a line of symmetry for a two-dimensional figure as a line across the figure such that the figure can be folded along the line into matching parts. Identify line-symmetric figures and draw lines of symmetry. LEGO® Education SPIKE™ Essential Crazy Carnival Games: Mini Mini-Golf

California Content Standards
Mathematics
Grade: 5 - Adopted: 2013

CONTENT STANDARD / DOMAIN / PART	CA.CC.5.NBT.	Number and Operations in Base Ten
PERFORMANCE STANDARD / MODE		Understand the place value system.
EXPECTATION / SUBSTRAND	5.NBT.3.	Read, write, and compare decimals to thousandths.
FOUNDATION / PROFICIENCY LEVEL	5.NBT.3.b.	Compare two decimals to thousandths based on meanings of the digits in each place, using >, =, and < symbols to record the results of comparisons. LEGO® Education SPIKE™ Essential Crazy Carnival Games: A-Maze-Ing - Math Extension
CONTENT STANDARD / DOMAIN / PART	CA.CC.5.NF.	Number and Operations—Fractions

PERFORMANCE STANDARD / MODE		Apply and extend previous understandings of multiplication and division to multiply and divide fractions.
EXPECTATION / SUBSTRAND	5.NF.3.	Interpret a fraction as division of the numerator by the denominator (a/b = a ÷ b). Solve word problems involving division of whole numbers leading to answers in the form of fractions or mixed numbers, e.g., by using visual fraction models or equations to represent the problem. For example, interpret 3/4 as the result of dividing 3 by 4, noting that 3/4 multiplied by 4 equals 3, and that when 3 wholes are shared equally among 4 people each person has a share of size 3/4. If 9 people want to share a 50-pound sack of rice equally by weight, how many pounds of rice should each person get? Between what two whole numbers does your answer lie? _LEGO® Education SPIKE™ Essential_ Crazy Carnival Games: High Stick Hockey - Math Extension
CONTENT STANDARD / DOMAIN / PART	CA.CC.5.MD.	Measurement and Data
PERFORMANCE STANDARD / MODE		Convert like measurement units within a given measurement system.
EXPECTATION / SUBSTRAND	5.MD.1.	Convert among different-sized standard measurement units within a given measurement system (e.g., convert 5 cm to 0.05 m), and use these conversions in solving multi-step, real world problems. _LEGO® Education SPIKE™ Essential_ Crazy Carnival Games: Avoid the Edge - Math Extension Science We Cannot See: Lesson 1 Matter Science We Cannot See: Lesson 3 Daytime and Nighttime
CONTENT STANDARD / DOMAIN / PART	CA.CC.5.MD.	Measurement and Data
PERFORMANCE STANDARD / MODE		Represent and interpret data.
EXPECTATION / SUBSTRAND	5.MD.2.	Make a line plot to display a data set of measurements in fractions of a unit (1/2, 1/4, 1/8). Use operations on fractions for this grade to solve problems involving information presented in line plots. For example, given different measurements of liquid in identical beakers, find the amount of liquid each beaker would contain if the total amount in all the beakers were redistributed equally. _LEGO® Education SPIKE™ Essential_ Crazy Carnival Games: Avoid the Edge - Math Extension Science We Cannot See: Lesson 5 Energy Flow
CONTENT STANDARD / DOMAIN / PART	CA.CC.5.MD.	Measurement and Data
PERFORMANCE STANDARD / MODE		Geometric measurement: understand concepts of volume and relate volume to multiplication and to addition.
EXPECTATION / SUBSTRAND	5.MD.3.	Recognize volume as an attribute of solid figures and understand concepts of volume measurement.
FOUNDATION / PROFICIENCY LEVEL	5.MD.3.a.	A cube with side length 1 unit, called a "unit cube," is said to have "one cubic unit" of volume, and can be used to measure volume. _LEGO® Education SPIKE™ Essential_ Quirky Creations: Loads of Laundry
FOUNDATION / PROFICIENCY LEVEL	5.MD.3.b.	A solid figure which can be packed without gaps or overlaps using n unit cubes is said to have a volume of n cubic units. _LEGO® Education SPIKE™ Essential_ Quirky Creations: Loads of Laundry
CONTENT STANDARD / DOMAIN / PART	CA.CC.5.MD.	Measurement and Data
PERFORMANCE STANDARD / MODE		Geometric measurement: understand concepts of volume and relate volume to multiplication and to addition.
EXPECTATION / SUBSTRAND	5.MD.4.	Measure volumes by counting unit cubes, using cubic cm, cubic in, cubic ft, and improvised units. _LEGO® Education SPIKE™ Essential_ Quirky Creations: Loads of Laundry

CONTENT STANDARD / DOMAIN / PART	CA.CC.5.MD.	Measurement and Data
PERFORMANCE STANDARD / MODE		Geometric measurement: understand concepts of volume and relate volume to multiplication and to addition.
EXPECTATION / SUBSTRAND	5.MD.5.	Relate volume to the operations of multiplication and addition and solve real world and mathematical problems involving volume.
FOUNDATION / PROFICIENCY LEVEL	5.MD.5.a.	Find the volume of a right rectangular prism with whole-number side lengths by packing it with unit cubes, and show that the volume is the same as would be found by multiplying the edge lengths, equivalently by multiplying the height by the area of the base. Represent threefold whole-number products as volumes, e.g., to represent the associative property of multiplication. LEGO® Education SPIKE™ Essential Quirky Creations: Loads of Laundry
FOUNDATION / PROFICIENCY LEVEL	5.MD.5.b.	Apply the formulas $V = l \times w \times h$ and $V = b \times h$ for rectangular prisms to find volumes of right rectangular prisms with whole-number edge lengths in the context of solving real world and mathematical problems. LEGO® Education SPIKE™ Essential Quirky Creations: Loads of Laundry
CONTENT STANDARD / DOMAIN / PART	CA.CC.5.G.	Geometry
PERFORMANCE STANDARD / MODE		Graph points on the coordinate plane to solve real-world and mathematical problems.
EXPECTATION / SUBSTRAND	5.G.1.	Use a pair of perpendicular number lines, called axes, to define a coordinate system, with the intersection of the lines (the origin) arranged to coincide with the 0 on each line and a given point in the plane located by using an ordered pair of numbers, called its coordinates. Understand that the first number indicates how far to travel from the origin in the direction of one axis, and the second number indicates how far to travel in the direction of the second axis, with the convention that the names of the two axes and the coordinates correspond (e.g., x-axis and x-coordinate, y-axis and y-coordinate). LEGO® Education SPIKE™ Essential Quirky Creations: Big Little Helper - Math Extension
EXPECTATION / SUBSTRAND	5.G.2.	Represent real world and mathematical problems by graphing points in the first quadrant of the coordinate plane, and interpret coordinate values of points in the context of the situation. LEGO® Education SPIKE™ Essential Quirky Creations: Big Little Helper - Math Extension