

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.CCR A.R.	College and Career Readiness Anchor Standards for Reading
PERFORMANCE STANDARD / MODE		Key Ideas and Details
EXPECTATION / SUBSTRAND	Literacy.CCR A.R.2	Determine central ideas or themes of a text and analyze their development; summarize the key supporting details and ideas. <u>LEGO® Education SPIKE™ Essential</u> 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	Literacy.CCR A.R.3	Analyze how and why individuals, events, or ideas develop and interact over the course of a text. <u>LEGO® Education SPIKE™ Essential</u> 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 Perfect Swing Amazing Amusement Park: The Perfect Swing Amazing Amusement Park: The Spinning Ferris Wheel Amazing Amusement Park: Twirling Teacups Great Adventures: Animal Alarm Great Adventures: Boat Trip Great Adventures: Cave Car Great Adventures: The Great Desert Adventure Great Adventures: Underwater Quest See it! Hear It! Build It!: Lesson 1 Illumination 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.CCR A.R.	College and Career Readiness Anchor Standards for Reading
PERFORMANCE STANDARD / MODE		Craft and Structure

EXPECTATION / SUBSTRAND	Literacy.CCR A.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. <u>LEGO® Education SPIKE™ Essential</u> 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.CCR A.R.	College and Career Readiness Anchor Standards for Reading
PERFORMANCE STANDARD / MODE		Integration of Knowledge and Ideas
EXPECTATION / SUBSTRAND	CCSS.ELA- Literacy.CCR A.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.CCR A.R.	College and Career Readiness Anchor Standards for Reading
PERFORMANCE STANDARD / MODE		Range of Reading and Level of Text Complexity
EXPECTATION / SUBSTRAND	Literacy.CCR A.R.10	Read and comprehend complex literary and informational texts independently and proficiently. <u>LEGO® Education SPIKE™ Essential</u> 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.CCR A.W.	College and Career Readiness Anchor Standards for Writing
PERFORMANCE STANDARD / MODE		Text Types and Purposes
EXPECTATION / SUBSTRAND	CCSS.ELA- Literacy.CCR A.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

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

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EXPECTATION / SUBSTRAND	CCSS.ELA- Literacy.CCR A.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: Cave Car Great Adventures: The Great Desert Adventure Great Adventures: The Great Desert Adventure Great Adventures: The Great Desert Adventure Great Adventures: The Great Desert Adventure See it! Hear It! Build It!: Lesson 1 Illumination See it! Hear It! Build It!: Lesson 3 Transparency See it! Hear It! Build It!: Lesson 4 Communicate with Light or Sound
CONTENT STANDARD /	CCSS.ELA- Literacy.CCR	College and Career Readiness Anchor Standards for Writing
DOMAIN / PART	A.W.	
PERFORMANCE STANDARD / MODE		Research to Build and Present Knowledge
EXPECTATION / SUBSTRAND	Literacy.CCR	Conduct short as well as more sustained research projects based on focused questions, demonstrating understanding of the subject under investigation.
		<u>LEGO® Education SPIKE™ Essential</u> Great Adventures: Underwater Quest
EXPECTATION /		Gather relevant information from multiple print and digital
SUBSTRAND	Literacy.CCR A.W.8	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: Underwater Quest
EXPECTATION / SUBSTRAND	CCSS.ELA- Literacy.CCR A.W.9	Draw evidence from literary or informational texts to support analysis, reflection, and research.
		<u>LEGO® Education SPIKE™ Essential</u> Great Adventures: Underwater Quest
CONTENT	CCSS.ELA-	College and Career Readiness Anchor Standards for Writing
STANDARD / DOMAIN / PART	Literacy.CCR A.W.	
PERFORMANCE STANDARD / MODE		Range of Writing
EXPECTATION / SUBSTRAND	Literacy.CCR	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: Boat Trip Great Adventures: Cave Car Great Adventures: The Great Desert Adventure Great Adventures: Treehouse Camp Great Adventures: Underwater Quest
CONTENT STANDARD / DOMAIN / PART		College and Career Readiness Anchor Standards for Speaking and Listening

PERFORMANCE STANDARD / MODE		Comprehension and Collaboration
EXPECTATION / SUBSTRAND	CCSS.ELA- Literacy.CCR A.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: 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 4 Communicate with Light or Sound See it! Hear It! Build It!: Lesson 5 Learning from Using Ideas
EXPECTATION / SUBSTRAND		from Nature 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.CCR A.SL.	College and Career Readiness Anchor Standards for Speaking and Listening
PERFORMANCE STANDARD / MODE		Presentation of Knowledge and Ideas
EXPECTATION / SUBSTRAND	CCSS.ELA- Literacy.CCR A.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. <u>LEGO® Education SPIKE™ Essential</u> 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.CCR A.SL.5	Make strategic use of digital media and visual displays of data to express information and enhance understanding of presentations.
	JL.J	<u>LEGO® Education SPIKE™ Essential</u> Amazing Amusement Park: The Fast Lane

EXPECTATION / SUBSTRAND	CCSS.ELA- Literacy.CCR A.SL.6	Adapt speech to a variety of contexts and communicative tasks, demonstrating command of formal English when indicated or appropriate.
		<u>LEGO® Education SPIKE™ Essential</u> Amazing Amusement Park: Remix the Ride
CONTENT STANDARD / DOMAIN / PART	CCSS.ELA- Literacy.CCR A.L.	College and Career Readiness Anchor Standards for Language
PERFORMANCE STANDARD / MODE		Knowledge of Language
EXPECTATION / SUBSTRAND	CCSS.ELA- Literacy.CCR A.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	CCSS.ELA-	College and Career Readiness Anchor Standards for
STANDARD / DOMAIN / PART	Literacy.CCR A.L.	
PERFORMANCE STANDARD / MODE		Vocabulary Acquisition and Use
EXPECTATION / SUBSTRAND	CCSS.ELA- Literacy.CCR A.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.CCR A.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 /	CA.CC.RL.1.	Reading Standards for Literature
DOMAIN / PART PERFORMANCE		Key Ideas and Details
STANDARD / MODE 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: Animal Alarm Great Adventures: Boat Trip Great Adventures: Cave Car Great Adventures: The Great Desert Adventure Great Adventures: The Great Desert Adventure Great Adventures: The Great Dust See it! Hear It! Build It!: Lesson 1 Illumination 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	CA.CC.RL.1.	Reading Standards for Literature
STANDARD / DOMAIN / PART	CA.CC.RL.1.	
STANDARD /	CA.CC.RL.1.	Reading Standards for Literature Integration of Knowledge and Ideas
STANDARD / DOMAIN / PART PERFORMANCE	RL.1.7.	
STANDARD / DOMAIN / PART PERFORMANCE STANDARD / MODE EXPECTATION / SUBSTRAND	RL.1.7.	Integration of Knowledge and Ideas Use illustrations and details in a story to describe its characters, setting, or events. <u>LEGO® Education SPIKE™ Essential</u> 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 Perfect Swing Amazing Amusement Park: The Spinning Ferris Wheel Amazing Amusement Park: The Spinning Ferris Wheel Amazing Amusement Park: Twirling Teacups Great Adventures: Animal Alarm Great Adventures: Boat Trip Great Adventures: The Great Desert Adventure Great Adventures: The Great Desert Adventure Great Adventures: The Great Desert Adventure See it! Hear It! Build It!: Lesson 1 Illumination 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
STANDARD / DOMAIN / PART PERFORMANCE STANDARD / MODE EXPECTATION / SUBSTRAND	RL.1.7.	Integration of Knowledge and Ideas 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: The Fast Lane Amazing Amusement Park: The Fost Lane Amazing Amusement Park: The Perfect Swing Amazing Amusement Park: The Spinning Ferris Wheel Spin Hear It Build It!: Lesson 1 Illuminati
STANDARD / DOMAIN / PART PERFORMANCE STANDARD / MODE EXPECTATION / SUBSTRAND	RL.1.7.	Integration of Knowledge and Ideas 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 Perfect Swing Amazing Amusement Park: The Spinning Ferris Wheel Amazing Amusement Park: Twirling Teacups Great Adventures: Animal Alarm Great Adventures: Cave Car Great Adventures: The Great Desert Adventure Great Adventures: The Great Desert Meter Great Adventures: The Great Desert Great Adventures: The Great Desert Grea

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 /	RF.1.4.c.	Use context to confirm or self-correct word recognition and
PROFICIENCY LEVEL		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 /	CA.CC.W.1.	Writing Standards
DOMAIN / PART		
PERFORMANCE STANDARD / MODE		Text Types and Purposes
EXPECTATION /	W.1.1.	Write opinion pieces in which they introduce the topic or
SUBSTRAND		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 /	W.1.2.	Write informative/explanatory texts in which they name a
SUBSTRAND	vv.1.2.	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 1 IIIUmination 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 /	W.1.3.	Write narratives in which they recount two or more
SUBSTRAND		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 /	CA.CC.W.1.	Writing Standards
DOMAIN / PART		
		Production and Distribution of Writing

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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.

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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: Boat Trip Great Adventures: Cave Car Great Adventures: The Great Desert Adventure Great Adventures: The Great Desert Adventure Great Adventures: The Great Desert Adventure Great Adventures: Underwater Quest See it! Hear It! Build It!: Lesson 1 Illumination 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.
FOUNDATION / PROFICIENCY LEVEL		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: Boat Trip Great Adventures: Boat Trip Great Adventures: The Great Desert Adventure Great Adventures: The Great Desert Adventure Great Adventures: The Great Desert Adventure Great Adventures: Underwater Quest See it! Hear It! Build It!: Lesson 1 Illumination 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 Ask questions to clear up any confusion about the topics and texts under discussion. LEGO® Education SPIKE™ Essential
	CA.CC.SL.1.	Amazing Amusement Park: Remix the Ride
CONTENT STANDARD / DOMAIN / PART	CA.CC.SL.I.	
PERFORMANCE STANDARD / MODE		Comprehension and Collaboration
EXPECTATION / SUBSTRAND		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 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. <u>LEGO® Education SPIKE™ Essential</u> 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: Boat Trip Great Adventures: The Great Desert Adventure Great Adventures: The Great Desert Adventure
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.
		<u>LEGO® Education SPIKE™ Essential</u> Great Adventures: Treehouse Camp See it! Hear It! Build It!: Lesson 2 Musical Vibrations
EXPECTATION / SUBSTRAND		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: 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). <u>LEGO® Education SPIKE™ Essential</u> 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

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	CCSS.ELA- Literacy.CCR A.R.	College and Career Readiness Anchor Standards for Reading
PERFORMANCE STANDARD / MODE		Key Ideas and Details
EXPECTATION / SUBSTRAND	Literacy.CCR A.R.2	Determine central ideas or themes of a text and analyze their development; summarize the key supporting details and ideas. <u>LEGO® Education SPIKE™ Essential</u> 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.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 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: Boat Trip Great Adventures: Cave Car Great Adventures: The Great Desert Adventure 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 Science in Nature and our Daily Life: Lesson 5 Protection from Wind
	CCSS.ELA-	College and Career Readiness Anchor Standards for Reading
STANDARD / DOMAIN / PART	Literacy.CCR A.R.	College and Career Readiness Anchor standards for Reading
PERFORMANCE STANDARD / MODE		Craft and Structure
EXPECTATION / SUBSTRAND	CCSS.ELA- Literacy.CCR A.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	CCSS.ELA-	College and Career Readiness Anchor Standards for Reading
STANDARD / DOMAIN / PART	Literacy.CCR A.R.	
PERFORMANCE STANDARD / MODE		Integration of Knowledge and Ideas
EXPECTATION / SUBSTRAND	CCSS.ELA- Literacy.CCR A.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.CCR A.R.	College and Career Readiness Anchor Standards for Reading
PERFORMANCE STANDARD / MODE		Range of Reading and Level of Text Complexity

EXPECTATION / SUBSTRAND		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.CCR A.W.	College and Career Readiness Anchor Standards for Writing
PERFORMANCE STANDARD / MODE		Text Types and Purposes
EXPECTATION / SUBSTRAND	Literacy.CCR	Write arguments to support claims in an analysis of substantive topics or texts using valid reasoning and relevant and sufficient evidence.
		<u>LEGO® Education SPIKE™ Essential</u> Amazing Amusement Park: Twirling Teacups
EXPECTATION / SUBSTRAND	Literacy.CCR	Write informative/explanatory texts to examine and convey complex ideas and information clearly and accurately through the effective selection, organization, and analysis of content.
		<u>LEGO® Education BricQ Motion Essential</u> 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	Literacy.CCR	Write narratives to develop real or imagined experiences or events using effective technique, well-chosen details and well-structured event sequences.
		<u>LEGO® Education SPIKE™ Essential</u> Amazing Amusement Park: Classic Carousel Great Adventures: Boat Trip Great Adventures: The Great Desert Adventure
CONTENT	CCSS.ELA-	College and Career Readiness Anchor Standards for Writing
STANDARD / DOMAIN / PART	Literacy.CCR A.W.	
PERFORMANCE STANDARD / MODE		Production and Distribution of Writing
EXPECTATION / SUBSTRAND	Literacy.CCR	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: 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

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EXPECTATION / SUBSTRAND	CCSS.ELA- Literacy.CCR A.W.5	Develop and strengthen writing as needed by planning, revising, editing, rewriting, or trying a new approach. <u>LEGO® Education SPIKE™ Essential</u> 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: Boat Trip Great Adventures: The Great Desert Adventure Great Adventures: The Great Desert Adventure Great Adventures: The Great Desert Adventure Great Adventures: Underwater Quest Science in Nature and our Daily Life: Lesson 1 Habitats Science in Nature and our Daily Life: Lesson 3 Pollination Science in Nature and our Daily Life: Lesson 4 Classify and Choose Materials
CONTENT		College and Career Deadiness Ancher Standards for Writing
CONTENT STANDARD / DOMAIN / PART	CCSS.ELA- Literacy.CCR A.W.	College and Career Readiness Anchor Standards for Writing
PERFORMANCE STANDARD / MODE		Research to Build and Present Knowledge
EXPECTATION /	CCSS.ELA-	Conduct short as well as more sustained research projects
SUBSTRAND	Literacy.CCR A.W.7	based on focused questions, demonstrating understanding of the subject under investigation. <u>LEGO® Education SPIKE™ Essential</u>
		Great Adventures: Underwater Quest
EXPECTATION / SUBSTRAND	A.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. <u>LEGO® Education SPIKE™ Essential</u> 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: 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.CCR A.W.9	Draw evidence from literary or informational texts to support analysis, reflection, and research.
		<u>LEGO® Education SPIKE™ Essential</u> Great Adventures: Underwater Quest
CONTENT STANDARD / DOMAIN / PART	CCSS.ELA- Literacy.CCR A.W.	College and Career Readiness Anchor Standards for Writing
PERFORMANCE		Range of Writing

EXPECTATION / SUBSTRAND	Literacy.CCR A.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. <u>LEGO® Education SPIKE™ Essential</u> Amazing Amusement Park: Classic Carousel Amazing Amusement Park: The Most Amazing Amusement Park Amazing Amusement Park: Twirling Teacups Great Adventures: Animal Alarm 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.CCR A.SL.	College and Career Readiness Anchor Standards for Speaking and Listening
PERFORMANCE STANDARD / MODE		Comprehension and Collaboration
EXPECTATION / SUBSTRAND	Literacy.CCR A.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. <u>LEGO® Education SPIKE™ Essential</u> 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 Fost Lane Amazing Amusement Park: The Perfect Swing Amazing Amusement Park: The Spinning Ferris Wheel Amazing Amusement Park: The Spinning Ferris Wheel Amazing Amusement Park: Twirling Teacups Great Adventures: Animal Alarm Great Adventures: Boat Trip Great Adventures: The Great Desert Adventure Great Adventures: The Great Desert Adventure Great Adventures: The Great Desert Adventure Great Adventures: The Great Desert Adventure Science in Nature and our Daily Life: Lesson 1 Habitats 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	Literacy.CCR A.SL.2	Integrate and evaluate information presented in diverse media and formats, including visually, quantitatively, and orally. <u>LEGO® Education SPIKE™ Essential</u> Amazing Amusement Park: Twirling Teacups Great Adventures: Animal Alarm Great Adventures: Arctic Ride Great Adventures: Underwater Quest
CONTENT STANDARD / DOMAIN / PART	CCSS.ELA- Literacy.CCR A.SL.	College and Career Readiness Anchor Standards for Speaking and Listening
PERFORMANCE STANDARD / MODE		Presentation of Knowledge and Ideas

EXPECTATION /		
SUBSTRAND	Literacy.CCR A.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: Cave Car Great Adventures: The Great Desert Adventure Great Adventures: The Great Desert Adventure Great Adventures: Underwater Quest Science in Nature and our Daily Life: Lesson 1 Habitats 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	Literacy.CCR A.SL.5	Make strategic use of digital media and visual displays of data to express information and enhance understanding of presentations.
		<u>LEGO® Education SPIKE™ Essential</u> Amazing Amusement Park: The Fast Lane
EXPECTATION / SUBSTRAND	Literacy.CCR	Adapt speech to a variety of contexts and communicative tasks, demonstrating command of formal English when indicated or appropriate.
		<u>LEGO® Education SPIKE™ Essential</u> Amazing Amusement Park: Remix the Ride
CONTENT STANDARD / DOMAIN / PART	CCSS.ELA- Literacy.CCR A.L.	College and Career Readiness Anchor Standards for Language
PERFORMANCE STANDARD / MODE		Knowledge of Language
EXPECTATION / SUBSTRAND	Literacy.CCR A.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.
	Literacy.CCR A.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
SUBSTRAND CONTENT STANDARD /	Literacy.CCR A.L.3 CCSS.ELA- Literacy.CCR	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. <u>LEGO® Education SPIKE™ Essential</u> 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 College and Career Readiness Anchor Standards for
SUBSTRAND	Literacy.CCR A.L.3 CCSS.ELA- Literacy.CCR A.L.	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. <u>LEGO® Education SPIKE™ Essential</u> 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 College and Career Readiness Anchor Standards for
SUBSTRAND CONTENT STANDARD / DOMAIN / PART PERFORMANCE	Literacy.CCR A.L.3 CCSS.ELA- Literacy.CCR A.L. CCSS.ELA- Literacy.CCR A.L.4	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. <u>LEGO® Education SPIKE™ Essential</u> 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 College and Career Readiness Anchor Standards for Language

EXPECTATION / SUBSTRAND		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
	RL.2.3.	Wind
EXPECTATION / SUBSTRAND	RL.2.3.	Describe how characters in a story respond to major events and challenges. <u>LEGO® Education SPIKE™ Essential</u> 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: Boat Trip Great Adventures: The Great Desert Adventure Great Adventures: The Great Desert Adventure Great Adventures: The Great Desert Adventure Science in Nature and our Daily Life: Lesson 1 Habitats 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 /	CA.CC.RL.2.	Reading Standards for Literature
DOMAIN / PART PERFORMANCE STANDARD / MODE		Integration of Knowledge and Ideas

SUBSTRAND print or digital text to demonstrate understanding of its characters, setting, or plot. LEGO® Education SPIKETM Essential Amazing Amusement Park: Classic Carousel Amazing Amusement Park: Classic Carousel Amazing Amusement Park: Snack Stand Amazing Amusement Park: The Most Amazing Amusement Park: The Spinning Ferris Wheel Amazing Amusement Park: The Perfect Swing Amazing Amusement Park: The Spinning Ferris Wheel Amazing Amusement Park: The Spinning Ferris Wheel Amazing Amusement Park: The Spinning Ferris Wheel Amazing Amusement Park: The Spinning Ferris Wheel Amazing Adventures: Animal Alarm Great Adventures: Cave Car Great Adventures: The Great Desert Adventure Great Adventures: The Great Desert Adventure Great Adventures: The Great Desert Adventure Great Adventures: The Great Desert Adventure Great Adventures: Inder 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 5 Protection from Wind Mind CONTENT CA.CC.RL.2. Reading Standards for Literature 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. LEFEOC® Education SPIKETM Essential			
STANDARD / DOMAIN / PART Range of Reading and Level of Text Complexity PERFORMANCE STANDARD / MODE 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 5 Protection from Wind Chose Materials Science in Nature and our Daily Life: Lesson 5 Protection from Wind Chose Materials Science in Nature and our Daily Life: Lesson 5 Protection from Wind Chose Haterials SCIEnce in Nature and Details Science in starture and our Daily Life: Lesson 5 Protection from Wind CONTENT CA.CC.RI.2. Reading Standards for Informational Text 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: The Statand Amazing Amusement Park: The Statand Amazing Amusement Park: The Perfect Swing Amazin	EXPECTATION / SUBSTRAND	RL.2.7.	characters, setting, or plot. <u>LEGO® Education SPIKE™ Essential</u> 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 Perfect Swing Amazing Amusement Park: The Perfect Swing Amazing Amusement Park: The Spinning Ferris Wheel Amazing Amusement Park: The Spinning Ferris Wheel Amazing Amusement Park: Twirling Teacups Great Adventures: Animal Alarm Great Adventures: Boat Trip Great Adventures: Cave Car Great Adventures: The Great Desert Adventure Great Adventures: The Great Desert Adventure Great Adventures: The Great Desert Adventure Great Adventures: Underwater Quest Science in Nature and our Daily Life: Lesson 1 Habitats 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
DOMAIN / PART Range of Reading and Level of Text Complexity 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 SPIKETM Essential Science in Nature and our Daily Life: Lesson 1 Habitats 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 CA.CC.RL2. Reading Standards for Informational Text DOMAIN / PART PERFORMANCE STANDARD / MODE Key Ideas and Details Expect Science in text. 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 SPIKETM Essential Amazing Amusement Park: Classic Carousel Amazing Amusement Park: The Fast Lane Amazing Amusement Park: The Fast Lane Amazing Amusement Park: The Perfect Swing Amazing Amusement Park: The Perfect Swing 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 Concertify CA.CC.RL2. Reading Attorent on Daily Life: Lesson 1 Habitats Science in Nature and our Daily Life: Lesson 3 Pollination Science in Nature and our Daily Life: Lesson 4 Classify and Choose Ma		CA.CC.RL.2.	Reading Standards for Literature
STANDARD / MODE 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 5 Protection from Wind CONTENT CA.CC.RL2. Reading Standards for Informational Text DOMAIN / PART PERFORMANCE STANDARD / MODE 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: The Fast Lane Amazing Amusement Park: The Fast Lane Amazing Amusement Park: The Prefect Swing Amazing Amusement Park: The Prefect Swing Amazing Amusement Park: The Porfect Swing Amazing Amusement Park: The Porfect Swing Amazing Amusement Park: The Spining Ferris Wheel Amazing Amusement Park: The Porfect Swing Amazing Amusement Park: The Poring Ferris Wheel Amazing Amusement Park: The	DOMAIN / PART		
SUBSTRAND infcluding 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 4 Classify and Choose Materials CONTENT STANDARD / DOMAIN / PART CA.CC.RL2. Reading Standards for Informational Text PERFORMANCE STANDARD / MODE Key Ideas and Details Expect Antonia RIPERFORMANCE 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: The Fast Lane Amazing Amusement Park: The Fast Lane Amazing Amusement Park: The Sinning Ferris Wheel Amazing Amusement Park: The Sinning Tecrus Great Adventures: Artice Ride Science in Nature and our Daily Life: Lesson 1 Habitats 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 4 Classify and Choose Materials Science in Nature and our Daily Life: Lesson 5 Protection from Wind			Range of Reading and Level of Text Complexity
STANDARD / DOMAIN / PART PERFORMANCE PERFORMANCE Key Ideas and Details STANDARD / MODE RI.2.3. 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 SPIKETM Essential Amazing Amusement Park: Classic Carousel Amazing Amusement Park: Snack Stand Amazing Amusement Park: The Fast Lane Amazing Amusement Park: The Perfect Swing Amazing Amusement Park: The Perfect Swing Amazing Amusement Park: The Spinning Ferris Wheel Amazing Amusement Park: The Spinning Ferris Wheel Amazing Amusement Park: The Spinning Ferris Wheel Amazing Amusement Park: The Spinning Teacups Great Adventures: Arctic Ride Science in Nature and our Daily Life: Lesson 1 Habitats 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 CA.CC.RI.2. Reading Standards for Informational Text		RL.2.10.	including stories and poetry, in the grades 2-3 text complexity band proficiently, with scaffolding as needed at the high end of the range. <u>LEGO® Education SPIKE™ Essential</u> 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
STANDARD / MODEProcessionEXPECTATION / SUBSTRANDRI.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 Perfect Swing Amazing Amusement Park: The Perfect Swing Amazing Amusement Park: The Spinning Ferris Wheel Amazing Amusement Park: The Spinning Ferris Wheel Amazing Amusement Park: The Spinning Ferris Wheel Amazing Amusement Park: Twirling Teacups Great Adventures: Arctic Ride Science in Nature and our Daily Life: Lesson 1 Habitats 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 WindCONTENT STANDARD /CA.CC.RI.2.Reading Standards for Informational Text		CA.CC.RI.2.	Reading Standards for Informational Text
SUBSTRANDevents, scientific ideas or concepts, or steps in technical procedures in a text.LEGO® Education SPIKETM 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 Spinning Ferris Wheel Amazing Amusement Park: The Spinning Teacups 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 4 Classify and Choose Materials Science in Nature and our Daily Life: Lesson 5 Protection from WindCONTENT STANDARD /CA.CC.RI.2.Reading Standards for Informational Text			Key Ideas and Details
STANDARD /		RI.2.3.	events, scientific ideas or concepts, or steps in technical procedures in a text. <u>LEGO® Education SPIKE™ Essential</u> 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 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
	STANDARD /	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: 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. <u>LEGO® Education SPIKE™ Essential</u> 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 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. <u>LEGO® Education SPIKE™ Essential</u> 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.
		<u>LEGO® Education SPIKE™ Essential</u> 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.
		<u>LEGO® Education BricQ Motion Essential</u> 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.
		<u>LEGO® Education SPIKE™ Essential</u> 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 SPIKETM 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
		<u>LEGO® Education BricQ Motion Essential</u> 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. <u>LEGO® Education SPIKE™ Essential</u> 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: Cave Car Great Adventures: The Great Desert Adventure Great Adventures: Treehouse Camp Great Adventures: Underwater Quest <u>LEGO® Education BricQ Motion Essential</u> 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 <u>LEGO® Education SPIKE™ Essential</u> Amazing Amusement Park: Classic Carousel Amazing Amusement Park: The Most Amazing Amusement Park Amazing Amusement Park: Twirling Teacups Great Adventures: Animal Alarm Great Adventures: Boat Trip Great Adventures: Cave Car Great Adventures: The Great Desert Adventure Great Adventures: Treehouse Camp Great Adventures: Underwater Quest
CONTENT STANDARD /	CA.CC.SL.2.	Speaking and Listening Standards
DOMAIN / PART PERFORMANCE		Comprehension and Collaboration
STANDARD / MODE EXPECTATION /	SL.2.1.	Participate in collaborative conversations with diverse
SUBSTRAND		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).
		<u>LEGO® Education SPIKE™ Essential</u> 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 /	SL.2.1.b.	Build on others' talk in conversations by linking their
PROFICIENCY LEVEL		comments to the remarks of others.
		LEGO® Education SPIKE™ Essential
		Amazing Amusement Park: Classic Carousel
	1	
		Amazing Amusement Park: Remix the Ride Amazing Amusement Park: Snack Stand
		Amazing Amusement Park: Remix the Ride Amazing Amusement Park: Snack Stand Amazing Amusement Park: The Fast Lane
		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: 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: 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: 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
		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
		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: Boat Trip Great Adventures: Cave Car Great Adventures: The Great Desert Adventure
		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: Boat Trip Great Adventures: Cave Car Great Adventures: The Great Desert Adventure Great Adventures: Treehouse Camp Great Adventures: Underwater Ouest
		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: 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
		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: Boat Trip Great Adventures: Cave Car Great Adventures: The Great Desert Adventure Great Adventures: The Great Desert Adventure Great Adventures: Onderwater Quest Science in Nature and our Daily Life: Lesson 1 Habitats Science in Nature and our Daily Life: Lesson 2 Redesigning to
		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: The Great Desert Adventure Great Adventures: The Great Desert Adventure Great Adventures: Underwater Quest Science in Nature and our Daily Life: Lesson 1 Habitats Science in Nature and our Daily Life: Lesson 3 Pollination
		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: Onderwater Quest Science in Nature and our Daily Life: Lesson 1 Habitats Science in Nature and our Daily Life: Lesson 3 Pollination Science in Nature and our Daily Life: Lesson 4 Classify and
		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: The Great Desert Adventure Great Adventures: The Great Desert Adventure Great Adventures: Underwater Quest Science in Nature and our Daily Life: Lesson 1 Habitats Science in Nature and our Daily Life: Lesson 3 Pollination

POUNDATION / PROFICIENCY LEVEL SL2.1.c. Ask for clarification and further explanation as needed about the topics and texts under discussion. LEGO® Education SPIKEPP Essential Amazing Amusement Park: Classic Carousel Amazing Amusement Park: Classic Carousel Amazing Amusement Park: The Most Amazing Amusement Park Amazing Amusement Park: The Spinning Ferris Wheel Amazing Amusement Park: The Spinning Ferris Wheel Amazing Amusement Park: The Great Desert Adventures Great Adventures: Net Great Desert Adventures Great Adventures: Inter Great Desert Adventure Great Adventures: Inter Great Desert Adventure 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 Net Objects CONTENT SCIENCE Education BritCO Motion Essential Dog Obstacle Course Push Car Derby Relay Race Repark Mace Science in Nature and our Daily Life: Lesson 5 Protection from Wind CONTENT SCIENCE STANDAD / DOMMIN / PART CA.CC.SL.2 SPERAMED / DOMMIN / PART CA.CC.SL.2 SPERAMED / DOMMIN / PART Great Adventures: Inderwater Description and Collaboration STANDAD / DOMANN / PART FEROENANCE STANDAD / DOMANN / PART CA.CC.SL.2 GOMTENT SUBSTRAND SL.2.2. GOMTENT STANDAD / DOMANN / PART CA.CC.SL.2 Great Adventures: Arctic Ride CONTENT STANDAD / DOMANN / PART CA.CC.SL.2 Great Adventures: Arctic Ride CONTENT STANDAD / MODE CA.CC.SL.2 SPERIMANCE STANDAD / MODE CA.CC.SL.2 SPERIMA			
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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 / MODE CA.CC.S.L.2. PREFORMANCE STANDARD / MODE Comprehension and Collaboration PREFORMANCE STANDARD / MODE Comprehension and Collaboration 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: The Sasic Carousel Amazing Amusement Park: The Fast Lane Amazing Amusement Park: The Fast Lane Amazing Amusement Park: The Spinning Ferris Wheel Amazing Amusement Park: The Spinning Ferris Wheel Amazing Amusement Park: The Spinning Ferris Wheel Amazing Amusement Park: The Great Desert Adventure Great Adventures: Arctic Ride Great Adventures: Arctic Ride Great Adventures: Treehouse Camp Great Adventures: Treehouse Camp Great Adventures: Treehouse Camp Great Adventures: Underwater Quest CONTENT STAN			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: Twiling 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: The Great Desert Adventure Great Adventures: Onderwater Quest Science in Nature and our Daily Life: Lesson 1 Habitats 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
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 SPIKETM Essential Great Adventures: Arctic Ride CONTENT STANDARD / DOMAIN / PART CA.CC.SL.2. Speaking and Listening Standards PERFORMANCE 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 SPIKETM Essential Amazing Amusement Park: Classic Carousel Amazing Amusement Park: The Stand Amazing Amusement Park: The Stand Amazing Amusement Park: The Syland Amazing Amusement Park: The Syland Amazing Amusement Park: The Syland Amazing Amusement Park: The Syland Amazing Amusement Park: The Spinning Ferris Wheel Amazing Amusement Park: The Spinni			Dog Obstacle Course Push Car Derby Relay Race Sail Car
STANDARD / DOMAIN / PART Comprehension and Collaboration 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: The Part Bride Amazing Amusement Park: The Part Bride Amazing Amusement Park: The Spinning Ferris Wheel Amazing Adventures: Animal Alarm Great Adventures: Cave Ca			Tightrope Walker
STANDARD / MODE Recount or describe key ideas or details from a text read aloud or information presented orally or through other media. FOUNDATION / SL.2.2. Give and follow three- and four-step oral directions. CA LEGO® Education SPIKE™ Essential Great Adventures: Arctic Ride CONTENT CA.CC.SL.2. Speaking and Listening Standards STANDARD / DOMAIN / PART CA.CC.SL.2. Speaking and 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: Stand Amazing Amusement Park: The Most Amazing Amusement Park: The Post Amazing Amusement Park: The Spinning Ferris Wheel Amazing Amusement Park: The Post Amazing Amusement Park: The Postex Adventures: Care Care Adventures: Care	STANDARD /	CA.CC.SL.2.	Speaking and Listening Standards
SUBSTRAND 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: The Fast Lane Amazing Amusement Park: The Fast Lane Amazing Amusement Park: The Spinning Ferris Wheel Amazing Amusement Park: The Great Desert Adventure Great Adventures: Underwater Quest CONTENT STANDARD / DOMAIN / PART CA.CC.S			Comprehension and Collaboration
PROFICIENCY LEVEL LEGO® Education SPIKE™ Essential Great Adventures: Arctic Ride CONTENT STANDARD / DOMAIN / PART CA.CC.SL.2. Speaking and Listening Standards Comprehension and Collaboration 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: Snack Stand Amazing Amusement Park: The Fast Lane Amazing Amusement Park: The Most Amazing Amusement Park The Perfect Swing Amazing Amusement Park: The Spinning Ferris Wheel Amazing Amusement Park: The Spinning Ferris Wheel Amazing Amusement Park: The Great Desert Adventures Great Adventures: Acrtic Ride Great Adventures: Tree Great Desert Adventure Great Adventures: The Great Desert Adventure Great Adventures: Underwater Quest CONTENT STANDARD / DOMAIN / PART CA.CC.SL.2. Speaking and Listening Standards PERFORMANCE Presentation of Knowledge and Ideas		SL.2.2.	Recount or describe key ideas or details from a text read aloud or information presented orally or through other media.
Great Adventures: Arctic Ride CONTENT STANDARD / DOMAIN / PART CA.CC.SL.2. 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: Snack Stand Amazing Amusement Park: The Fast Lane Amazing Amusement Park: The Fast Lane Amazing Amusement Park: The Perfect Swing Amazing Amusement Park: The Spinning Ferris Wheel Amazing Amusement Park: The Spinning Ferris Wheel Amazing Amusement Park: Twirling Teacups Great Adventures: Animal Alarm Great Adventures: Cave Car Great Adventures: Treehouse Camp Great Adventures: Underwater Quest CONTENT STANDARD / DOMAIN / PART CA.CC.SL.2. Speaking and Listening Standards DOMAIN / PART PERFORMANCE Presentation of Knowledge and Ideas		SL.2.2.a.	Give and follow three- and four-step oral directions. CA
STANDARD / DOMAIN / PART Comprehension and Collaboration 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 SPIKETM Essential Amazing Amusement Park: Classic Carousel Amazing Amusement Park: Remix the Ride Amazing Amusement Park: The Fast Lane Amazing Amusement Park: The Fost Lane Amazing Amusement Park: The Perfect Swing Amazing Amusement Park: The Perfect Swing Amazing Amusement Park: The Spinning Ferris Wheel Amazing Amusement Park: The Great Adventures: Arctic Ride Great Adventures: Arctic Ride Great Adventures: The Great Desert Adventure Great Adventures: The Great Desert Adventure Great Adventures: Underwater Quest CONTENT STANDARD / DOMAIN / PART CA.CC.SL.2. Speaking and Listening Standards PERFORMANCE Presentation of Knowledge and Ideas			
STANDARD / MODEEXPECTATION / SUBSTRANDSL.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 SPIKETM 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 Fort 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: The Spinning Ferris Wheel Amazing Amusement Park: The Spinning Teacups Great Adventures: Arctic Ride Great Adventures: Cave Car Great Adventures: Treehouse Camp Great Adventures: Treehouse Camp Great Adventures: Underwater QuestCONTENT STANDARD / DOMAIN / PARTCA.CC.SL.2.Speaking and Listening StandardsPERFORMANCEPresentation of Knowledge and Ideas	STANDARD /	CA.CC.SL.2.	Speaking and Listening Standards
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Amazing Amusement Park: Classic Carousel Amazing Amusement Park: Remix the Ride 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: The Spinning Ferris Wheel Great Adventures: Animal Alarm Great Adventures: Arctic Ride Great Adventures: Cave Car Great Adventures: The Great Desert Adventure Great Adventures: The Great Desert Adventure Great Adventures: Underwater QuestCONTENT STANDARD / DOMAIN / PARTCA.CC.SL.2.Speaking and Listening StandardsPERFORMANCEPresentation of Knowledge and Ideas		SL.2.3.	order to clarify comprehension, gather additional information, or deepen understanding of a topic or issue.
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PERFORMANCE Presentation of Knowledge and Ideas STANDARD / MODE	STANDARD /	CA.CC.SL.2.	Speaking and Listening Standards
			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.
		<u>LEGO® Education SPIKE™ Essential</u> 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: Boat Trip Great Adventures: Cave Car Great Adventures: The Great Desert Adventure Great Adventures: Treehouse Camp Great Adventures: Underwater Quest
	CA.CC.L.2.	Language Standards
STANDARD / DOMAIN / PART		
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).
		<u>LEGO® Education SPIKE™ Essential</u> 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
	CA.CC.L.2.	Choose Materials
STANDARD / DOMAIN / PART		
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. <u>LEGO® Education SPIKE™ Essential</u> 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). <u>LEGO® Education SPIKE™ Essential</u> Amazing Amusement Park: Classic Carousel Amazing Amusement Park: Snack Stand Amazing Amusement Park: The Fast Lane Amazing Amusement Park: The Fast Lane Amazing Amusement Park: The Perfect Swing Amazing Amusement Park: The Spinning Ferris Wheel Amazing Amusement Park: The Spinning Ferris Wheel Amazing Amusement Park: The Spinning Ferris Wheel Amazing Amusement Park: The Spinning Ferris Wheel Great Adventures: Animal Alarm Great Adventures: Boat Trip Great Adventures: The Great Desert Adventure Great Adventures: The Great Desert Adventure Great Adventures: The Great Desert Adventure Great Adventures: Underwater Quest Science in Nature and our Daily Life: Lesson 1 Habitats 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

	CCSS.ELA- Literacy.CCR A.R.	College and Career Readiness Anchor Standards for Reading
PERFORMANCE STANDARD / MODE		Key Ideas and Details
EXPECTATION / SUBSTRAND	Literacy.CCR A.R.2	Determine central ideas or themes of a text and analyze their development; summarize the key supporting details and ideas. <u>LEGO® Education SPIKE™ Essential</u> 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

SUBSTRAND Literacy.CCR and interact over the course of a text. LEGO® Education SPIKETM Essential Animals and Their Environments: Lesson 1 Preparing for the Animals and Their Environments: Lesson 2 Life Cycles Animals and Their Environments: Lesson 2 Life Cycles Animals and Their Environments: Lesson 3 Animals behavior Animals and Their Environments: Lesson 4 Solving Problems Whee Environments: Lesson 4 Solving Problems Whee Environments: Clean Crazy Carrival Games: Avacet rug - Math Extension Crazy Carrival Games: Avacet rug - Math Extension Crazy Carrival Games: Avacet rug - Math Extension Crazy Carrival Games: High Stick Hockey - Math Extension Crazy Carrival Games: High Stick Hockey - Math Extension Crazy Carrival Games: Major Problems Happy Traveler: Solvand Mini-Golf Happy Traveler: Solutile Helper - Math Extension Curky Creations: Big Little Helper - Math Extension Quirky Creations: Big Little Helper - Math Extension Quirky Creations: Big Little Helper - Math Extension Quirky Creations: Big Little Helper - Math Extension Quirky Creations: Big Little Helper - Math Extension Quirky Creations: Big Little Helper - Math Extension Quirky Creations: Big Little Helper - Math Extension Quirky Creations: Big Little Helper - Math Extension Quirky Creations: Big Little Helper - Math Extension Quirky Creations: Big Little Helper - Math Extension <th>SUBSTRAND Literacy_CCR and interact over the course of a text. Literacy_CCR Endoe Education SPIKETM Essential Animals and Their Environments: Lesson 1 Preparing for the Animals and Their Environments: Lesson 2 Life Cycles Animals and Their Environments: Lesson 3 Solving Problems When Environments: Lesson 4 Solving Problems When Environments: Lesson 5 Animals in Their Habitats Crazy Carrival Games: Avace-ing - Math Extension Crazy Carrival Games: Avace-ing - Math Extension Crazy Carrival Games: Mini Min-Golf Happy Traveler: Big Bus Happy Traveler: Cable Car Happy Traveler: Big Bus Happy Traveler: Big Little Holper - Math Extension Curzy Carrival Games: Mini Min-Golf Happy Traveler: Solve Car Happy Traveler: Big Bus Happy Traveler: Big Sus Happy Traveler: Solve Car Happy Traveler: Readiness Anchor Standards for Reading DMAIN / PART CCSS.ELA- College and Career Readiness Anchor Standards for Reading DMAIN / PART Craft and Structure Standards for Reading and analyze how specific word choices shape Merchandr Craft and Structure Animals and Their Environments: Lesson 1 Preparing for the Weather A.R.4 Interpret words and phrases as they are used in a text,</th> <th></th> <th></th> <th></th>	SUBSTRAND Literacy_CCR and interact over the course of a text. Literacy_CCR Endoe Education SPIKETM Essential Animals and Their Environments: Lesson 1 Preparing for the Animals and Their Environments: Lesson 2 Life Cycles Animals and Their Environments: Lesson 3 Solving Problems When Environments: Lesson 4 Solving Problems When Environments: Lesson 5 Animals in Their Habitats Crazy Carrival Games: Avace-ing - Math Extension Crazy Carrival Games: Avace-ing - Math Extension Crazy Carrival Games: Mini Min-Golf Happy Traveler: Big Bus Happy Traveler: Cable Car Happy Traveler: Big Bus Happy Traveler: Big Little Holper - Math Extension Curzy Carrival Games: Mini Min-Golf Happy Traveler: Solve Car Happy Traveler: Big Bus Happy Traveler: Big Sus Happy Traveler: Solve Car Happy Traveler: Readiness Anchor Standards for Reading DMAIN / PART CCSS.ELA- College and Career Readiness Anchor Standards for Reading DMAIN / PART Craft and Structure Standards for Reading and analyze how specific word choices shape Merchandr Craft and Structure Animals and Their Environments: Lesson 1 Preparing for the Weather A.R.4 Interpret words and phrases as they are used in a text,			
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Happy Traveler: Swamp Boat Happy Traveler: Taxil Taxil Quirky Creations: Big Little Helper - Math Extension Quirky Creations: Cood Morning Machine Quirky Creations: Loads of Laundry Quirky Creations: Loads of Laundry Quirky Creations: Winning Goal CONTENT STANDARD / DAMAIN / PART A.R. CCSS.ELA- CONTENT STANDARD / DAMAIN / PART A.R. CCSS.ELA- REFORMANCE STANDARD / MODE CCASE.ELA- 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 4 Solving Problems When Environments: Lesson 5 Animals in Their Habitats CONTENT CCSS.ELA- STANDARD / MODE Integration of Knowledge and Ideas STANDARD / MODE Integration of Knowledge and Ideas STANDARD / MODE Integrate and evaluate content presented in diverse media in words. SUBSTRAND	Happy Traveler: Swamp Boat Happy Traveler: Taxil Taxil Quirky Creations: Big Little Helper - Math Extension Quirky Creations: Loads of Laundry Quirky Creations: Loads of Laundry Quirky Creations: Loads of Laundry Quirky Creations: Winning Goal CONTENT STANDARD / DAMIN / PART CCSS.ELA- CONTENT STANDARD / DAMIN / PART CCSS.ELA- CONTENT STANDARD / MODE CCASE.LA- CCASE.LA- Interpret words and phrases as they are used in a text, including determining technical, connotative, and figurative meaning or tone. EXPECTATION / SUBSTRAND CCSS.ELA- Literacy.CCR A.R.4 meaning or tone. LEGO® Education SPIKE™ Essential Animals and Their Environments: Lesson 1 Preparing for the Weather Animals and Their Environments: Lesson 5 Animals in Their Habitats CONTENT STANDARD / CCSS.ELA- CONTENT STANDARD / MODE CCSS.ELA- CONTENT STANDARD / MODE CCSS.ELA- CONTENT STANDARD / MODE Integration of Knowledge and Ideas <td></td> <td></td> <td>Happy Traveler: Cable Car Happy Traveler: Hovering Helicopter</td>			Happy Traveler: Cable Car Happy Traveler: Hovering Helicopter
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CONTENT STANDARD / PART CCSS.ELA- Literacy.CCR A.R. College and Career Readiness Anchor Standards for Reading Domain / PART PERFORMANCE STANDARD / MODE Craft and Structure EXPECTATION / SUBSTRAND CCSS.ELA- Literacy.CCR A.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 3 Animal Behavior Animals and Their Environments: Lesson 4 Solving Problems When Environments Change Animals and Their Environments: Lesson 5 Animals Behavior Animals and Their Environments: Lesson 5 Animals in Their Habitats CONTENT STANDARD / DOMAIN / PART CCSS.ELA- Literacy.CCR A.R. College and Career Readiness Anchor Standards for Reading Animals and Their Environments: Lesson 1 Preparing for the Weather A.R. PERFORMANCE STANDARD / MODE Integrate and evaluate content presented in diverse media in words. EXPECTATION / SUBSTRAND CCSS.ELA- Literacy.CCR A.R.7 Integrate and evaluate content presented in diverse media in words. 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 1 Animal Behavior Animals and Their Environ	CONTENT STANDARD / DOMAIN / PART CCSS.ELA- Literacy.CCR Content Craft and Structure Content Craft and Structure STANDARD / MODE Craft and Structure STANDARD / MODE Craft and Structure SUBSTRAND CCSS.ELA- Literacy.CCR 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. EEGO® Education SPIKE™ Essential Animals and Their Environments: Lesson 1 Preparing for the Weather Mimals and Their Environments: Lesson 2 Life Cycles Animals and Their Environments: Lesson 4 Solving Problems When Environments Change Animals and Their Environments: Lesson 5 Animals Behavior Animals and Their Environments: Lesson 5 Animals in Their Habitats CONTENT STANDARD / MODE CCSS.ELA- Literacy.CCR CONTENT STANDARD / MODE CCSS.ELA- Literacy.CCR STANDARD / MODE Integration of Knowledge and Ideas STANDARD / MODE Integrate and evaluate content presented in diverse media and formats, including visually and quantitatively, as well as ind formats, including visually and quantitatively, as well as ind formats, and Their Environments: Lesson 1 Preparing for the Weather A.R.7 CSS.ELA- Literacy.CCR Integrate and evaluate content presented in diverse media and formats, including visually and quantitatively, as well as inmits and Their Environments: Lesson 1 Animal Behavior Animals and Their Environments: Lesson 2 An			Quirky Creations: High-Tech Playground Quirky Creations: Literary Randomizer Quirky Creations: Loads of Laundry Quirky Creations: Trash Monster Machine
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EXPECTATION / SUBSTRAND		Read and comprehend complex literary and informational texts independently and proficiently.
		<u>LEGO® Education SPIKE™ Essential</u> 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.CCR A.W.	College and Career Readiness Anchor Standards for Writing
PERFORMANCE STANDARD / MODE		Text Types and Purposes
EXPECTATION / SUBSTRAND	Literacy.CCR	Write arguments to support claims in an analysis of substantive topics or texts using valid reasoning and relevant and sufficient evidence.
		<u>LEGO® Education SPIKE™ Essential</u> Animals and Their Environments: Lesson 1 Preparing for the Weather
EXPECTATION / SUBSTRAND	Literacy.CCR	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	Literacy.CCR	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.CCR A.W.	College and Career Readiness Anchor Standards for Writing
PERFORMANCE STANDARD / MODE		Production and Distribution of Writing

EXPECTATION / SUBSTRAND	Literacy.CCR	Produce clear and coherent writing in which the development, organization, and style are appropriate to task, purpose, and audience.
		<u>LEGO® Education SPIKE™ Essential</u> 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		Develop and strengthen writing as needed by planning, revising, editing, rewriting, or trying a new approach.
		<u>LEGO® Education SPIKE™ Essential</u> 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.CCR A.W.	College and Career Readiness Anchor Standards for Writing
PERFORMANCE STANDARD / MODE		Research to Build and Present Knowledge
EXPECTATION / SUBSTRAND	CCSS.ELA- Literacy.CCR A.W.7	Conduct short as well as more sustained research projects based on focused questions, demonstrating understanding of the subject under investigation.
		<u>LEGO® Education SPIKE™ Essential</u> 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		Gather relevant information from multiple print and digital sources, assess the credibility and accuracy of each source, and integrate the information while avoiding plagiarism. <u>LEGO® Education SPIKE™ Essential</u> 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	Literacy.CCR A.W.9	Draw evidence from literary or informational texts to support analysis, reflection, and research. <u>LEGO® Education SPIKE™ Essential</u> 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.CCR A.W.	College and Career Readiness Anchor Standards for Writing
PERFORMANCE STANDARD / MODE		Range of Writing
EXPECTATION / SUBSTRAND	A.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. <u>LEGO® Education SPIKE™ Essential</u> 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: Get Around Town Happy Traveler: Hovering Helicopter Quirky Creations: High-Tech Playground Quirky Creations: Literary Randomizer Quirky Creations: Literary Randomizer Quirky Creations: Literary Randomizer Quirky Creations: Winning Goal Quirky Creations: Winning Goal Quirky Creations: Your School Creation
CONTENT STANDARD /		College and Career Readiness Anchor Standards for Speaking and Listening
DOMAIN / PART PERFORMANCE STANDARD / MODE	A.SL.	Comprehension and Collaboration

EXPECTATION /		Prepare for and participate effectively in a range of
EXPECTATION / SUBSTRAND	Literacy.CCR A.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
		Animals and Their Environments: Lesson 4 Solving Froblems 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	Literacy.CCR	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
	CCSS.ELA-	College and Career Readiness Anchor Standards for Speaking and Listening
PERFORMANCE		Presentation of Knowledge and Ideas

EXPECTATION / SUBSTRAND		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. <u>LEGO® Education BricQ Motion Essential</u>
		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.CCR A.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.CCR A.L.	College and Career Readiness Anchor Standards for Language
PERFORMANCE STANDARD / MODE		Knowledge of Language
EXPECTATION / SUBSTRAND		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.
		<u>LEGO® Education SPIKE™ Essential</u> 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.CCR A.L.	College and Career Readiness Anchor Standards for Language
PERFORMANCE STANDARD / MODE		Vocabulary Acquisition and Use
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EXPECTATION / SUBSTRAND	Literacy.CCR	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.
		<u>LEGO® Education SPIKE™ Essential</u> 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	Literacy.CCR A.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
PERFORMANCE STANDARD / MODE EXPECTATION / SUBSTRAND	RL.3.1.	Key Ideas and Details Ask and answer questions to demonstrate understanding of a text, referring explicitly to the text as the basis for the answers.
STANDARD / MODE		Ask and answer questions to demonstrate understanding of a text, referring explicitly to the text as the basis for the
STANDARD / MODE	RL.3.2.	Ask and answer questions to demonstrate understanding of a text, referring explicitly to the text as the basis for the answers. <u>LEGO® Education SPIKE™ Essential</u> 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

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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.
		<u>LEGO® Education SPIKE™ Essential</u> 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		Craft and Structure
STANDARD / MODE		
		Defer to parts of starios dramas and pasma when writing or
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.
	RL.3.5.	speaking about a text, using terms such as chapter, scene, and stanza; describe how each successive part builds on earlier sections. <u>LEGO® Education SPIKE™ Essential</u> Animals and Their Environments: Lesson 1 Preparing for the
	RL.3.5.	speaking about a text, using terms such as chapter, scene, and stanza; describe how each successive part builds on earlier sections. <u>LEGO® Education SPIKE™ Essential</u> 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
	RL.3.5.	speaking about a text, using terms such as chapter, scene, and stanza; describe how each successive part builds on earlier sections. <u>LEGO® Education SPIKE™ Essential</u> 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
	RL.3.5.	speaking about a text, using terms such as chapter, scene, and stanza; describe how each successive part builds on earlier sections. <u>LEGO® Education SPIKE™ Essential</u> 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
SUBSTRAND		speaking about a text, using terms such as chapter, scene, and stanza; describe how each successive part builds on earlier sections. <u>LEGO® Education SPIKE™ Essential</u> 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
SUBSTRAND		speaking about a text, using terms such as chapter, scene, and stanza; describe how each successive part builds on earlier sections. <u>LEGO® Education SPIKE™ Essential</u> 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
SUBSTRAND CONTENT STANDARD / DOMAIN / PART PERFORMANCE		speaking about a text, using terms such as chapter, scene, and stanza; describe how each successive part builds on earlier sections. <u>LEGO® Education SPIKE™ Essential</u> 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 Reading Standards for Literature
SUBSTRAND CONTENT STANDARD / DOMAIN / PART PERFORMANCE STANDARD / MODE EXPECTATION /	CA.CC.RL.3.	speaking about a text, using terms such as chapter, scene, and stanza; describe how each successive part builds on earlier sections. <u>LEGO® Education SPIKE™ Essential</u> 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 Reading Standards for Literature 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. <u>LEGO® Education SPIKE™ Essential</u> Animals and Their Environments: Lesson 1 Preparing for the
SUBSTRAND CONTENT STANDARD / DOMAIN / PART PERFORMANCE STANDARD / MODE EXPECTATION /	CA.CC.RL.3.	speaking about a text, using terms such as chapter, scene, and stanza; describe how each successive part builds on earlier sections. <u>LEGO® Education SPIKE™ Essential</u> 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 Reading Standards for Literature 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. <u>LEGO® Education SPIKE™ Essential</u> 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
SUBSTRAND CONTENT STANDARD / DOMAIN / PART PERFORMANCE STANDARD / MODE EXPECTATION /	CA.CC.RL.3.	speaking about a text, using terms such as chapter, scene, and stanza; describe how each successive part builds on earlier sections. <u>LEGO® Education SPIKE™ Essential</u> 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 Reading Standards for Literature Range of Reading and Level of Text Complexity 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. <u>LEGO® Education SPIKE™ Essential</u> 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
SUBSTRAND CONTENT STANDARD / DOMAIN / PART PERFORMANCE STANDARD / MODE EXPECTATION / SUBSTRAND CONTENT STANDARD /	CA.CC.RL.3. RL.3.10.	speaking about a text, using terms such as chapter, scene, and stanza; describe how each successive part builds on earlier sections. <u>LEGO® Education SPIKE™ Essential</u> 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 Reading Standards for Literature Range of Reading and Level of Text Complexity 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. <u>LEGO® Education SPIKE™ Essential</u> 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 4 Solving Problems When Environments Change Animals and Their Environments: Lesson 4 Solving Problems When Environments Change Animals and Their Environments: Lesson 5 Animals in Their
SUBSTRAND CONTENT STANDARD / DOMAIN / PART PERFORMANCE STANDARD / MODE EXPECTATION / SUBSTRAND CONTENT	CA.CC.RL.3. RL.3.10.	speaking about a text, using terms such as chapter, scene, and stanza; describe how each successive part builds on earlier sections. <u>LEGO® Education SPIKE™ Essential</u> 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 Reading Standards for Literature Range of Reading and Level of Text Complexity 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. <u>LEGO® Education SPIKE™ Essential</u> Animals and Their Environments: Lesson 1 Preparing for the Weather Animals and Their Environments: Lesson 2 Life Cycles Animals and Their Environments: Lesson 4 Solving Problems Wenther Animals and Their Environments: Lesson 4 Solving Problems When Environments Change Animals and Their Environments: Lesson 4 Solving Problems When Environments Change Animals and Their Environments: Lesson 5 Animals in Their Habitats

SUBSTRAND events, scientific ideas or concepts, or steps in technical proceedures 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 Solving Problems When Environments Change Crazy Carnival Games: A-Maze-ing - Math Extension Crazy Carnival Games: A-Maze-ing - Math Extension Crazy Carnival Games: Dealer Phoball Quirky Creations: Your School Creation CONTENT STANDADD / MODE CA.CC.RL3. Reading Standards for Informational Text DomAint/ PART Reading Standards for Informational Text DomAint/ PART CONTENT STANDADD / MODE Integration of Knowledge and Ideas CONTENT STANDADD / MODE Integration gained from illustrations (e.g., maps, ploderstanding 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 Animals and Their Environments: Lesson 2 Life Cycles Animals and Their Environments: Lesson 1 Preparing for the Animals and Their Environments: Lesson 2 Life Cycles Animals and Their Environments: Lesson 2 Life Cycles Animals and Their Environments: Lesson 1 Preparing for the Animals and Their Environments: Lesson 2 Life Cycles Animals and Their Environments: Lesson 2 Life Cycle	· · · · · · · · · · · · · · · · · · ·	1	
Animals and Their Environments: Lesson 1 Preparing for the Weather Animals and Their Environments: Lesson 3 Animal Behavior Animals and Their Environments: Lesson 3 Animal Behavior When Environments Change Crazy Carnival Games: A-Maze-Ing - Math Extension Crazy Carnival Games: Lowold the Edge - Math Extension Crazy Carnival Games: Lowold Folder Crazy Carnival Games: Lowold Integration Crazy Carnival Games: Lowold Integration Crazy Carnival Games: Lowold Integration Crazy Carnival Games: Lowold Integration Crazy Carnival Games: Lesson 1 Folder Crazy Carnival Games Integration Crazy Carnival Games Integration Crass Context Integration PHKEM Essential Animals and Their Environments: Lesson 2 Life Cycles Animals and Their Environments: Lesson 2 Life Cycles Animals and Their Environments: Lesson 2 Life Cycles Context Crazy Carnival Games Integration Crass Context Integration PHKEM Essential Animals and Their Environments: Lesson 1 Life Cycles Animals and Their Environments: Lesson 1 Life Cycles Animals and Their Environments: Lesson 1 Life Cycles Animals and Their Environments: Lesson	EXPECTATION / SUBSTRAND	RI.3.3.	procedures in a text, using language that pertains to time,
Animals and Their Environments: Lesson 2 Life Cycles Animals and Their Environments: Lesson 3 Animal Behavior Animals and Their Environments: Lesson 5 Animals In Their Hight Composition Crazy Carnival Games: Avoid the Edge - Math Extension Crazy Carnival Games: Avoid the Edge - Math Extension Crazy Carnival Games: Junior Pinball Quirky Creations: Your School Creation Context Crazy Carnival Games: Lucion Creation Context Crazy Carnival Games: Junior Pinball Quirky Creations: Your School Creation Context Crazy Carnival Games: Junior Pinball Quirky Creations: Your School Creation Context Crazy Carnival Games: High Stick Hockey - Math Extension Crazy Carnival Games: Junior Pinball Quirky Creations: Your School Creation Context Crazy Carnival Games: Junior Pinball Quirky Creations: Your School Creation SUBSTRAND R1.3.7. 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). EXPECTATION / R1.3.7. Use information gained from illustrations (e.g., maps, photographs) and the words in a text to demonstrate understanding of the text (e.g., comparing for the Weather Animals and Their Environments: Lesso			Animals and Their Environments: Lesson 1 Preparing for the
Quirky Creations: Your School Creation CONTENT STANDARD / ODMAIN / PART CA.CC.RL3. Reading Standards for Informational Text REPERTORMANCE STANDARD / MODE Integration of Knowledge and Ideas SUBSTRAND RL3.7. 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 4 Solving Problems When Environments Change Animals and Their Environments: Lesson 5 Animals In Their Habitats EXPECTATION / SUBSTRAND RL3.8. Describe the logical connection between particular Sentences and paragraphs in a text (e.g., comparison, cause/effect, first/second/third in a sequence). EXPECTATION / SUBSTRAND CA.CC.RL3. Reading Standards for Informational Text STANDARD / DOMAIN / PART CONTENT STANDARD / DOMAIN / PART CA.CC.RL3. Reading and Level of Text Complexity STANDARD / DOMAIN / PART R.13.10. 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 proficently. LEGO® Education SPIKE™ Essential Animals and Their Environments: Lesson 1 Preparing for the Weather Animals and Their Environments: Lesson 2 Life Cycles Animals and The			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
CONTENT STANDARD / PART CA.CC.RL3. Reading Standards for Informational Text model DOMAIN / PART Integration of Knowledge and Ideas STANDARD / MODE Integration of Knowledge and Ideas STANDARD / MODE Integration of Knowledge and Ideas STANDARD / MODE RI.3.7. Use information gained from illustrations (e.g., maps, 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 3 Animal Behavior Animals and Their Environments: Lesson 4 Solving Problems When Environments: Lesson 4 Solving Problems When Environments: Lesson 5 Animals Behavior Animals and Their Environments: Lesson 5 Animals Behavior Animals and Their Environments: Lesson 5 Animals Behavior Animals and Their Environments: Lesson 5 Animals In Their Habitats Quirky Creations: Big Little Helper - Math Extension EXPECTATION / SUBSTRAND RI.3.8. Rescribe 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 1 Life Cycles CONTENT STANDARD / MODE Range of Reading and Level of Text Complexity SUBSTRAND RI.3.10. By the end of the year, read and comprehend informational texts, at the high end of the grades 2-3 text complexity band independently and proficiently.			
DERFORMANCE STANDARD / MODE Integration of Knowledge and Ideas STANDARD / MODE Isse 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). EVPECTATION / SUBSTRAND RI.3.7. Use information 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 4 Solving Problems When Environments Change Animals and Their Environments: Lesson 5 Animals Behavior 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 / MODE Range of Reading and Level of Text Complexity STANDARD / MODE EXPECTATION / SUBSTRAND RI.3.10. By the end of the year, read and comprehend informational texts, including history/social studies, science, and technical texts, including history/social studies, science, and technical texts, and their Environments: Lesson 1 Preparing for the Weather Animals and Their Environments: Lesson 1 Animal Behavior Animals and Their Environment	CONTENT STANDARD /	CA.CC.RI.3.	
EXPECTATION / SUBSTRAND RI.3.7. Use information gained from illustrations (e.g., maps, photographs) and the works 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 Behavior Animals and Their Environments: Lesson 5 Animals in Their Habitats Quirky Creations: Big Little Helper - Math Extension Quirky Creations: Big Little Helper - Math Extension Quirky Creations PIKE™ Essential Animals and Their Environments: Lesson 2 Life Cycles CONTENT STANDARD / MODE 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 / MODE Range of Reading and Level of Text Complexity STANDARD / MODE EXPECTATION / SUBSTRAND RI.3.10. By the end of the year, read and comprehend informational texts, including history/social studies, science, and technical 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: Les	PERFORMANCE		Integration of Knowledge and Ideas
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 ExtensionEXPECTATION / SUBSTRANDRI.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 CyclesCONTENT STANDARD / DOMAIN / PARTCA.CC.RI.3.Reading Standards for Informational TextPERFORMANCE STANDARD / MODERange of Reading and Level of Text ComplexitySUBSTRANDRI.3.10.By the end of the year, read and comprehend informational 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 1 Preparing for the Weather Animals and Their Environments: Lesson 4 Solving Problems When Environments Change Animals and Their Environments: Lesson 4 Solving Problems When Environments: Classon 4 Solving Problems When Environments: Classon 4 Solving Problems When Environments: Lesson 5 Animal Behavior Animals and Their Environments: Lesson 5 Animals in Their Habitats Crazy Carnival Games: A-Waze-Ing - Math Extension Crazy Carnival Games: A-Waze-Ing - Math Extension Crazy Carnival Games: High Stick Hockey - Math Extension Crazy Carnival Games: Your School Creation Crazy Carnival Games: Your School CreationCONT	EXPECTATION / SUBSTRAND	RI.3.7.	photographs) and the words in a text to demonstrate understanding of the text (e.g., where, when, why, and how
SUBSTRAND 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 PERFORMANCE STANDARD / MODE Range of Reading and Level of Text Complexity STANDARD / MODE Rest, 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 5 Animal Behavior Animals and Their Environments: Lesson 5 Animals in Their Habitats Crazy Carnival Games: A-Maze-Ing - Math Extension Crazy Carnival Games: A-Maze-Ing - Math Extension Crazy Carnival Games: High Stick Hockey - Math Extension Crazy Carnival Games: High Stick Hockey - Math Extension Crazy Carnival Games: Junior Pinball Quirky Creations: Your School Creation CONTENT STANDARD / CA.CC.RF.3. Reading Standards: Foundational Skills			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
cause/effect, first/second/third in a sequence). LEGO® Education SPIKE™ Essential Animals and Their Environments: Lesson 2 Life Cycles CONTENT CA.CC.RI.3. Reading Standards for Informational Text DOMAIN / PART Reading Standards for Informational Text PERFORMANCE Range of Reading and Level of Text Complexity STANDARD / MODE 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: High Stick Hockey - Math Extension Crazy Carnival Games: High Stick Hockey - Math Extension Crazy Carnival Games: Junior Pinball Quirky Creations: Your School Creation Crazy Carnival Games: High Stick Hockey - Math Extension<	EXPECTATION /	RI.3.8.	
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: High Stick Hockey - Math Extension Crazy Carnival Games: High Stick Hockey - Math Extension Crazy Carnival Games: Junior Pinball Quirky Creations: Your School Creation CONTENT STANDARD / CA.CC.RF.3. Reading Standards: Foundational Skills	SUBSTRAND		cause/effect, first/second/third in a sequence). LEGO® Education SPIKE™ Essential
DOMAIN / PART Range of Reading and Level of Text Complexity PERFORMANCE STANDARD / MODE Rl.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 Weether 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: Creative Carnival Games Crazy Carnival Games: High Stick Hockey - Math Extension Crazy Carnival Games: Junior Pinball Quirky Creations: Your School Creation CONTENT STANDARD / CA.CC.RF.3. Reading Standards: Foundational Skills	CONTENT	CA.CC.RI.3.	
STANDARD / MODE RI.3.10. 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 SPIKETM 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: Creative Carnival Games Crazy Carnival Games: High Stick Hockey - Math Extension Crazy Carnival Games: Junior Pinball Quirky Creations: Your School Creation CONTENT STANDARD / CA.CC.RF.3. Reading Standards: Foundational Skills	STANDARD / DOMAIN / PART		
SUBSTRAND 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: Junior Pinball Quirky Creations: Your School Creation CONTENT CA.CC.RF.3. Reading Standards: Foundational Skills	PERFORMANCE STANDARD / MODE		Range of Reading and Level of Text Complexity
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: Creative Carnival Games Crazy Carnival Games: Creative Carnival Games Crazy Carnival Games: High Stick Hockey - Math Extension Crazy Carnival Games: Junior Pinball Quirky Creations: Your School Creation	EXPECTATION / SUBSTRAND	RI.3.10.	texts, including history/social studies, science, and technical texts, at the high end of the grades 2-3 text complexity band
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 CreationCONTENT STANDARD /CA.CC.RF.3.Reading Standards: Foundational Skills			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
Crazý 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 / CA.CC.RF.3. Reading Standards: Foundational Skills			When Environments Change Animals and Their Environments: Lesson 5 Animals in Their Habitats
CONTENT CA.CC.RF.3. Reading Standards: Foundational Skills STANDARD /			Crazy Carnival Games: Avoid the Edge - Math Extension Crazy Carnival Games: Bowling Fun Crazy Carnival Games: Creative Carnival Games
STANDARD /			Crazy Carnival Games: Junior Pinball
	CONTENT	CA CC PE 3	Crazy Carnival Games: Junior Pinball Quirky Creations: Your School Creation
PERFORMANCE Fluency STANDARD / MODE	CONTENT STANDARD / DOMAIN / PART	CA.CC.RF.3.	Crazy Carnival Games: Junior Pinball Quirky Creations: Your School Creation Reading Standards: Foundational Skills

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.
		<u>LEGO® Education SPIKE™ Essential</u> 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.
		<u>LEGO® Education SPIKE™ Essential</u> 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.
		<u>LEGO® Education SPIKE™ Essential</u> 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.
		<u>LEGO® Education SPIKE™ Essential</u> 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.
		<u>LEGO® Education SPIKE™ Essential</u> Happy Traveler: Big Bus
		Quirky Creations: High-Tech Playground Quirky Creations: Winning Goal
	W.3.1.d.	Quirky Creations: Your School Creation Provide a concluding statement or section.
FOUNDATION / PROFICIENCY LEVEL	w.s.i.u.	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.
		<u>LEGO® Education BricQ Motion Essential</u> 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 /	W.3.2.b.	Develop the topic with facts, definitions, and details.
PROFICIENCY LEVEL		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
		<u>LEGO® Education BricQ Motion Essential</u> 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 /	W.3.2.d.	Provide a concluding statement or section.
PROFICIENCY LEVEL		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	CA.CC.W.3.	Writing Standards
STANDARD / DOMAIN / PART		
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. <u>LEGO® Education SPIKE™ Essential</u> 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

W.3.3.D.	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: 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
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
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
CA.CC.W.3.	Writing Standards
	Production and Distribution of Writing
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.) <u>LEGO® Education SPIKE™ Essential</u> 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: Dinor 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
	W.3.3.d.

		Nation and an and an and for a second s
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.)
		<u>LEGO® Education SPIKE™ Essential</u> 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 /	CA.CC.W.3.	Writing Standards
DOMAIN / PART		
		Research to Build and Present Knowledge
DOMAIN / PART PERFORMANCE	W.3.7.	Research to Build and Present Knowledge Conduct short research projects that build knowledge about a topic.
DOMAIN / PART PERFORMANCE STANDARD / MODE EXPECTATION /	W.3.7.	Conduct short research projects that build knowledge about a topic. <u>LEGO® Education SPIKE™ Essential</u> Animals and Their Environments: Lesson 1 Preparing for the Weather
DOMAIN / PART PERFORMANCE STANDARD / MODE EXPECTATION /	W.3.7.	Conduct short research projects that build knowledge about a topic. <u>LEGO® Education SPIKE™ Essential</u> Animals and Their Environments: Lesson 1 Preparing for the
DOMAIN / PART PERFORMANCE STANDARD / MODE EXPECTATION /	W.3.7.	Conduct short research projects that build knowledge about a topic. <u>LEGO® Education SPIKE™ Essential</u> 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
DOMAIN / PART PERFORMANCE STANDARD / MODE EXPECTATION / SUBSTRAND EXPECTATION /		Conduct short research projects that build knowledge about a topic. <u>LEGO® Education SPIKE™ Essential</u> 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 Recall information from experiences or gather information from print and digital sources; take brief notes on sources and sort evidence into provided categories. <u>LEGO® Education SPIKE™ Essential</u> 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
DOMAIN / PART PERFORMANCE STANDARD / MODE EXPECTATION / SUBSTRAND EXPECTATION /		Conduct short research projects that build knowledge about a topic. <u>LEGO® Education SPIKE™ Essential</u> 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 Recall information from experiences or gather information from print and digital sources; take brief notes on sources and sort evidence into provided categories. <u>LEGO® Education SPIKE™ Essential</u> Animals and Their Environments: Lesson 1 Preparing for the Weather Animals and Their Environments: Lesson 2 Life Cycles Crazy Carnival Games: Bowling Fun
DOMAIN / PART PERFORMANCE STANDARD / MODE EXPECTATION / SUBSTRAND EXPECTATION / SUBSTRAND EXPECTATION / SUBSTRAND		Conduct short research projects that build knowledge about a topic. <u>LEGO® Education SPIKE™ Essential</u> 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 Recall information from experiences or gather information from print and digital sources; take brief notes on sources and sort evidence into provided categories. <u>LEGO® Education SPIKE™ Essential</u> 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
DOMAIN / PART PERFORMANCE STANDARD / MODE EXPECTATION / SUBSTRAND EXPECTATION / SUBSTRAND EXPECTATION / SUBSTRAND	W.3.8.	Conduct short research projects that build knowledge about a topic. <u>LEGO® Education SPIKE™ Essential</u> 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 Recall information from experiences or gather information from print and digital sources; take brief notes on sources and sort evidence into provided categories. <u>LEGO® Education SPIKE™ Essential</u> 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		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. <u>LEGO® Education SPIKE™ Essential</u> 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: Get Around Town Happy Traveler: Hovering Helicopter Quirky Creations: High-Tech Playground Quirky Creations: High-Tech Playground 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		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 5 Animals Behavior 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: Ligh Stick Hockey - Math Extension Crazy Carnival Games: Ligh Stick Hockey - Math Extension Crazy Carnival Games: Junior Pinball Crazy Carnival Games: Mini Hini-Golf Happy Traveler: Cable Car Happy Traveler: River Ferry Happy Traveler: River Ferry Happy Traveler: River Ferry Happy Traveler: Sig Little Helper - Math Extension Quirky Creations: Big Little Helper - Math Extension Quirky Creations: Big Little Helper - Math Extension Quirky Creations: Literary Randomizer Quirky Creations: Literary Randomizer Quirky Creations: Literary Randomizer Quirky Creations: Trash Monster Machine Quirky Creations: Trash Monster Machine Quirky Creations: Toxi School Creation

FOUNDATION / PROFICIENCY LEVEL	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: Literary Randomizer Quirky Creations: Loads of Laundry
	Quirky Creations: Trash Monster Machine
	Quirky Creations: Winning Goal
	Quirky Creations: Your School Creation

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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! Ouirky Creations: Big Little Helper Math Extension
		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	CA.CC.SL.3.	Speaking and Listening Standards
STANDARD / DOMAIN / PART		
PERFORMANCE		Comprehension and Collaboration
STANDARD / MODE		
EXPECTATION /	SL.3.2.	Determine the main ideas and supporting details of a text
SUBSTRAND		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 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		Ask and answer questions about information from a speaker, offering appropriate elaboration and detail. <u>LEGO® Education SPIKE™ Essential</u> 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: Creative Carnival Games Crazy Carnival Games: High Stick Hockey - Math Extension Crazy Carnival Games: Junior Pinball Crazy Carnival Games: Mini Mini-Golf Happy Traveler: Cable Car Happy Traveler: River Ferry Happy Traveler: River Ferry Happy Traveler: River Ferry Happy Traveler: River Ferry Happy Traveler: Swamp Boat Happy Traveler: Taxi! Taxi! Quirky Creations: Big Little Helper - Math Extension Quirky Creations: Literary Randomizer Quirky Creations: Literary Randomizer Quirky Creations: Literary Randomizer Quirky Creations: Loads of Laundry Quirky Creations: Your School Creation LEGO® Education BricQ Motion Essential Cheering Crowd
		Cheering Crowd
CONTENT STANDARD / DOMAIN / PART	CA.CC.SL.3.	Speaking and Listening Standards
PERFORMANCE STANDARD / MODE		Presentation of Knowledge and Ideas
EXPECTATION / SUBSTRAND		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 <u>LEGO® Education BricQ Motion Essential</u>
		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: A-Maze-Ing - Math Extension Crazy Carnival Games: Creative Carnival Games Crazy Carnival Games: Creative Carnival Games Crazy Carnival Games: Junior Pinball Crazy Carnival Games: Junior Pinball Crazy Carnival Games: Junior Pinball Crazy Carnival Games: Mini Mini-Golf Happy Traveler: Big Bus Happy Traveler: Get Around Town Happy Traveler: River Ferry Happy Traveler: River Ferry Happy Traveler: River Ferry Happy Traveler: Swamp Boat Happy Traveler: Sig Little Helper - Math Extension Quirky Creations: Big Little Helper - Math Extension Quirky Creations: High-Tech Playground Quirky Creations: Literary Randomizer Quirky Creations: Literary Randomizer Quirky Creations: Trash Monster Machine 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. <u>LEGO® Education SPIKE™ Essential</u> 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
	CA.CC.L.3.	Language Standards
STANDARD / DOMAIN / PART	CA.CC.E.J.	
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.
		<u>LEGO® Education SPIKE™ Essential</u> 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 /	CA.CC.L.3.	Language Standards
DOMAIN / PART		
PERFORMANCE STANDARD / MODE		Vocabulary Acquisition and Use
EXPECTATION / SUBSTRAND		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
	L	Quirky Creations: Loads of Laundry

California Content Standards

Language Arts

Grade: 4 - Adopted: 2013

STANDARD /	CCSS.ELA- Literacy.CCR A.R.	College and Career Readiness Anchor Standards for Reading
PERFORMANCE STANDARD / MODE		Key Ideas and Details

		Determine control ideas or themes of a text and enalyze their
EXPECTATION / SUBSTRAND		Determine central ideas or themes of a text and analyze their development; summarize the key supporting details and ideas.
		LEGO® Education SPIKETM 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.CCR A.R.3	Analyze how and why individuals, events, or ideas develop and interact over the course of a text.
	A.R.3	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 /	CCSS.ELA- Literacy.CCR	College and Career Readiness Anchor Standards for Reading
STANDARD / DOMAIN / PART		
STANDARD / DOMAIN / PART PERFORMANCE STANDARD / MODE	Literacy.CCR	College and Career Readiness Anchor Standards for Reading Craft and Structure
STANDARD / DOMAIN / PART PERFORMANCE	Literacy.CCR A.R.	
STANDARD / DOMAIN / PART PERFORMANCE STANDARD / MODE EXPECTATION /	Literacy.CCR A.R. CCSS.ELA- Literacy.CCR A.R.4	Craft and Structure 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
STANDARD / DOMAIN / PART PERFORMANCE STANDARD / MODE EXPECTATION /	Literacy.CCR A.R. CCSS.ELA- Literacy.CCR A.R.4	Craft and Structure 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
STANDARD / DOMAIN / PART PERFORMANCE STANDARD / MODE EXPECTATION /	Literacy.CCR A.R. CCSS.ELA- Literacy.CCR A.R.4	Craft and Structure 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. <u>LEGO® Education SPIKE™ Essential</u> Science Connections: Lesson 1 How Eyes See Science Connections: Lesson 2 Animal Structures Science Connections: Lesson 3 Energy Resources
STANDARD / DOMAIN / PART PERFORMANCE STANDARD / MODE EXPECTATION /	Literacy.CCR A.R. CCSS.ELA- Literacy.CCR A.R.4	Craft and Structure 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. <u>LEGO® Education SPIKE™ Essential</u> Science Connections: Lesson 1 How Eyes See Science Connections: Lesson 2 Animal Structures
STANDARD / DOMAIN / PART PERFORMANCE STANDARD / MODE EXPECTATION /	Literacy.CCR A.R. CCSS.ELA- Literacy.CCR A.R.4	Craft and Structure 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 4 Prepare for Natural Hazards
STANDARD / DOMAIN / PART PERFORMANCE STANDARD / MODE EXPECTATION / SUBSTRAND	Literacy.CCR A.R. CCSS.ELA- Literacy.CCR A.R.4 CCSS.ELA- Literacy.CCR	Craft and Structure 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
STANDARD / DOMAIN / PART PERFORMANCE STANDARD / MODE EXPECTATION / SUBSTRAND CONTENT STANDARD / DOMAIN / PART PERFORMANCE	Literacy.CCR A.R. CCSS.ELA- Literacy.CCR A.R.4 CCSS.ELA- Literacy.CCR A.R.	Craft and Structure 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 College and Career Readiness Anchor Standards for Reading
STANDARD / DOMAIN / PART PERFORMANCE STANDARD / MODE EXPECTATION / SUBSTRAND CONTENT STANDARD / DOMAIN / PART PERFORMANCE STANDARD / MODE EXPECTATION /	Literacy.CCR A.R. CCSS.ELA- Literacy.CCR A.R.4 CCSS.ELA- Literacy.CCR A.R.	Craft and Structure 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 College and Career Readiness Anchor Standards for Reading 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 3 Information Transfer
STANDARD / DOMAIN / PART PERFORMANCE STANDARD / MODE EXPECTATION / SUBSTRAND CONTENT STANDARD / DOMAIN / PART PERFORMANCE STANDARD / MODE EXPECTATION /	Literacy.CCR A.R. CCSS.ELA- Literacy.CCR A.R.4 CCSS.ELA- Literacy.CCR A.R.	Craft and Structure 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 College and Career Readiness Anchor Standards for Reading 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
STANDARD / DOMAIN / PART PERFORMANCE STANDARD / MODE EXPECTATION / SUBSTRAND CONTENT STANDARD / DOMAIN / PART PERFORMANCE STANDARD / MODE EXPECTATION / SUBSTRAND	Literacy.CCR A.R. CCSS.ELA- Literacy.CCR A.R.4 CCSS.ELA- Literacy.CCR A.R. CCSS.ELA- Literacy.CCR A.R.7	Craft and Structure 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 College and Career Readiness Anchor Standards for Reading 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 1 How Eyes See Science Connections: Lesson 2 Animal Structures Science Connections: Lesson 1 How Eyes See 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
STANDARD / DOMAIN / PART PERFORMANCE STANDARD / MODE EXPECTATION / SUBSTRAND CONTENT STANDARD / DOMAIN / PART PERFORMANCE STANDARD / MODE EXPECTATION / SUBSTRAND	Literacy.CCR A.R. CCSS.ELA- Literacy.CCR A.R.4 CCSS.ELA- Literacy.CCR A.R. CCSS.ELA- Literacy.CCR A.R.7	Craft and Structure 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 College and Career Readiness Anchor Standards for Reading 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 1 How Eyes See Science Connections: Lesson 1 How Eyes See Science Connections: Lesson 2 Animal Structures 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		Read and comprehend complex literary and informational texts independently and proficiently.
	A.K.10	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.CCR A.W.	College and Career Readiness Anchor Standards for Writing
PERFORMANCE STANDARD / MODE	A. W.	Text Types and Purposes
EXPECTATION / SUBSTRAND		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 3 Energy Resources Science Connections: Lesson 5 Information Transfer
EXPECTATION / SUBSTRAND		Write narratives to develop real or imagined experiences or events using effective technique, well-chosen details and well-structured event sequences.
		<u>LEGO® Education SPIKE™ Essential</u> Happy Traveler: Cable Car Happy Traveler: Get Around Town Happy Traveler: Hovering Helicopter Quirky Creations: Literary Randomizer
CONTENT STANDARD / DOMAIN / PART	CCSS.ELA- Literacy.CCR A.W.	College and Career Readiness Anchor Standards for Writing
PERFORMANCE STANDARD / MODE		Production and Distribution of Writing
EXPECTATION / SUBSTRAND	Literacy.CCR	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 3 Energy Resources Science Connections: Lesson 5 Information Transfer

EXPECTATION / SUBSTRAND		Develop and strengthen writing as needed by planning, revising, editing, rewriting, or trying a new approach.
	<u></u>	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
	CCSS.ELA-	College and Career Readiness Anchor Standards for Writing
STANDARD / DOMAIN / PART	Literacy.CCR A.W.	
PERFORMANCE		Research to Build and Present Knowledge
STANDARD / MODE		
EXPECTATION /	CCSS.ELA-	Conduct short as well as more sustained research projects
SUBSTRAND		based on focused questions, demonstrating understanding of the subject under investigation.
		, , , , , , , , , , , , , , , , , , , ,
		<u>LEGO® Education SPIKE™ Essential</u>
		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 /		Gather relevant information from multiple print and digital
SUBSTRAND		
1		sources, assess the credibility and accuracy of each source,
		sources, assess the credibility and accuracy of each source,
		sources, assess the credibility and accuracy of each source, and integrate the information while avoiding plagiarism. <u>LEGO® Education SPIKE™ Essential</u> Crazy Carnival Games: Bowling Fun
		sources, assess the credibility and accuracy of each source, and integrate the information while avoiding plagiarism. <u>LEGO® Education SPIKE™ Essential</u> Crazy Carnival Games: Bowling Fun Crazy Carnival Games: Junior Pinball
	A.W.8	sources, assess the credibility and accuracy of each source, and integrate the information while avoiding plagiarism. <u>LEGO® Education SPIKE™ Essential</u> Crazy Carnival Games: Bowling Fun Crazy Carnival Games: Junior Pinball Quirky Creations: Good Morning Machine
	A.W.8	sources, assess the credibility and accuracy of each source, and integrate the information while avoiding plagiarism. <u>LEGO® Education SPIKE™ Essential</u> Crazy Carnival Games: Bowling Fun Crazy Carnival Games: Junior Pinball Quirky Creations: Good Morning Machine Quirky Creations: Trash Monster Machine
	A.W.8	sources, assess the credibility and accuracy of each source, and integrate the information while avoiding plagiarism. <u>LEGO® Education SPIKE™ Essential</u> 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	A.W.8 CCSS.ELA-	sources, assess the credibility and accuracy of each source, and integrate the information while avoiding plagiarism. <u>LEGO® Education SPIKE™ Essential</u> 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 Draw evidence from literary or informational texts to support
	A.W.8 CCSS.ELA-	sources, assess the credibility and accuracy of each source, and integrate the information while avoiding plagiarism. <u>LEGO® Education SPIKE™ Essential</u> 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 Draw evidence from literary or informational texts to support analysis, reflection, and research.
	A.W.8 CCSS.ELA- Literacy.CCR	sources, assess the credibility and accuracy of each source, and integrate the information while avoiding plagiarism. <u>LEGO® Education SPIKE™ Essential</u> 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 Draw evidence from literary or informational texts to support analysis, reflection, and research. <u>LEGO® Education SPIKE™ Essential</u>
	A.W.8 CCSS.ELA- Literacy.CCR	sources, assess the credibility and accuracy of each source, and integrate the information while avoiding plagiarism. <u>LEGO® Education SPIKE™ Essential</u> Crazy Carnival Games: Bowling Fun Crazy Carnival Games: Junior Pinball Quirky Creations: Good Morning Machine Quirky Creations: Trash Monster Machine <u>Science Connections: Lesson 3 Energy Resources</u> Draw evidence from literary or informational texts to support analysis, reflection, and research. <u>LEGO® Education SPIKE™ Essential</u> Crazy Carnival Games: Bowling Fun
	A.W.8 CCSS.ELA- Literacy.CCR	sources, assess the credibility and accuracy of each source, and integrate the information while avoiding plagiarism. <u>LEGO® Education SPIKE™ Essential</u> Crazy Carnival Games: Bowling Fun Crazy Carnival Games: Junior Pinball Quirky Creations: Good Morning Machine Quirky Creations: Trash Monster Machine <u>Science Connections: Lesson 3 Energy Resources</u> Draw evidence from literary or informational texts to support analysis, reflection, and research. <u>LEGO® Education SPIKE™ Essential</u> Crazy Carnival Games: Bowling Fun Crazy Carnival Games: Junior Pinball Ouirky Creations; Good Morning Machine
	A.W.8 CCSS.ELA- Literacy.CCR A.W.9	sources, assess the credibility and accuracy of each source, and integrate the information while avoiding plagiarism. <u>LEGO® Education SPIKE™ Essential</u> Crazy Carnival Games: Bowling Fun Crazy Carnival Games: Junior Pinball Quirky Creations: Good Morning Machine Quirky Creations: Trash Monster Machine <u>Science Connections: Lesson 3 Energy Resources</u> Draw evidence from literary or informational texts to support analysis, reflection, and research. <u>LEGO® Education SPIKE™ Essential</u> Crazy Carnival Games: Bowling Fun Crazy Carnival Games: Junior Pinball Quirky Creations: Good Morning Machine Quirky Creations: Trash Monster Machine
	A.W.8 CCSS.ELA- Literacy.CCR A.W.9	sources, assess the credibility and accuracy of each source, and integrate the information while avoiding plagiarism. <u>LEGO® Education SPIKE™ Essential</u> Crazy Carnival Games: Bowling Fun Crazy Carnival Games: Junior Pinball Quirky Creations: Good Morning Machine Quirky Creations: Trash Monster Machine <u>Science Connections: Lesson 3 Energy Resources</u> Draw evidence from literary or informational texts to support analysis, reflection, and research. <u>LEGO® Education SPIKE™ Essential</u> Crazy Carnival Games: Bowling Fun Crazy Carnival Games: Junior Pinball Ouirky Creations; Good Morning Machine
	A.W.8 CCSS.ELA- Literacy.CCR A.W.9	sources, assess the credibility and accuracy of each source, and integrate the information while avoiding plagiarism. <u>LEGO® Education SPIKE™ Essential</u> Crazy Carnival Games: Bowling Fun Crazy Carnival Games: Junior Pinball Quirky Creations: Good Morning Machine Quirky Creations: Trash Monster Machine <u>Science Connections: Lesson 3 Energy Resources</u> Draw evidence from literary or informational texts to support analysis, reflection, and research. <u>LEGO® Education SPIKE™ Essential</u> Crazy Carnival Games: Bowling Fun Crazy Carnival Games: Junior Pinball Quirky Creations: Good Morning Machine Quirky Creations: Trash Monster Machine
SUBSTRAND	A.W.8 CCSS.ELA- Literacy.CCR A.W.9 CCSS.ELA- Literacy.CCR	sources, assess the credibility and accuracy of each source, and integrate the information while avoiding plagiarism. <u>LEGO® Education SPIKE™ Essential</u> 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 Draw evidence from literary or informational texts to support analysis, reflection, and research. <u>LEGO® Education SPIKE™ Essential</u> 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
	A.W.8 CCSS.ELA- Literacy.CCR A.W.9 CCSS.ELA- Literacy.CCR A.W.	sources, assess the credibility and accuracy of each source, and integrate the information while avoiding plagiarism. <u>LEGO® Education SPIKE™ Essential</u> 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 Draw evidence from literary or informational texts to support analysis, reflection, and research. <u>LEGO® Education SPIKE™ Essential</u> Crazy Carnival Games: Bowling Fun Crazy Carnival Games: Junior Pinball Quirky Creations: Trash Monster Machine Quirky Creations: Trash Monster Machine Science Connections: Lesson 3 Energy Resources College and Career Readiness Anchor Standards for Writing
SUBSTRAND	A.W.8 CCSS.ELA- Literacy.CCR A.W.9 CCSS.ELA- Literacy.CCR A.W.	sources, assess the credibility and accuracy of each source, and integrate the information while avoiding plagiarism. <u>LEGO® Education SPIKE™ Essential</u> 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 Draw evidence from literary or informational texts to support analysis, reflection, and research. <u>LEGO® Education SPIKE™ Essential</u> 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		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. <u>LEGO® Education SPIKE™ Essential</u> 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: High-Tech Playground Quirky Creations: Literary Randomizer Quirky Creations: Literary Randomizer Quirky Creations: Trash Monster Machine
CONTENT	CCSS.ELA-	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 College and Career Readiness Anchor Standards for Speaking
STANDARD /	Literacy.CCR	
DOMAIN / PART PERFORMANCE	A.SL.	Comprehension and Collaboration
STANDARD / MODE		
EXPECTATION / SUBSTRAND		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. <u>LEGO® Education SPIKETM Essential</u> 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: Junior Pinball Crazy Carnival Games: Mini Mini-Golf Happy Traveler: Big Bus Happy Traveler: Hovering Helicopter Happy Traveler: River Ferry Happy Traveler: River Ferry Happy Traveler: Sig Little Helper - Math Extension Quirky Creations: Big Little Helper - Math Extension Quirky Creations: Literary Randomizer Quirky Creations: Literary Randomizer Quirky Creations: Literary Randomizer Quirky Creations: Literary Randomizer Quirky Creations: Trash Monster Machine Quirky Creations: 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.CCR A.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.CCR A.SL.	College and Career Readiness Anchor Standards for Speaking and Listening

PERFORMANCE STANDARD / MODE		Presentation of Knowledge and Ideas
EXPECTATION / SUBSTRAND	Literacy.CCR	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: River Ferry Happy Traveler: River Ferry Happy Traveler: Sig Little Helper - Math Extension Quirky Creations: Big Little Helper - Math Extension Quirky Creations: High-Tech Playground Quirky Creations: Literary Randomizer Quirky Creations: Trash Monster Machine Quirky Creations: Your School Creation Science Connections: Lesson 1 How Eyes See Science Connections: Lesson 4 Prepare for Natural Hazards Science Connections: Lesson 5 Information Transfer
EXPECTATION / SUBSTRAND	Literacy.CCR A.SL.6	Adapt speech to a variety of contexts and communicative tasks, demonstrating command of formal English when indicated or appropriate. <u>LEGO® Education SPIKE™ Essential</u> Quirky Creations: Loads of Laundry
CONTENT STANDARD / DOMAIN / PART		College and Career Readiness Anchor Standards for
PERFORMANCE STANDARD / MODE		Knowledge of Language
EXPECTATION / SUBSTRAND	Literacy.CCR A.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.CCR A.L.	College and Career Readiness Anchor Standards for Language
PERFORMANCE STANDARD / MODE		Vocabulary Acquisition and Use
EXPECTATION / SUBSTRAND	A.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	Literacy.CCR A.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. <u>LEGO® Education SPIKE™ Essential</u> 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 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		Refer to details and examples in a text when explaining what the text says explicitly and when drawing inferences from the text. <u>LEGO® Education SPIKE™ Essential</u> 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		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). <u>LEGO® Education SPIKE™ Essential</u> Crazy Carnival Games: A-Maze-Ing - Math Extension Crazy Carnival Games: Bowling Fun Crazy Carnival Games: Bowling Fun Crazy Carnival Games: Junior Pinball Crazy Carnival Games: Junior Pinball Crazy Carnival Games: Mini Mini-Golf Happy Traveler: Big Bus Happy Traveler: River Ferry Happy Traveler: River Ferry Happy Traveler: Taxi! Taxi! Quirky Creations: Big Little Helper - Math Extension Quirky Creations: High-Tech Playground Quirky Creations: Literary Randomizer Quirky Creations: Literary Randomizer Quirky Creations: Trash Monster Machine Quirky Creations: Literson 1 How Eyes See Science Connections: Lesson 1 How Eyes See 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		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. <u>LEGO® Education SPIKE™ Essential</u> 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	CA.CC.RI.4.	Reading Standards for Informational Text
STANDARD /	04.00.14.4.	
DOMAIN / PART		
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. <u>LEGO® Education SPIKE™ Essential</u> Crazy Carnival Games: A-Maze-Ing - Math Extension Crazy Carnival Games: Avoid the Edge - Math Extension Crazy Carnival Games: Bowling Fun Crazy Carnival Games: Bowling Fun Crazy Carnival Games: Creative Carnival Games Crazy Carnival Games: Junior Pinball Quirky Creations: Your School Creation Science Connections: Lesson 1 How Eyes See 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. <u>LEGO® Education SPIKETM Essential</u> Crazy Carnival Games: A-Maze-Ing - Math Extension Crazy Carnival Games: Avoid the Edge - Math Extension Crazy Carnival Games: Avoid the Edge - Math Extension Crazy Carnival Games: Creative Carnival Games Crazy Carnival Games: High Stick Hockey - Math Extension Crazy Carnival Games: Junior Pinball Crazy Carnival Games: Junior Pinball Crazy Carnival Games: Mini Mini-Golf Happy Traveler: Big Bus Happy Traveler: Cable Car Happy Traveler: River Ferry Happy Traveler: River Ferry Happy Traveler: River Ferry Happy Traveler: Swamp Boat Happy Traveler: Sig Little Helper - Math Extension Quirky Creations: Big Little Helper - Math Extension Quirky Creations: Literary Randomizer Quirky Creations: Literary Randomizer Quirky Creations: Loads of Laundry Quirky Creations: Winning Goal 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. <u>LEGO® Education SPIKE™ Essential</u> 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 3 Energy Resources 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).
		<u>LEGO® Education SPIKE™ Essential</u> Happy Traveler: Big Bus Quirky Creations: High-Tech Playground Quirky Creations: Winning Goal Quirky Creations: Your School Creation

FOUNDATION /	W.4.1.d.	Provide a concluding statement or section related to the
PROFICIENCY LEVEL		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: Good Morning Machine Quirky Creations: High-Tech Playground Quirky Creations: Trash Monster Machine Quirky Creations: Trash Monster Machine Quirky Creations: Vinning Goal Quirky Creations: Your School Creation Science Connections: Lesson 1 How Eyes See 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
		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
FOUNDATION /	W.4.2.c.	Science Connections: Lesson 5 Information Transfer Link ideas within categories of information using words and
PROFICIENCY LEVEL		phrases (e.g., another, for example, also, because). <u>LEGO® Education SPIKETM Essential</u> 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 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		Writing Standards
STANDARD / DOMAIN / PART	04.00.00.4	
PERFORMANCE STANDARD / MODE		Text Types and Purposes
EXPECTATION /	W.4.3.	Write narratives to develop real or imagined experiences or
SUBSTRAND		events using effective technique, descriptive details, and clear event sequences.
FOUNDATION /	W.4.3.a.	Orient the reader by establishing a situation and introducing
PROFICIENCY LEVEL		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 /	W.4.3.c.	Use a variety of transitional words and phrases to manage
PROFICIENCY LEVEL		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 /	W.4.3.e.	Provide a conclusion that follows from the narrated
PROFICIENCY LEVEL		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	CA.CC.W.4.	Writing Standards
STANDARD /		
DOMAIN / PART		
PERFORMANCE STANDARD / MODE		Production and Distribution of Writing
STANDARD / MODE		

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 <u>LEGO® Education SPIKE™ Essential</u> 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: Hovering Helicopter Quirky Creations: High-Tech Playground Quirky Creations: Literary Randomizer Quirky Creations: Literary Randomizer Quirky Creations: Winning Goal Quirky Creations: Your School Creation Science Connections: Lesson 1 How Eyes See 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.) <u>LEGO® Education SPIKE™ Essential</u> Crazy Carnival Games: A-Maze-Ing - Math Extension Crazy Carnival Games: Bowling Fun Crazy Carnival Games: Unior Pinball Happy Traveler: Big Bus Happy Traveler: Cable Car Happy Traveler: Cet Around Town Happy Traveler: Hovering Helicopter Quirky Creations: Big Little Helper - Math Extension Quirky Creations: High-Tech Playground Quirky Creations: Literary Randomizer Quirky Creations: Literary Randomizer Quirky Creations: Your School Creation Science Connections: Lesson 1 How Eyes See 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. <u>LEGO® Education SPIKE™ Essential</u> 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 <u>LEGO® Education SPIKE™ Essential</u> 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		Writing Standards
STANDARD / DOMAIN / PART	CA.CC.W.4.	
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]."). <u>LEGO® Education SPIKE™ Essential</u> 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: Hovering Helicopter Happy Traveler: River Ferry Happy Traveler: Swamp Boat Happy Traveler: Swamp Boat Happy Traveler: Taxi! Taxi! Quirky Creations: Big Little Helper - Math Extension Quirky Creations: Literary Randomizer Quirky Creations: Literary Randomizer Quirky Creations: Literary Randomizer Quirky Creations: Literary Randomizer Quirky Creations: Lesson 1 How Eyes See Science Connections: Lesson 3 Energy Resources Science Connections: Lesson 4 Prepare for Natural Hazards Science Connections: Lesson 5 Information Transfer
CONTENT STANDARD /	CA.CC.W.4.	Writing Standards
DOMAIN / PART 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. <u>LEGO® Education SPIKE™ Essential</u> Crazy Carnival Games: A-Maze-Ing - Math Extension Crazy Carnival Games: Bowling Fun Crazy Carnival Games: Junior Pinball Happy Traveler: Big Bus Happy Traveler: Cable Car Happy Traveler: Get Around Town Happy Traveler: Hovering Helicopter Quirky Creations: Literary Randomizer Quirky Creations: Literary Randomizer Quirky Creations: Your School Creation Science Connections: Lesson 1 How Eyes See Science Connections: Lesson 3 Energy Resources Science Connections: Lesson 5 Information Transfer
CONTENT STANDARD /	CA.CC.SL.4.	Speaking and Listening Standards
DOMAIN / PART 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.
		<u>LEGO® Education BricQ Motion Essential</u> 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: Junior Pinball Crazy Carnival Games: Mini Mini-Golf Happy Traveler: Big Bus Happy Traveler: Cable Car Happy Traveler: Hovering Helicopter Happy Traveler: Niver Ferry Happy Traveler: Swamp Boat Happy Traveler: Swamp Boat Happy Traveler: Sig Little Helper - Math Extension Quirky Creations: Big Little Helper - Math Extension Quirky Creations: Literary Randomizer Quirky Creations: Literary Randomizer Quirky Creations: Loads of Laundry Quirky Creations: Vour School Creation Science Connections: Lesson 1 How Eyes See 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.
		<u>LEGO® Education BricQ Motion Essential</u> 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: Junior Pinball Crazy Carnival Games: Junior Pinball Crazy Carnival Games: Mini Mini-Golf Happy Traveler: Big Bus Happy Traveler: Get Around Town Happy Traveler: Get Around Town Happy Traveler: Hovering Helicopter Happy Traveler: River Ferry Happy Traveler: Swamp Boat Happy Traveler: Sig Little Helper - Math Extension Quirky Creations: Big Little Helper - Math Extension Quirky Creations: Literary Randomizer Quirky Creations: Literary Randomizer Quirky Creations: Trash Monster Machine Quirky Creations: Your School Creation Science Connections: Lesson 1 How Eyes See Science Connections: Lesson 3 Energy Resources Science Connections: Lesson 4 Prepare for Natural Hazards Science Connections: Lesson 5 Information Transfer

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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. <u>LEGO® Education SPIKE™ Essential</u> Happy Traveler: Big Bus Happy Traveler: Cable Car Happy Traveler: Get Around Town Happy Traveler: Hovering Helicopter Happy Traveler: Hovering Helicopter Happy Traveler: River Ferry Happy Traveler: Swamp Boat Happy Traveler: Taxi! Quirky Creations: Your School Creation Science Connections: Lesson 1 How Eyes See 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		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: Cable Car Happy Traveler: Get Around Town Happy Traveler: River Ferry Happy Traveler: River Ferry Happy Traveler: Sowing Boat Happy Traveler: Sod Morning Machine Quirky Creations: Ligh-Tech Playground Quirky Creations: Ligh-Tech Playground Quirky Creations: Loads of Laundry Quirky Creations: Loads of Laundry Quirky Creations: Loads of Laundry Quirky Creations: Losson 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. <u>LEGO® Education SPIKE™ Essential</u> 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 5 Information Transfer
FOUNDATION / PROFICIENCY LEVEL		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 SPIKETM 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: Junior Pinball Crazy Carnival Games: Mini Mini-Golf Happy Traveler: Big Bus Happy Traveler: Cable Car Happy Traveler: River Ferry Happy Traveler: River Ferry Happy Traveler: Taxi! Taxi! Quirky Creations: Big Little Helper - Math Extension Quirky Creations: Big Little Helper - Math Extension Quirky Creations: Literary Randomizer Quirky Creations: Loads of Laundry Quirky Creations: Loads of Laundry 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 /	CA.CC.L.4.	Language Standards
DOMAIN / PART 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. <u>LEGO® Education SPIKE™ Essential</u> 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

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). <u>LEGO® Education SPIKETM Essential</u> Crazy Carnival Games: A-Maze-Ing - Math Extension	PERFORMANCE STANDARD / MODE		Vocabulary Acquisition and Use
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	EXPECTATION /	L.4.6.	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). <u>LEGO® Education SPIKE™ Essential</u> Crazy Carnival Games: A-Maze-Ing - Math Extension Crazy Carnival Games: Bowling Fun Crazy Carnival Games: Dunior Pinball Happy Traveler: Cable Car Happy Traveler: Get Around Town Happy Traveler: Get Around Town Happy Traveler: Good Morning Machine Quirky Creations: Literary Randomizer Quirky Creations: Literary Randomizer Quirky Creations: Trash Monster Machine Science Connections: Lesson 1 How Eyes See Science Connections: Lesson 3 Energy Resources Science Connections: Lesson 4 Prepare for Natural Hazards

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		Determine central ideas or themes of a text and analyze their development; summarize the key supporting details and ideas. <u>LEGO® Education SPIKE™ Essential</u> 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	Literacy.CCR A.R.3	Analyze how and why individuals, events, or ideas develop and interact over the course of a text. <u>LEGO® Education SPIKE™ Essential</u> Crazy Carnival Games: A-Maze-Ing - Math Extension 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: Junior Pinball Crazy Carnival Games: Mini Mini-Golf Happy Traveler: Big Bus Happy Traveler: River Ferry Happy Traveler: River Ferry Happy Traveler: Taxi! Taxi! Quirky Creations: Big Little Helper - Math Extension Quirky Creations: Big Little Helper - Math Extension Quirky Creations: Literary Randomizer Quirky Creations: Literary Randomizer Quirky Creations: Trash Monster Machine Quirky Creations: Trash Monster Machine Quirky Creations: Winning Goal Science We Cannot See: Lesson 1 Matter 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

		Craft and Structure
STANDARD / MODE EXPECTATION / SUBSTRAND		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.CCR A.R.	College and Career Readiness Anchor Standards for Reading
PERFORMANCE STANDARD / MODE		Integration of Knowledge and Ideas
EXPECTATION / SUBSTRAND		Integrate and evaluate content presented in diverse media and formats, including visually and quantitatively, as well as in words.
		<u>LEGO® Education SPIKE™ Essential</u> 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 /	CCSS.ELA- Literacy.CCR	College and Career Readiness Anchor Standards for Reading
DOMAIN / PART	A.R.	
PERFORMANCE STANDARD / MODE		Range of Reading and Level of Text Complexity
EXPECTATION / SUBSTRAND	CCSS.ELA- Literacy.CCR A.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.CCR A.W.	College and Career Readiness Anchor Standards for Writing
PERFORMANCE STANDARD / MODE		Text Types and Purposes
EXPECTATION /	Literacy.CCR	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		Write narratives to develop real or imagined experiences or events using effective technique, well-chosen details and well-structured event sequences.
		<u>LEGO® Education SPIKE™ Essential</u> Happy Traveler: Cable Car Happy Traveler: Get Around Town Happy Traveler: Hovering Helicopter Quirky Creations: Literary Randomizer
CONTENT STANDARD / DOMAIN / PART	CCSS.ELA- Literacy.CCR A.W.	College and Career Readiness Anchor Standards for Writing

PERFORMANCE STANDARD / MODE		Production and Distribution of Writing
EXPECTATION / SUBSTRAND	Literacy.CCR	Produce clear and coherent writing in which the development, organization, and style are appropriate to task, purpose, and audience.
EXPECTATION / SUBSTRAND	CCSS.ELA-	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: Trash Monster Machine 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 Develop and strengthen writing as needed by planning, revising, editing, rewriting, or trying a new approach.
	A.W.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: Literary Randomizer Quirky Creations: Trash Monster Machine Quirky Creations: Trash Monster Machine Quirky Creations: Your School Creation Science We Cannot See: Lesson 1 Matter 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.W.	College and Career Readiness Anchor Standards for Writing
PERFORMANCE STANDARD / MODE		Research to Build and Present Knowledge
EXPECTATION / SUBSTRAND	Literacy.CCR A.W.7	Conduct short as well as more sustained research projects based on focused questions, demonstrating understanding of the subject under investigation. <u>LEGO® Education SPIKE™ Essential</u> 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	Literacy.CCR	Gather relevant information from multiple print and digital sources, assess the credibility and accuracy of each source, and integrate the information while avoiding plagiarism. <u>LEGO® Education SPIKE™ Essential</u> 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

	Draw evidence from literary or informational texts to support analysis, reflection, and research.
A. W. 7	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
CCSS.ELA- Literacy.CCR	College and Career Readiness Anchor Standards for Writing
<u></u>	Range of Writing
CCSS.ELA- Literacy.CCR A.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. <u>LEGO® Education SPIKE™ Essential</u> 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: Trash Monster Machine Quirky Creations: Your School Creation Science We Cannot See: Lesson 1 Matter Science We Cannot See: Lesson 4 Protect the Environment
CCSS.ELA-	College and Career Readiness Anchor Standards for Speaking
A.SL.	Comprehension and Collaboration
Literacy.CCR A.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. <u>LEGO® Education SPIKE™ Essential</u> Crazy Carnival Games: A-Maze-Ing - Math Extension 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: Get Around Town Happy Traveler: River Ferry Happy Traveler: River Ferry Happy Traveler: Swamp Boat Happy Traveler: Swamp Boat Happy Traveler: Sig Little Helper - Math Extension Quirky Creations: Good Morning Machine Quirky Creations: Literary Randomizer Quirky Creations: Loads of Laundry Quirky Creations: Trash Monster Machine Quirky Creations: Trash Monster Machine Quirky Creations: Winning Goal
	Literacy.CCR A.W.9 CCSS.ELA- Literacy.CCR A.W.10 CCSS.ELA- Literacy.CCR A.W.10 CCSS.ELA- Literacy.CCR A.SL. CCSS.ELA- Literacy.CCR

EXPECTATION / SUBSTRAND	Literacy.CCR	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		College and Career Readiness Anchor Standards for Speaking and Listening
PERFORMANCE STANDARD / MODE		Presentation of Knowledge and Ideas
EXPECTATION / SUBSTRAND	Literacy.CCR A.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: Bowling Fun 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: Swamp Boat Happy Traveler: Taxi! Taxi! Quirky Creations: Big Little Helper - Math Extension Quirky Creations: Big Little Helper - Math Extension Quirky Creations: High-Tech Playground Quirky Creations: Trash Monster Machine Quirky Creations: Trash Monster Machine Quirky Creations: Your School Creation Science We Cannot See: Lesson 1 Matter 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
	Literacy.CCR	Adapt speech to a variety of contexts and communicative tasks, demonstrating command of formal English when indicated or appropriate.
		<u>LEGO® Education SPIKE™ Essential</u> Quirky Creations: Loads of Laundry
CONTENT STANDARD / DOMAIN / PART	CCSS.ELA- Literacy.CCR A.L.	College and Career Readiness Anchor Standards for Language
PERFORMANCE STANDARD / MODE		Knowledge of Language
EXPECTATION / SUBSTRAND	Literacy.CCR	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.CCR A.L.	College and Career Readiness Anchor Standards for Language
PERFORMANCE STANDARD / MODE		Vocabulary Acquisition and Use

EXPECTATION / SUBSTRAND	Literacy.CCR	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	Literacy.CCR A.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: Swamp Boat Happy Traveler: Taxi! Quirky Creations: Big Little Helper - Math Extension Quirky Creations: Big Little Helper - Math Extension Quirky Creations: Literary Randomizer Quirky Creations: Literary Randomizer Quirky Creations: Loads of Laundry Quirky Creations: Trash Monster Machine Quirky Creations: Trash Monster Machine Science We Cannot See: Lesson 1 Matter 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		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.
		<u>LEGO® Education SPIKE™ Essential</u> 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 /	CA.CC.RI.5.	Reading Standards for Informational Text
DOMAIN / PART		
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: Swamp Boat Happy Traveler: Swamp Boat Happy Traveler: Taxi! Taxi! Quirky Creations: Big Little Helper - Math Extension Quirky Creations: High-Tech Playground Quirky Creations: Literary Randomizer Quirky Creations: Trash Monster Machine Quirky Creations: Your School Creation Science We Cannot See: Lesson 1 Matter 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 /	CA.CC.RI.5.	Reading Standards for Informational Text
DOMAIN / PART		
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 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.	Science We Cannot See: Lesson 3 Daytime and Nighttime Science We Cannot See: Lesson 4 Protect the Environment
	CA.CC.W.5.	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
STANDARD / DOMAIN / PART PERFORMANCE	CA.CC.W.5.	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 Writing Standards
STANDARD / DOMAIN / PART PERFORMANCE STANDARD / MODE		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 Writing Standards Text Types and Purposes Write opinion pieces on topics or texts, supporting a point of
STANDARD / DOMAIN / PART PERFORMANCE STANDARD / MODE EXPECTATION / SUBSTRAND FOUNDATION /	W.5.1.	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 Writing Standards Text Types and Purposes Write opinion pieces on topics or texts, supporting a point of view with reasons and information. 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
STANDARD / DOMAIN / PART PERFORMANCE STANDARD / MODE EXPECTATION / SUBSTRAND FOUNDATION /	W.5.1.	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 Writing Standards Text Types and Purposes Write opinion pieces on topics or texts, supporting a point of view with reasons and information. 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: Winning Goal Quirky Creations: Your School Creation
STANDARD / DOMAIN / PART PERFORMANCE STANDARD / MODE EXPECTATION / SUBSTRAND FOUNDATION /	W.5.1.	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 Writing Standards Text Types and Purposes Write opinion pieces on topics or texts, supporting a point of view with reasons and information. 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
STANDARD / DOMAIN / PART PERFORMANCE STANDARD / MODE EXPECTATION / SUBSTRAND FOUNDATION / PROFICIENCY LEVEL	W.5.1. W.5.1.a.	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 Writing Standards Text Types and Purposes Write opinion pieces on topics or texts, supporting a point of view with reasons and information. 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: Your School Creation Science We Cannot See: Lesson 1 Matter Provide logically ordered reasons that are supported by facts and details. LEGO® Education SPIKE™ Essential Happy Traveler: Big Bus Quirky Creations: High-Tech Playground
STANDARD / DOMAIN / PART PERFORMANCE STANDARD / MODE EXPECTATION / SUBSTRAND FOUNDATION / PROFICIENCY LEVEL	W.5.1. W.5.1.a.	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 Writing Standards Text Types and Purposes Write opinion pieces on topics or texts, supporting a point of view with reasons and information. 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: Your School Creation Science We Cannot See: Lesson 1 Matter Provide logically ordered reasons that are supported by facts and details. LEGO® Education SPIKE™ Essential Happy Traveler: Big Bus
STANDARD / DOMAIN / PART PERFORMANCE STANDARD / MODE EXPECTATION / SUBSTRAND FOUNDATION / PROFICIENCY LEVEL	W.5.1. W.5.1.a.	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 Writing Standards Text Types and Purposes Write opinion pieces on topics or texts, supporting a point of view with reasons and information. 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 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: Your School Creation
STANDARD / DOMAIN / PART PERFORMANCE STANDARD / MODE EXPECTATION / SUBSTRAND FOUNDATION / PROFICIENCY LEVEL FOUNDATION / PROFICIENCY LEVEL	W.5.1. W.5.1.a.	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 Writing Standards Text Types and Purposes Write opinion pieces on topics or texts, supporting a point of view with reasons and information. 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: Your School Creation Science We Cannot See: Lesson 1 Matter 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: Your School Creation Science We Cannot See: Lesson 1 Matter Provide logically ordered reasons that are supported by facts and details. LEGO® Educations SPIKE™ Essential Happy Traveler: Big Bus Quirky Creations: Your School Creation Science We Cannot See: Lesson 1 Matter Link opinion and reasons using words, phrases, and clauses

FOUNDATION /	W.5.1.d.	Provide a concluding statement or section related to the
PROFICIENCY LEVEL		opinion presented.
		<u>LEGO® Education SPIKE™ Essential</u> 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.
		<u>LEGO® Education SPIKE™ Essential</u> 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	CA.CC.W.5.	Writing Standards
STANDARD / DOMAIN / PART		
PERFORMANCE		Text Types and Purposes
STANDARD / MODE		
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.
		<u>LEGO® Education SPIKE™ Essential</u> 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.
		<u>LEGO® Education SPIKE™ Essential</u> 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.
		<u>LEGO® Education SPIKE™ Essential</u> 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.
		<u>LEGO® Education SPIKE™ Essential</u> 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 <u>LEGO® Education SPIKE™ Essential</u> Crazy Carnival Games: A-Maze-Ing - Math Extension Crazy Carnival Games: Bowling Fun Crazy Carnival Games: Dunior Pinball Happy Traveler: Big Bus Happy Traveler: Cable Car Happy Traveler: Get Around Town Happy Traveler: Hovering Helicopter Quirky Creations: High-Tech Playground Quirky Creations: High-Tech Playground Quirky Creations: Trash Monster Machine Quirky Creations: Your School Creation Science We Cannot See: Lesson 1 Matter 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.) <u>LEGO® Education SPIKE™ Essential</u> 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: Big Bus Happy Traveler: Get Around Town Happy Traveler: Hovering Helicopter Quirky Creations: Big Little Helper - Math Extension Quirky Creations: High-Tech Playground Quirky Creations: Literary Randomizer Quirky Creations: Literary Randomizer Quirky Creations: Trash Monster Machine Quirky Creations: Your School Creation Science We Cannot See: Lesson 1 Matter 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 <u>LEGO® Education SPIKE™ Essential</u> Crazy Carnival Games: Bowling Fun Crazy Carnival Games: Junior Pinball Quirky Creations: Good Morning Machine Quirky Creations: Trash Monster 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. <u>LEGO® Education SPIKE™ Essential</u> 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. <u>LEGO® Education SPIKE™ Essential</u> Crazy Carnival Games: A-Maze-Ing - Math Extension Crazy Carnival Games: Bowling Fun Crazy Carnival Games: Bowling Fun Crazy Carnival Games: Unior 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: Literary Randomizer Quirky Creations: Trash Monster Machine Quirky Creations: Your School Creation Science We Cannot See: Lesson 1 Matter Science We Cannot See: Lesson 4 Protect the Environment
CONTENT STANDARD /	CA.CC.SL.5.	Speaking and Listening Standards
DOMAIN / PART 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.
		<u>LEGO® Education BricQ Motion Essential</u> 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: Junior Pinball Crazy Carnival Games: Mini Mini-Golf Happy Traveler: Big Bus Happy Traveler: Cable Car Happy Traveler: Cable Car Happy Traveler: Hovering Helicopter Happy Traveler: River Ferry Happy Traveler: Swamp Boat Happy Traveler: Sug Little Helper - Math Extension Quirky Creations: Big Little Helper - Math Extension Quirky Creations: Literary Randomizer Quirky Creations: Literary Randomizer Quirky Creations: Trash Monster Machine Quirky Creations: Your School Creation Science We Cannot See: Lesson 1 Matter 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 /	SL.5.1.b.	Follow agreed-upon rules for discussions and carry out
FOUNDATION / PROFICIENCY LEVEL	SL.5.1.b.	Follow agreed-upon rules for discussions and carry out assigned roles. <u>LEGO® Education BricQ Motion Essential</u> Track and Field <u>LEGO® Education SPIKE™ Essential</u> 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: Junior Pinball Crazy Carnival Games: Mini Mini-Golf Happy Traveler: Big Bus Happy Traveler: Get Around Town Happy Traveler: Hovering Helicopter Happy Traveler: Swamp Boat Happy Traveler: Swamp Boat Happy Traveler: Taxi! Taxi! Quirky Creations: Big Little Helper - Math Extension Quirky Creations: Literary Randomizer Quirky Creations: Literary Randomizer Quirky Creations: Trash Monster Machine Quirky Creations: Your School Creation Science We Cannot See: Lesson 1 Matter Science We Cannot See: Lesson 4 Protect the Environment Science We Cannot See: Lesson 4 Protect the Environment 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: 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: Taxi! Taxi! Quirky Creations: Big Little Helper - Math Extension Quirky Creations: Big Little Helper - Math Extension Quirky Creations: High-Tech Playground Quirky Creations: Literary Randomizer Quirky Creations: Trash Monster Machine Quirky Creations: Your School Creation Science We Cannot See: Lesson 1 Matter Science We Cannot See: Lesson 3 Daytime and Nighttime 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

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.)
	SL.5.6.	English when appropriate to task and situation. (See grade 5
		English when appropriate to task and situation. (See grade 5 Language standards 1 and 3 for specific expectations.) LEGO® Education SPIKETM Essential
SUBSTRAND		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
SUBSTRAND CONTENT STANDARD / DOMAIN / PART PERFORMANCE		English when appropriate to task and situation. (See grade 5 Language standards 1 and 3 for specific expectations.) <u>LEGO® Education SPIKE™ Essential</u> Quirky Creations: Loads of Laundry Language Standards
SUBSTRAND CONTENT STANDARD / DOMAIN / PART PERFORMANCE STANDARD / MODE EXPECTATION /	CA.CC.L.5.	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 Language Standards Conventions of Standard English Demonstrate command of the conventions of standard English grammar and usage when writing or speaking. Recognize and correct inappropriate shifts in verb tense.
SUBSTRAND CONTENT STANDARD / DOMAIN / PART PERFORMANCE STANDARD / MODE EXPECTATION / SUBSTRAND FOUNDATION /	CA.CC.L.5.	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 Language Standards Conventions of Standard English Demonstrate command of the conventions of standard English grammar and usage when writing or speaking. 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
SUBSTRAND CONTENT STANDARD / DOMAIN / PART PERFORMANCE STANDARD / MODE EXPECTATION / SUBSTRAND FOUNDATION /	CA.CC.L.5.	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 Language Standards Conventions of Standard English Demonstrate command of the conventions of standard English grammar and usage when writing or speaking. 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 Creative Carnival Games Crazy Carnival Games: Junior Pinball Happy Traveler: Big Bus
SUBSTRAND CONTENT STANDARD / DOMAIN / PART PERFORMANCE STANDARD / MODE EXPECTATION / SUBSTRAND FOUNDATION /	CA.CC.L.5.	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 Language Standards Conventions of Standard English Demonstrate command of the conventions of standard English grammar and usage when writing or speaking. 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: Unior Pinball Happy Traveler: Big Bus Happy Traveler: Cable Car Happy Traveler: Cable Car
SUBSTRAND CONTENT STANDARD / DOMAIN / PART PERFORMANCE STANDARD / MODE EXPECTATION / SUBSTRAND FOUNDATION /	CA.CC.L.5.	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 Language Standards Conventions of Standard English Demonstrate command of the conventions of standard English grammar and usage when writing or speaking. Recognize and correct inappropriate shifts in verb tense. LEGO® Education SPIKE™ Essential Crazy Carnival Games: A-Maze-Ing - Math Extension Crazy Carnival Games: Creative Carnival Games Crazy Carnival Games: Junior Pinball Happy Traveler: Big Bus Happy Traveler: Big Bus Happy Traveler: Cable Car Happy Traveler: Hovering Helicopter Quirky Creations: High-Tech Playground
SUBSTRAND CONTENT STANDARD / DOMAIN / PART PERFORMANCE STANDARD / MODE EXPECTATION / SUBSTRAND FOUNDATION /	CA.CC.L.5.	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 Language Standards Conventions of Standard English Demonstrate command of the conventions of standard English grammar and usage when writing or speaking. Recognize and correct inappropriate shifts in verb tense. LEGO® Education SPIKE™ Essential Crazy Carnival Games: A-Maze-Ing - Math Extension Crazy Carnival Games: Creative Carnival Games Crazy Carnival Games: Junior Pinball Happy Traveler: Big Bus Happy Traveler: Get Around Town Happy Traveler: Hovering Helicopter Quirky Creations: High-Tech Playground Quirky Creations: High-Tech Playground Quirky Creations: Trash Monster Machine
SUBSTRAND CONTENT STANDARD / DOMAIN / PART PERFORMANCE STANDARD / MODE EXPECTATION / SUBSTRAND FOUNDATION /	CA.CC.L.5.	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 Language Standards Conventions of Standard English Demonstrate command of the conventions of standard English grammar and usage when writing or speaking. 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: Dunior Pinball Happy Traveler: Big Bus Happy Traveler: Big Bus Happy Traveler: Cable Car Happy Traveler: Get Around Town Happy Traveler: Hovering Helicopter Quirky Creations: High-Tech Playground Quirky Creations: Literary Randomizer Quirky Creations: Trash Monster Machine Quirky Creations: Trash Monster Machine Quirky Creations: Your School Creation Science We Cannot See: Lesson 1 Matter
SUBSTRAND	CA.CC.L.5.	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 Language Standards Conventions of Standard English Demonstrate command of the conventions of standard English grammar and usage when writing or speaking. Recognize and correct inappropriate shifts in verb tense. LEGO® Education SPIKE™ Essential Crazy Carnival Games: A-Maze-Ing - Math Extension Crazy Carnival Games: Creative Carnival Games Crazy Carnival Games: Junior Pinball Happy Traveler: Big Bus Happy Traveler: Big Bus Happy Traveler: Hovering Helicopter Quirky Creations: Literary Randomizer Quirky Creations: Literary Randomizer Quirky Creations: Trash Monster Machine Quirky Creations: Your School Creation
SUBSTRAND	CA.CC.L.5. L.5.1. L.5.1.d.	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 Language Standards Conventions of Standard English Demonstrate command of the conventions of standard English grammar and usage when writing or speaking. 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: Get Around Town Happy Traveler: Good Morning Machine Quirky Creations: Literary Randomizer Quirky Creations: Literary Randomizer Quirky Creations: Trash Monster Machine Quirky Creations: Your School Creation Science We Cannot See: Lesson 1 Matter Science We Cannot See: Lesson 4 Protect the Environment

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.
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. <u>LEGO® Education SPIKE™ Essential</u> 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
CA.CC.L.5.	Language Standards
	Vocabulary Acquisition and Use
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). <u>LEGO® Education SPIKE™ Essential</u> 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 3 Daytime and Nighttime Science We Cannot See: Lesson 4 Protect the Environment
	CA.CC.L.5.

Mathematics

Glade. 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. <u>LEGO® Education BricQ Motion Essential</u> 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. <u>LEGO® Education BricQ Motion Essential</u> 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.) <u>LEGO® Education SPIKE™ Essential</u> See it! Hear It! Build It!: Lesson 1 Illumination	

CONTENT		Operations and Algebraic Thinking
STANDARD / DOMAIN / PART	04.00.1.04.	
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.
		<u>LEGO® Education SPIKE™ Essential</u> See it! Hear It! Build It!: Lesson 3 Transparency See it! Hear It! Build It!: Lesson 4 Communicate with Light or Sound
CONTENT	CA.CC.1.MD.	Measurement and Data
STANDARD / DOMAIN / PART		
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.
		<u>LEGO® Education SPIKE™ Essential</u> 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. <u>LEGO® Education BricQ Motion Essential</u> Get Up and Dance
		<u>LEGO® Education SPIKE™ Essential</u> Amazing Amusement Park: The Spinning Ferris Wheel Great Adventures: Boat Trip Great Adventures: The Great Desert Adventure

Mathematics			
Grade: 2 - Adopted: 2013			

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CONTENT STANDARD / DOMAIN / PART	CA.CC.MP.	Standards for Mathematical Practice
PERFORMANCE	MP.1.	Make sense of problems and persevere in solving them.
STANDARD / MODE		LEGO® Education BricQ Motion Essential Relay Race
		Sail Ćar
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	CA.CC.2.OA.	Operations and Algebraic Thinking
STANDARD / DOMAIN / PART		
PERFORMANCE STANDARD / MODE		Represent and solve problems involving addition and subtraction.
EXPECTATION / SUBSTRAND		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.
		<u>LEGO® Education BricQ Motion Essential</u> Push Car Derby
		<u>LEGO® Education SPIKE™ Essential</u> 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 /	CA.CC.2.MD.	Measurement and Data
DOMAIN / PART		
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. <u>LEGO® Education SPIKE™ Essential</u> Science in Nature and our Daily Life: Lesson 4 Classify and Choose Materials <u>LEGO® Education BricQ Motion Essential</u> 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. <u>LEGO® Education SPIKE™ Essential</u> 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. <u>LEGO® Education SPIKE™ Essential</u> Amazing Amusement Park: The Spinning Ferris Wheel Great Adventures: Boat Trip Great Adventures: The Great Desert Adventure

Mathematics Grade: 3 - Adopted: 2013

		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	3.0A.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. <u>LEGO® Education BricQ Motion Essential</u> 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. <u>LEGO® Education SPIKE™ Essential</u> 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.

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FOUNDATION / PROFICIENCY LEVEL		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		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.
		<u>LEGO® Education SPIKE™ Essential</u> 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 (I). 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.
		<u>LEGO® Education SPIKE™ Essential</u> Animals and Their Environments: Lesson 2 Life Cycles Crazy Carnival Games: A-Maze-Ing - Math Extension Happy Traveler: Swamp Boat
EXPECTATION / SUBSTRAND		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.
		<u>LEGO® Education BricQ Motion Essential</u> Bobsled Free Throw Weightlifter
		<u>LEGO® Education SPIKE™ Essential</u> 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		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.
		<u>LEGO® Education SPIKE™ Essential</u> Quirky Creations: Loads of Laundry

FOUNDATION /	3.MD.5.b.	A plane figure which can be covered without gaps or
PROFICIENCY LEVEL		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).
		<u>LEGO® Education SPIKE™ Essential</u> 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		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		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.
		<u>LEGO® Education BricQ Motion Essential</u> Track and Field
		<u>LEGO® Education SPIKE™ Essential</u> 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		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.
		<u>LEGO® Education SPIKE™ Essential</u> Happy Traveler: Taxi! Taxi!
CONTENT STANDARD / DOMAIN / PART	CA.CC.3.G.	Geometry
PERFORMANCE STANDARD / MODE		Reason with shapes and their attributes.

EXPECTATION / SUBSTRAND	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

Mathematics

CONTENT	CA.CC.4.NB	Number and Operations in Base Ten
STANDARD /	Т.	
DOMAIN / PART		
PERFORMANCE		Use place value understanding and properties of operations
STANDARD / MODE		to perform multi-digit arithmetic.
EXPECTATION /	4.NBT.5.	Multiply a whole number of up to four digits by a one-digit
SUBSTRAND		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.
		equations, rectangular arrays, and/or area models.
		LEGO® Education BricQ_Motion Essential
		Track and Field
CONTENT	CA.CC.4.NF.	Number and Operations—Fractions
STANDARD /		
DOMAIN / PART		
PERFORMANCE		Build fractions from unit fractions by applying and extending
STANDARD / MODE		previous understandings of operations on whole numbers.
EXPECTATION /	4.NF.4.	Apply and extend previous understandings of multiplication
SUBSTRAND	4.INF.4.	to multiply a fraction by a whole number.
FOUNDATION /	4.NF.4.a.	Understand a fraction a/b as a multiple of 1/b. For example,
PROFICIENCY LEVEL		use a visual fraction model to represent 5/4 as the product 5
		\times (1/4), recording the conclusion by the equation 5/4 = 5 \times
		(1/4).
		LEGO® Education SPIKE™ Essential
		Crazy Carnival Games: High Stick Hockey - Math Extension
CONTENT	CA.CC.4.NF.	Number and Operations—Fractions
STANDARD /		
DOMAIN / PART		
PERFORMANCE		Understand decimal notation for fractions, and compare
STANDARD / MODE		decimal fractions.
EXPECTATION /	4.NF.5.	Express a fraction with denominator 10 as an equivalent
SUBSTRAND		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 /	4.NF.6.	Use decimal notation for fractions with denominators 10 or
SUBSTRAND		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

		Compare two desimple to hundred the hundred the hundred is a start
EXPECTATION / SUBSTRAND		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
		<u>LEGO® Education SPIKE™ Essential</u> 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		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),
		<u>LEGO® Education SPIKE™ Essential</u> Crazy Carnival Games: Avoid the Edge - Math Extension Science Connections: Lesson 3 Energy Resources
EXPECTATION / SUBSTRAND		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.
		<u>LEGO® Education SPIKE™ Essential</u> 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. <u>LEGO® Education SPIKE™ Essential</u> Happy Traveler: 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		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 Comese Vich Stick Hankay, Math Extension
		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.
		<u>LEGO® Education SPIKE™ Essential</u> Crazy Carnival Games: Mini Mini-Golf

Mathematics

		Grade: 5 - Adopted: 2013
CONTENT STANDARD / DOMAIN / PART	CA.CC.5.NB T.	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		Compare two decimals to thousandths based on meanings of the digits in each place, using >, =, and < symbols to record the results of comparisons.
		<u>LEGO® Education SPIKE™ Essential</u> 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 SPIKETM Essential
	CA.CC.5.MD.	Crazy Carnival Games: High Stick Hockey - Math Extension Measurement and Data
STANDARD / DOMAIN / PART		
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. <u>LEGO® Education SPIKE™ Essential</u> 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. <u>LEGO® Education SPIKE™ Essential</u> 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
	CA.CC.5.MD.	Quirky Creations: Loads of Laundry Measurement and Data
STANDARD / DOMAIN / PART		
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.
		<u>LEGO® Education SPIKE™ Essential</u> Quirky Creations: Loads of Laundry

CONTENT		Measurement and Data
STANDARD /	CA.CC.J.MD.	
DOMAIN / PART		
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.
		<u>LEGO® Education SPIKE™ Essential</u> Quirky Creations: Loads of Laundry
FOUNDATION / PROFICIENCY LEVEL	5.MD.5.b.	Apply the formulas $V = I \times w \times h$ 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
STANDARD /	CA.CC.5.G.	Geometry Graph points on the coordinate plane to solve real-world and mathematical problems.
STANDARD / DOMAIN / PART PERFORMANCE	CA.CC.5.G.	Graph points on the coordinate plane to solve real-world and
STANDARD / DOMAIN / PART PERFORMANCE STANDARD / MODE EXPECTATION /		Graph points on the coordinate plane to solve real-world and mathematical problems. 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
STANDARD / DOMAIN / PART PERFORMANCE STANDARD / MODE EXPECTATION /		Graph points on the coordinate plane to solve real-world and mathematical problems. 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