



Using Phenomena to Drive Student Learning in a Unit of Instruction for Elementary School Students



Lynda O'Donnell

*Jane Addams Elementary School
Redford, MI*

@lyndaeagle98

Holly Hereau

*Thurston High School
Redford, MI*

@hhereau





How does phenomena help us support a classroom culture of figuring out for all students?

Anchoring and Investigative Phenomena



We will show how we use an Anchoring Phenomenon to drive learning of a complex idea in an Elementary School Unit and We will show how we use Investigative Phenomena to support a culture of “figuring out” - so all students participate in knowledge building while explaining the complex idea

Additionally we will highlight the relationship we have developed to support the introduction of NGSS storyline units in two 5th-grade classes in our district

5th-grade Ecosystem Unit Target PEs



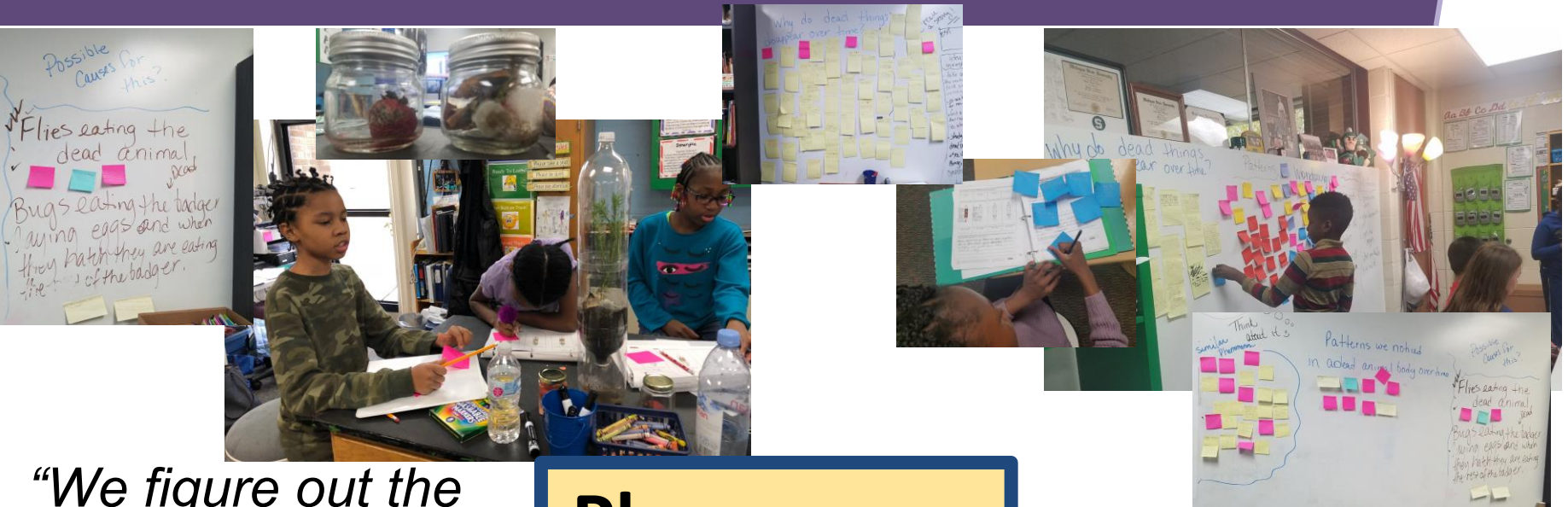
5-PS3-1. Use models to describe that energy in animals' food (used for body repair, growth, and motion and to maintain body warmth) was once energy from the sun.

5-LS2-1. Develop a model to describe the movement of matter among plants, animals, decomposers, and the environment.
Systems and System Models

5-LS1-1. Support an argument that plants get the materials they need for growth chiefly from air and water.

5-PS1-1. Develop a model to describe that matter is made of particles too small to be seen.

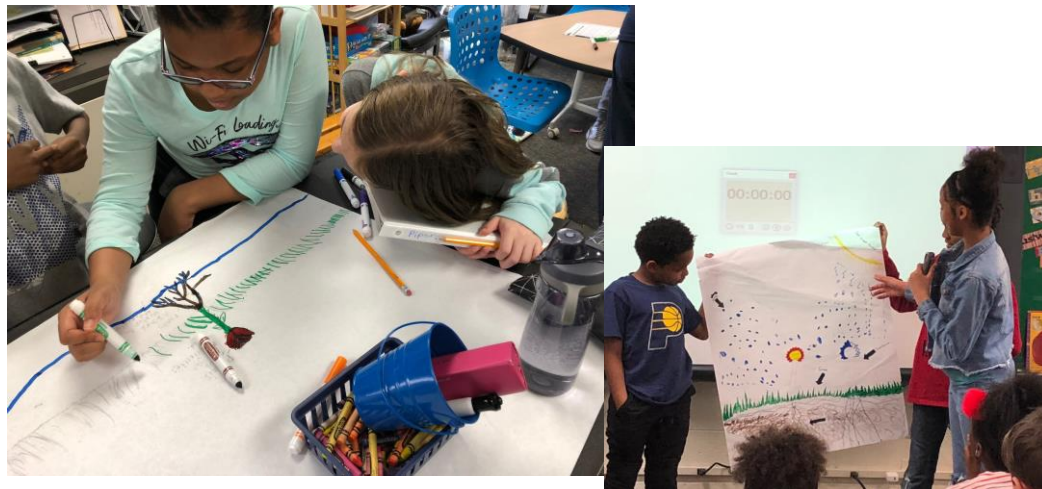
Students as partners in knowledge building



“We figure out the science ideas.”

Phenomena

“We figure out where we are going each step.”



“We put the pieces of the science ideas together over time.”



Why is the use of phenomena important to get to these performance expectations?



To explain the phenomena students will use:

Science and Engineering Practices	Disciplinary Core Ideas	Cross Cutting Concepts
<p>Developing and Using Models</p> <ul style="list-style-type: none">● Use models to describe phenomena.● Develop a model to describe phenomena. <p>Engaging in Argument from Evidence</p> <ul style="list-style-type: none">● Support an argument with evidence, data, or a model.	<p>PS3.D: Energy in Chemical Processes and Everyday Life</p> <p>LS1.C: Organization for Matter and Energy Flow in Organisms</p> <p>LS2.A: Interdependent Relationships in Ecosystems</p> <p>LS2.B: Cycles of Matter and Energy Transfer in Ecosystems</p> <p>PS1.A: Structure and Properties of Matter</p>	<p>Energy and Matter</p> <ul style="list-style-type: none">● Energy can be transferred in various ways and between objects.● Matter is transported into, out of, and within systems. <p>Systems and System Models</p> <ul style="list-style-type: none">● A system can be described in terms of its components and their interactions <p>Scale, Proportion, and Quantity</p> <ul style="list-style-type: none">● Natural objects exist from the very small to the immensely large

Thinking about the 5th-grade Ecosystems Storyline and how to employ phenomena



- How can we use an anchoring phenomenon to motivate developing a complex model like showing how matter moves between organisms in an ecosystem?
- Can we use student questions to motivate investigations that look at new phenomenon that will be helpful in developing our ideas about how matter moves in ecosystems?
- Can students construct a model of the movement of matter and energy step by step by building up from their explanations of their investigations of phenomenon?

What key elements are necessary to ensure the anchoring phenomenon can carry the unit?



Elements of the Anchoring Phenomenon Routine

- Students Explore the Anchoring Phenomenon - *What do we notice?*
- Students attempt to make sense of the Phenomenon - *How can we explain this? Do our explanations agree?*
- Students Identify Related Phenomena - *Where else does something like this happen?*
- Develop Questions & Next Steps - *What do we need to figure out?*

Why do dead things disappear over time?



The teacher introduces unit by asking a question: Have you ever noticed something like this on the road? Does it stay there forever? What happens to it?



Students make predictions about what this racoon will look like in the future

<p>Raccoon after 2 days</p> <p>What will cause it to look this way?</p> <p>The racoon looks like that because other racoon and animals killed the racoon.</p>	<p>Raccoon after 2 weeks (14 days)</p> <p>What will cause it to look this way?</p> <p>The racoon bones are showing because the other animals were eating the racoon and had open the racoon skin.</p>	<p>Raccoon after 2 months (~60 days)</p> <p>What will cause it to look this way?</p> <p>The racoon is gone and there are nothing but the bones because the skin have decompose.</p>
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<p>Raccoon after 2 days</p> <p>What will cause it to look this way?</p> <p>Flies and worms and other decomposers are eating it.</p>	<p>Raccoon after 2 weeks (14 days)</p> <p>What will cause it to look this way?</p> <p>The decomposers are done and all that's left is some fur and bones and a little bit of dry blood.</p>	<p>Raccoon after 2 months (~60 days)</p> <p>What will cause it to look this way?</p> <p>The decomposers are done and all that's left is some fur and bones and a little bit of dry blood.</p>
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Students have lots of ideas for how to test their predictions...



Take a Picker each Day
Put a GO PRO out side
were The Animal is and Then
Chek it wote in a wire

Put Another Cammer closer.
LOOK closer to it.

Wakanda forever

~~look up at it~~
- look up & what insect eat dead Anamails
- look to see on any thing that was inside the body there

record more days

Alon Shondell Taylor Tyson

- Find out how it died
- Go back in time
- look it up
- see if there are bite marks
- look it up on a computer
- you can put up a gopro in your backyard
- come back each day
- You can check on it every day
- research what happens to it when it dies
- put a gopro there
- Find clues
- Take it to the vet so it can get an X Ray
- take pictures of it each day
- you could get a drone so you can look at it from the inside the your house instead of going up close to it

We could watch The ~~the~~ video over again
you could put a ton and study it.

How many hrs was recording

We could look for more videos to watch
we could get 360 camras to put around it



They decide to set up a video camera on a dead thing in the woods to find out what really happens



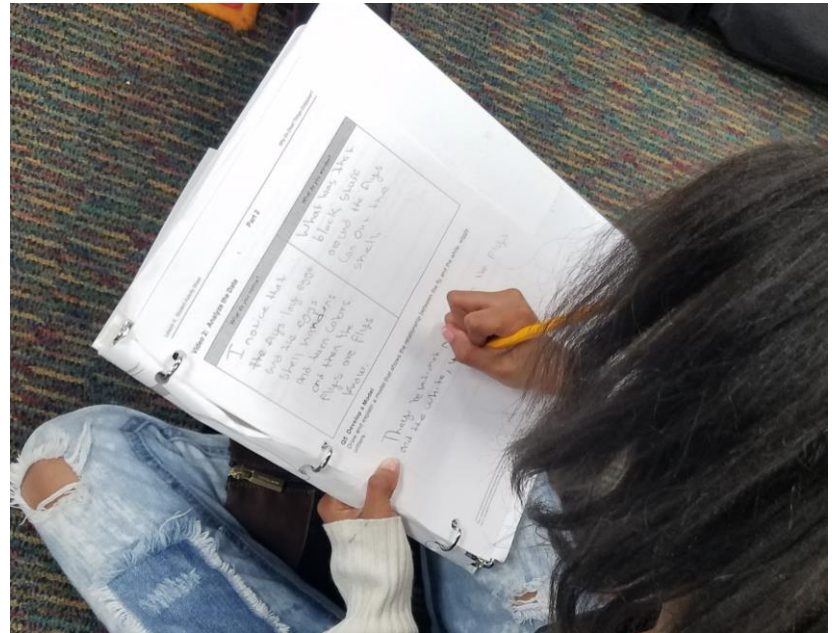
Effective Anchoring Phenomena...



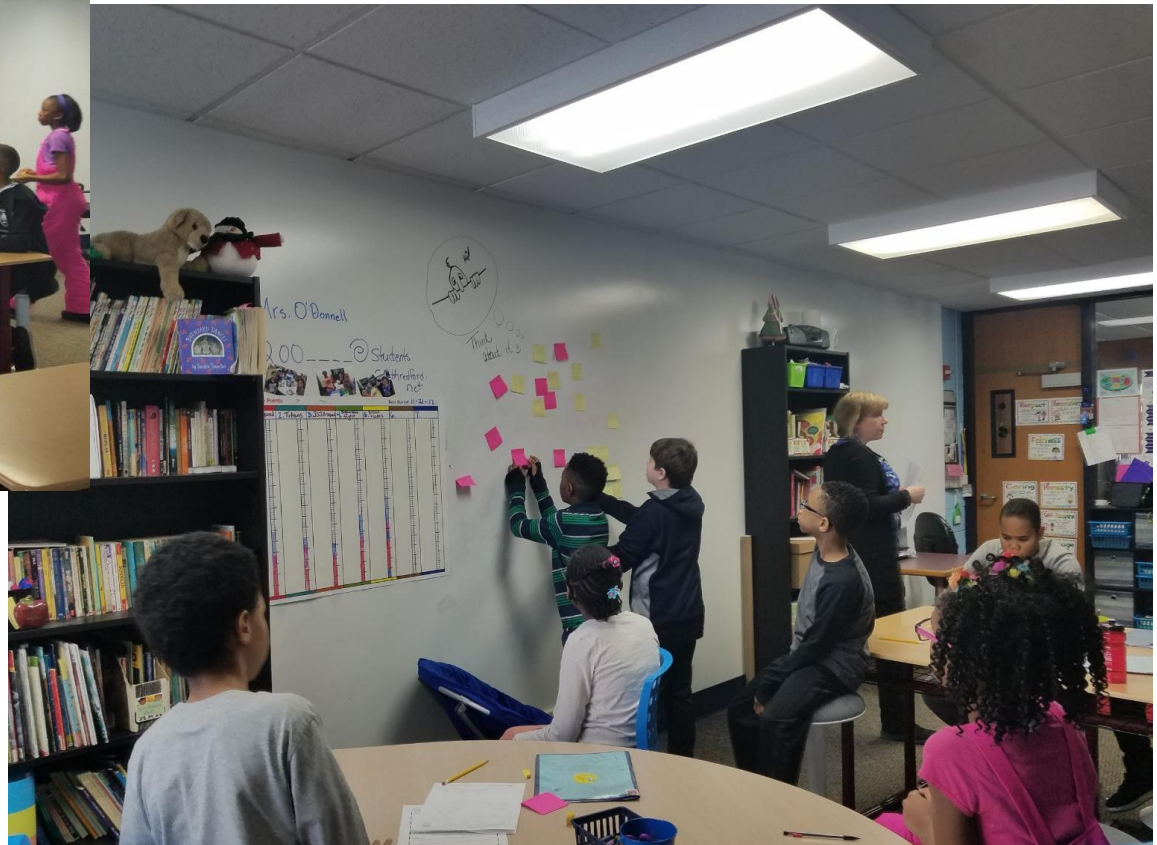
- Are immediately (or progressively) interesting to explore



Students attempt to explain the phenomenon... and have some competing ideas



Students' Initial Questions



Effective Anchoring Phenomena...



- Are immediately (or progressively) interesting to explore
- Lead us to wonder
- Generate controversy (competing explanations)



Students explore some more information about what's going on with the dead animal and share related experiences



Think about it ☺

similar Phenomena

Patterns we noticed in a dead animal body overtime.

When me and my mom were going to the store we saw a dog on the side of the road and it looked like it was there for 4 days and blood was every where

additional
Bloss
ins
if
okay
white

- A dead bird
- It looks like it been there for two days
- It look like it fall out a tree because it was under a tree

me in
THERE WAS A dead
on the side

It was a de
It's ha
there an
Blood
so we
way
it was
it

When me and my

Effective Anchoring Phenomena...



- Are immediately (or progressively) interesting to explore
- Lead us to wonder
- Generate controversy (competing explanations)
- Connect to other experiences that students have had with related phenomena in the world.

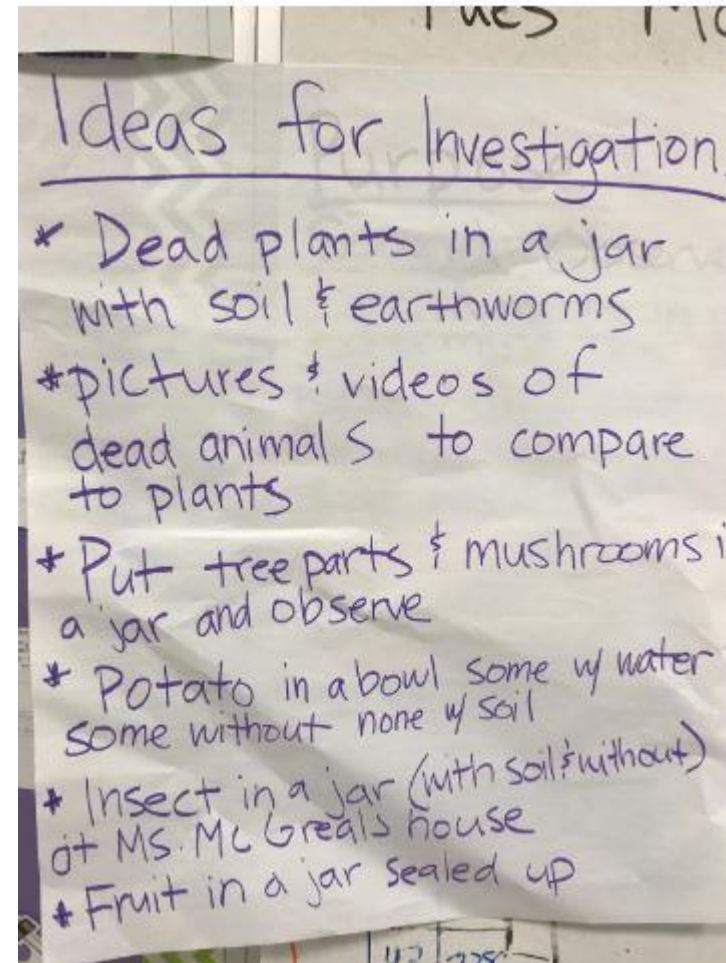
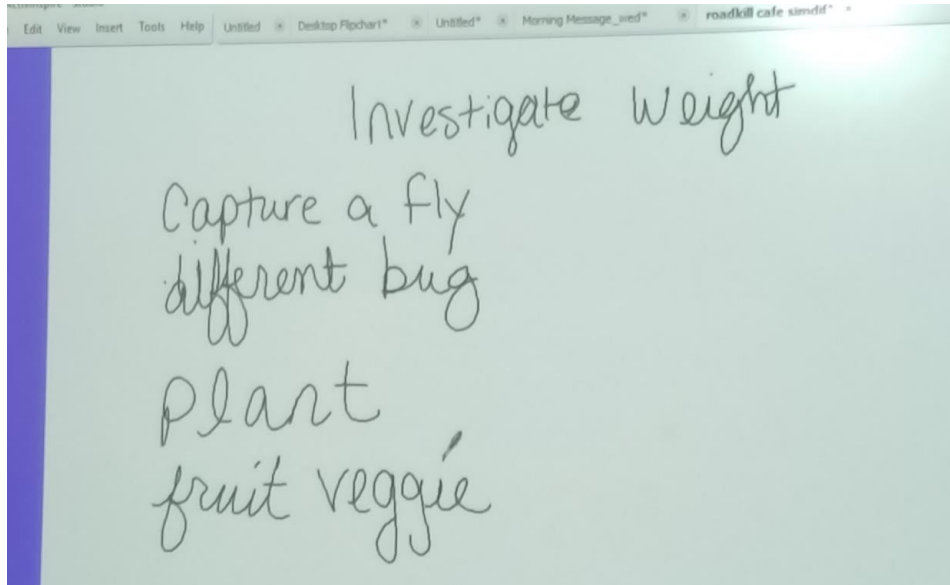
Effective Anchoring Phenomena...



- Are immediately (or progressively) interesting to explore
- Lead us to wonder
- Generate controversy (competing explanations)
- Connect to other experiences that students have had with related phenomena in the world.
- Generate questions



Students brainstorm ways to investigate their questions



Effective Anchoring Phenomena...



- Are immediately (or progressively) interesting to explore
- Lead us to wonder
- Generate controversy (competing explanations)
- Connect to other experiences that students have had with related phenomena in the world.
- Generate questions and **ideas for investigations**

What have we accomplished so far?

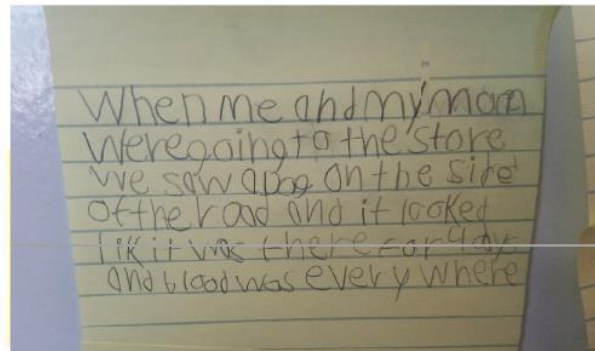


**Students Explore
the Anchoring
Phenomenon**



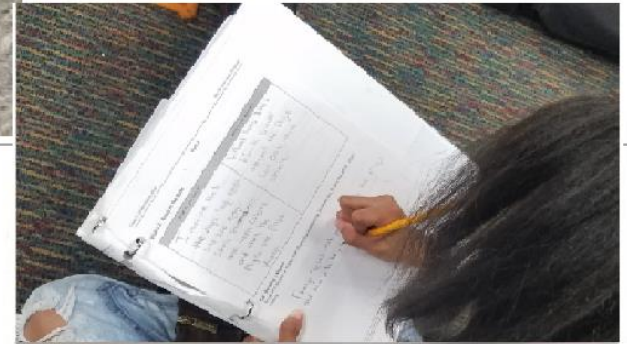
What do we notice?

**Students
attempt to make
sense of the
Phenomenon**



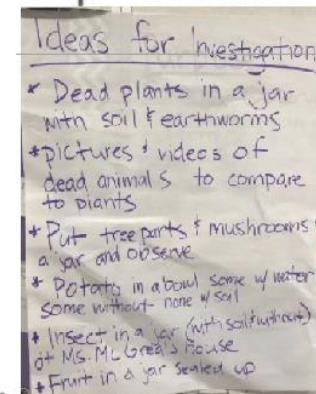
Where else does something similar happen?

**Students Identify
Related
Phenomena**



How can we explain this?
Do our explanations agree?

**Develop
Questions &
Next Steps**



What can we do to figure out how to explain all this?



Effective Anchoring Phenomena...



- Are immediately (or progressively) interesting to explore
- Lead us to wonder
- Generate controversy (competing explanations)
- Connect to other experiences that students have had with related phenomena in the world.
- Generate questions and ideas for investigations
- Becomes our goal to try explain (by some later point in the unit).

*In this role we refer to such a phenomena as an **anchoring phenomena** as it anchors the launch of the unit and is something we will revisit in future lessons.*



What did students decide to test first?



How can we know for sure what is making our plants change over time?



Why are we doing this investigation?

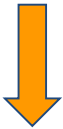


We need to find out if plants also will disappear over time, and try to figure out what factors are involved because...

Teacher's

Perspective:

Students need to build and use science ideas



5-LS2-1. Develop a model to describe the movement of matter among plants, animals, decomposers, and the environment. Systems and System Models
A system can be described in terms of its components and their interactions.

NGSS PERFORMANCE EXPECTATIONS BUNDLE		
Matter and Energy in Organisms and Ecosystems		
5-PS3-1	5-LS1-1	5-LS2-1
Structure and Properties of Matter		
5-PS1-1		

Kids' Perspective: We're trying to see what happens to plants - is it the same or different than when the animals disappeared?



Because we're trying to answer our Driving Question "**How do dead things disappear over time?**"

Why are we doing this investigation?



We need to find out if plants also will disappear over time, and try to figure out what factors are involved because...

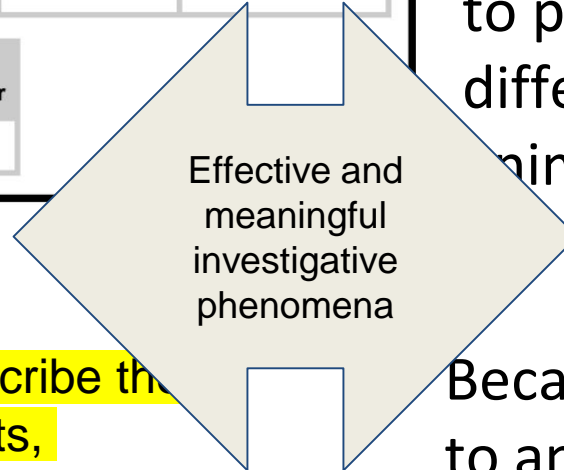
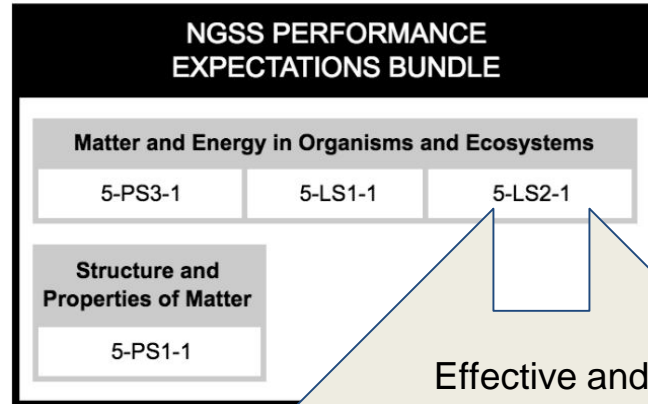
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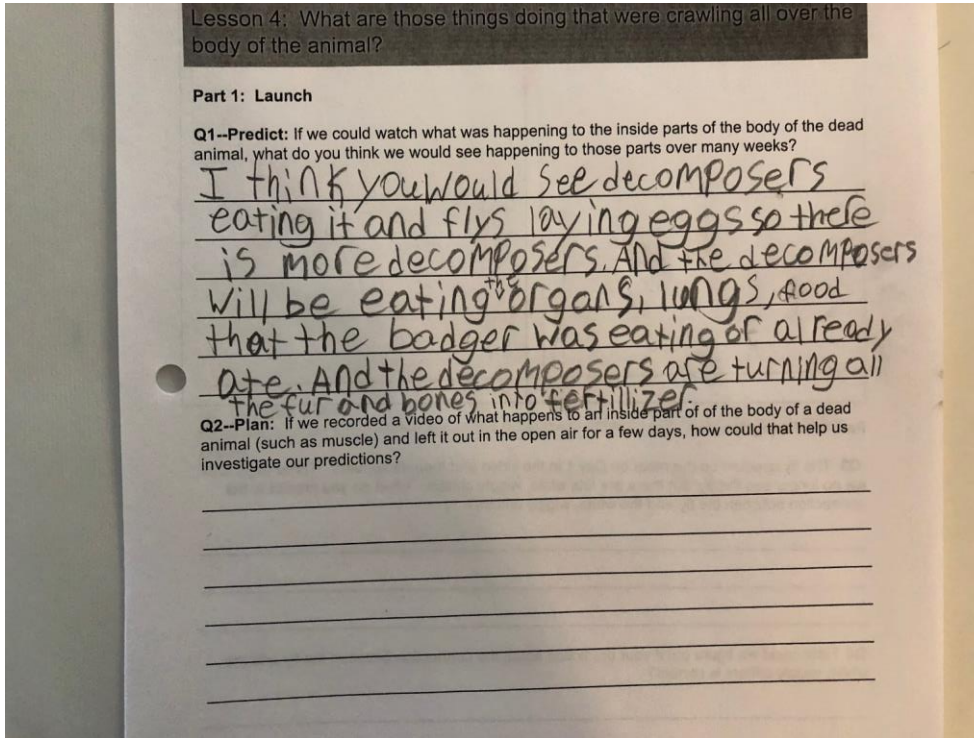
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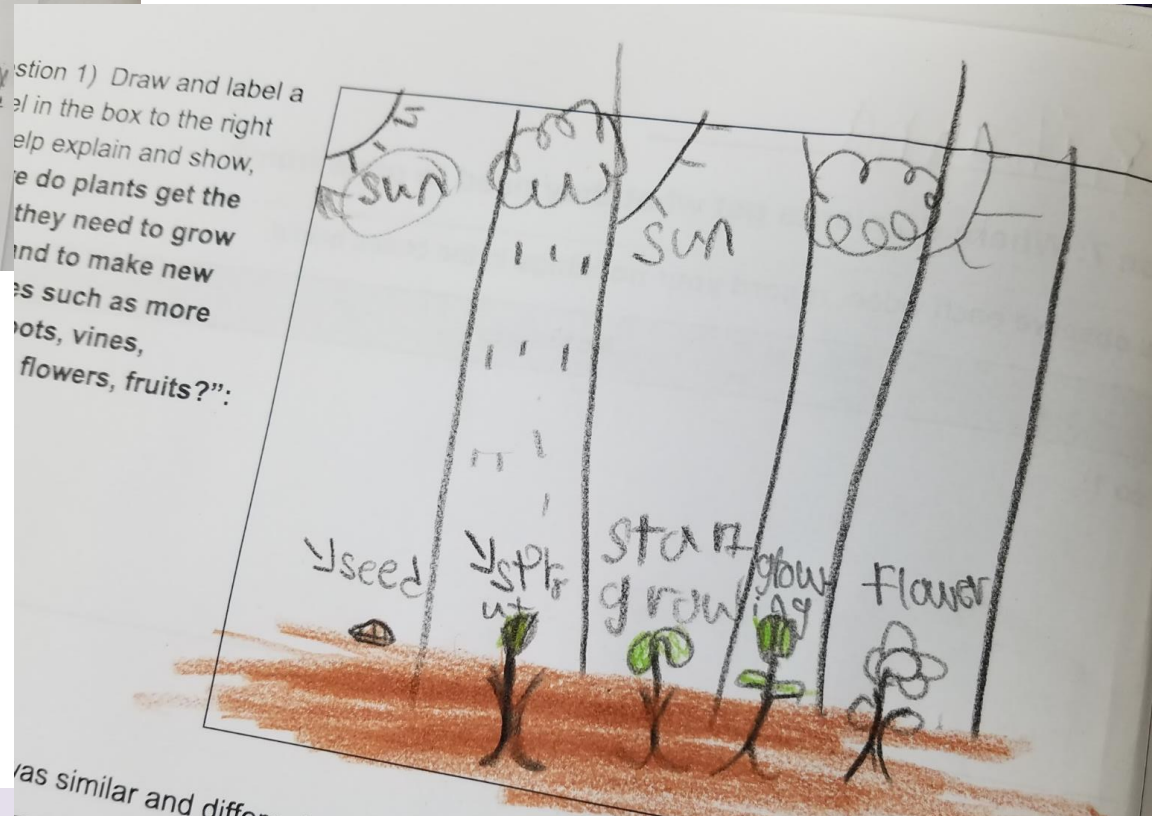
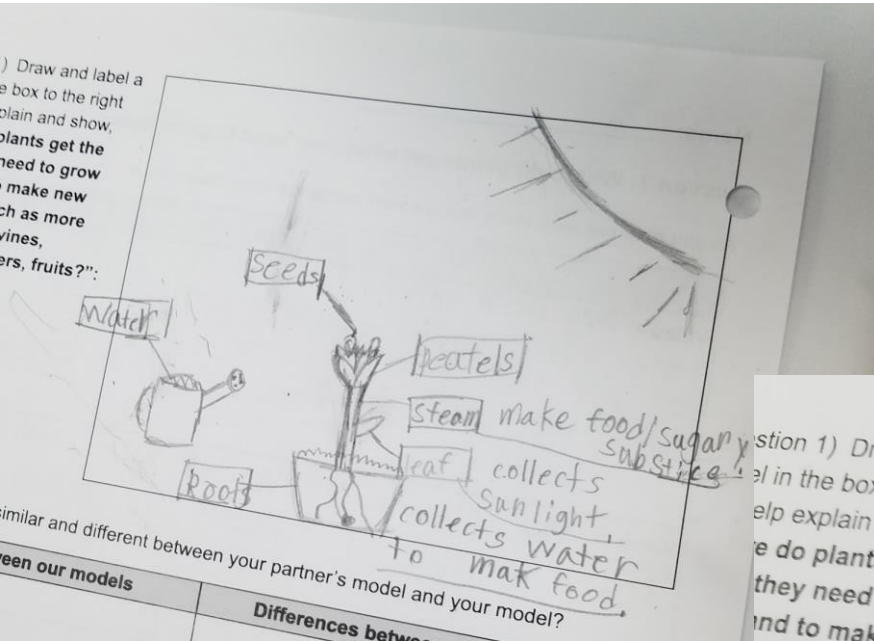


Results of this investigation led to discovering some key ideas and also led to more questions....





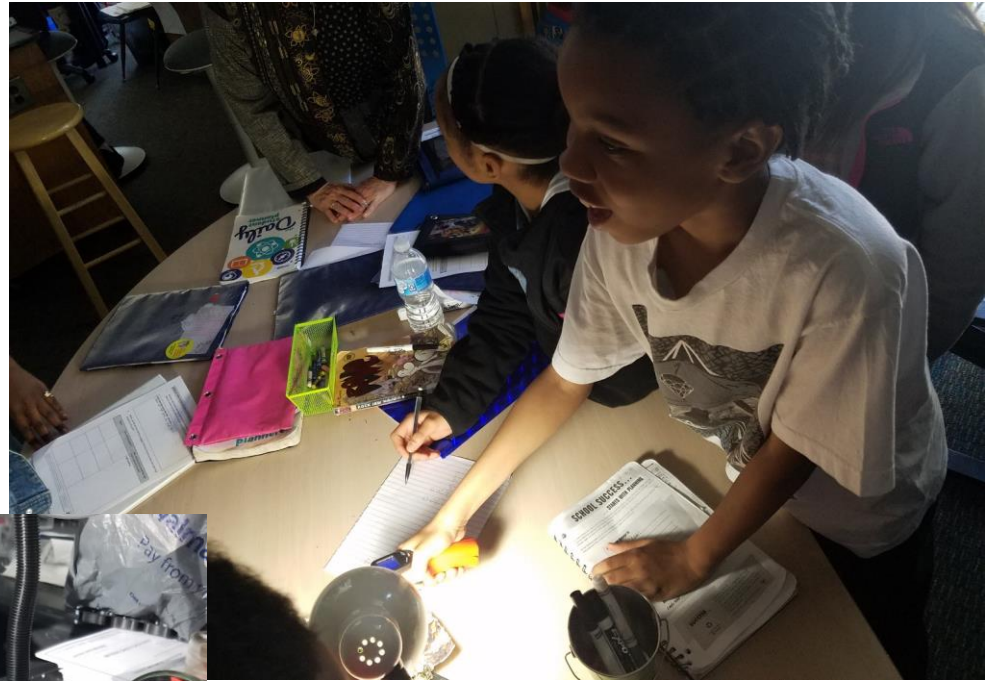
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What do plants need to grow?



What do plants need to grow?



Investigations Can Center On Multiple Phenomena



- Throughout the unit, students use multiple investigative phenomena. After the anchoring phenomenon, we use more phenomena to make progress on our questions...which often leads to more questions and more phenomena we need to explore

In this role we refer to such a phenomena as an **investigative phenomena** as it forms the basis for our investigations.

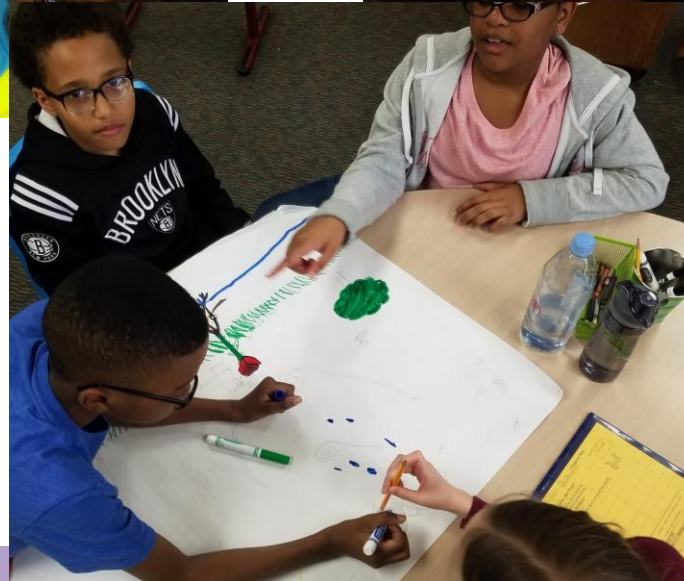
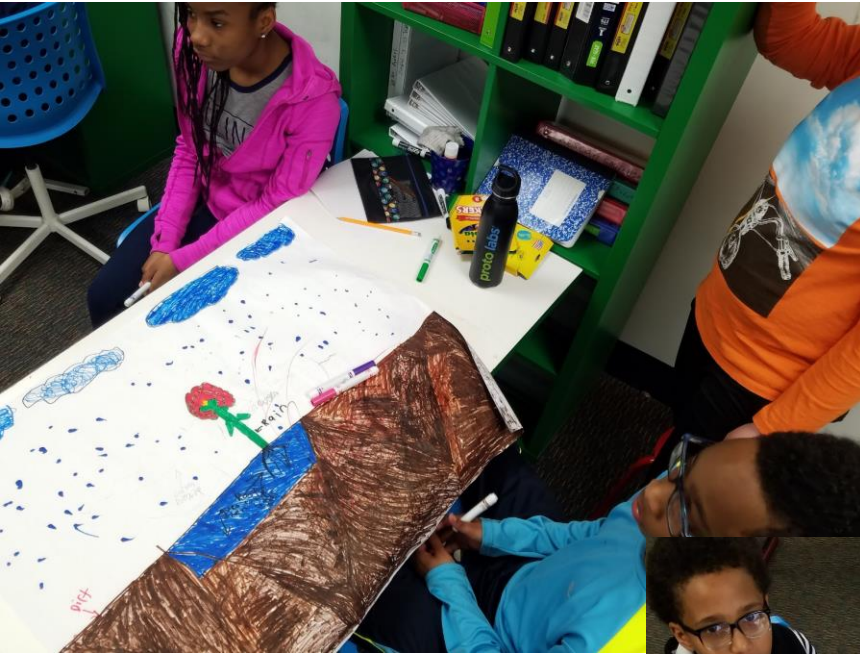


Effective Phenomena...



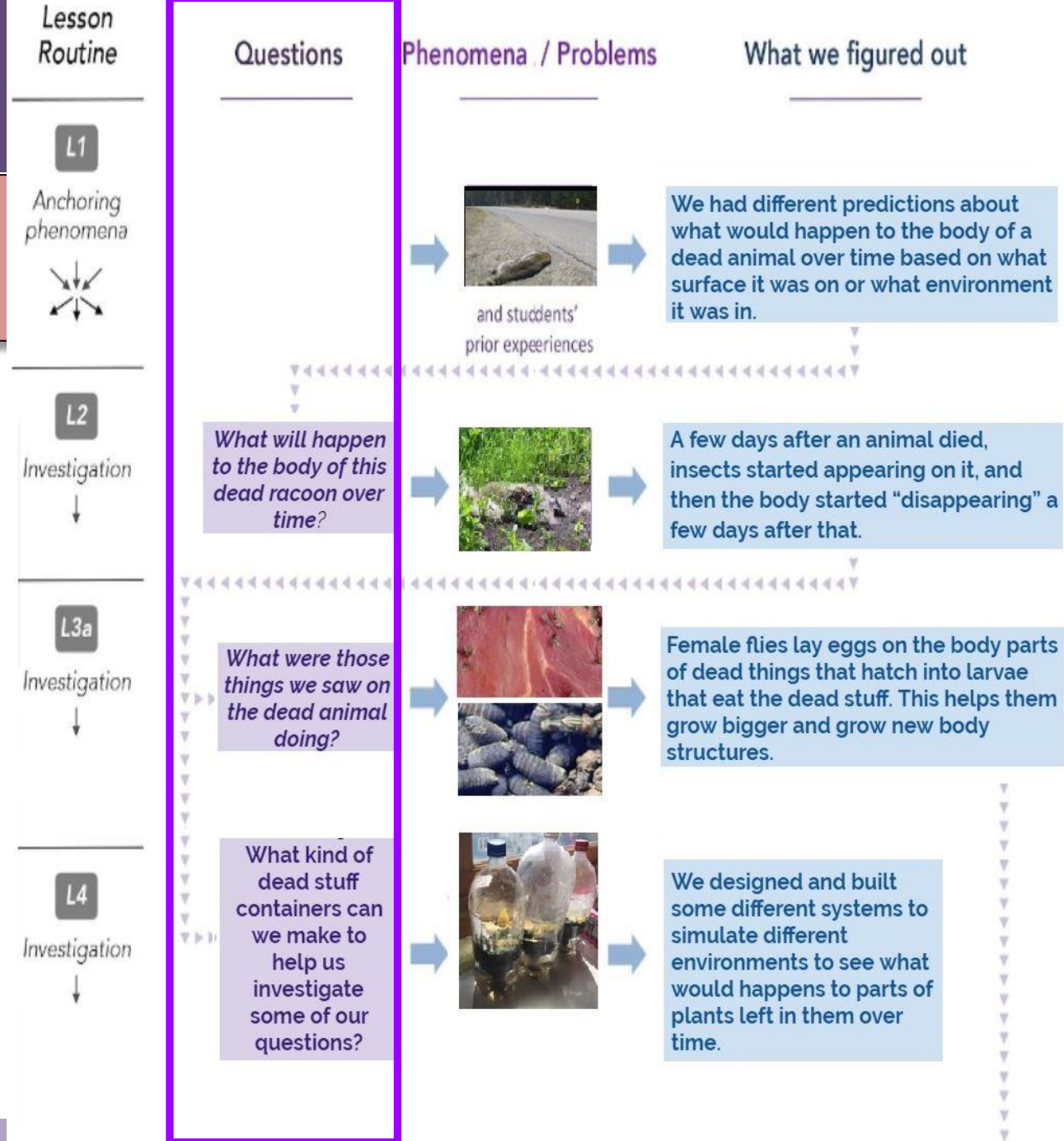
- Are immediately (or progressively) interesting to explore
- Lead us to wonder
- Generate controversy (competing explanations)
- Connect to other experiences that students have had with related phenomena in the world.
- Generate questions and ideas for investigations
- Advance our understanding of the key science ideas at our grade level as we work to explain it
- Become part of the puzzle we have figured out that is going to eventually help us explain other phenomena (e.g. the anchoring phenomenon).

How do students put their ideas together?



Storylines

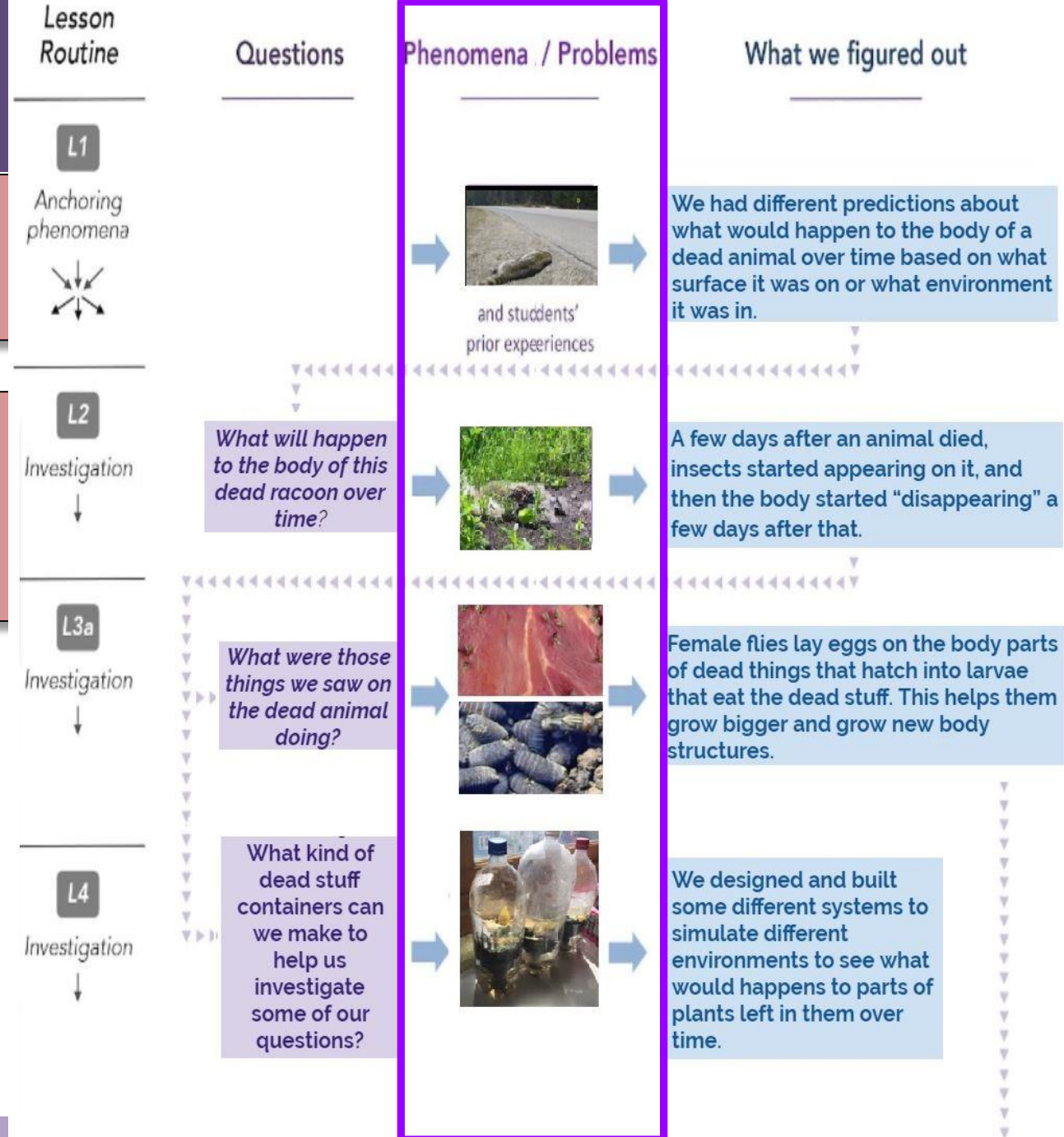
Student questions motivate each lesson



Storylines

Student questions motivate each lesson

Students use practices to make sense of phenomena

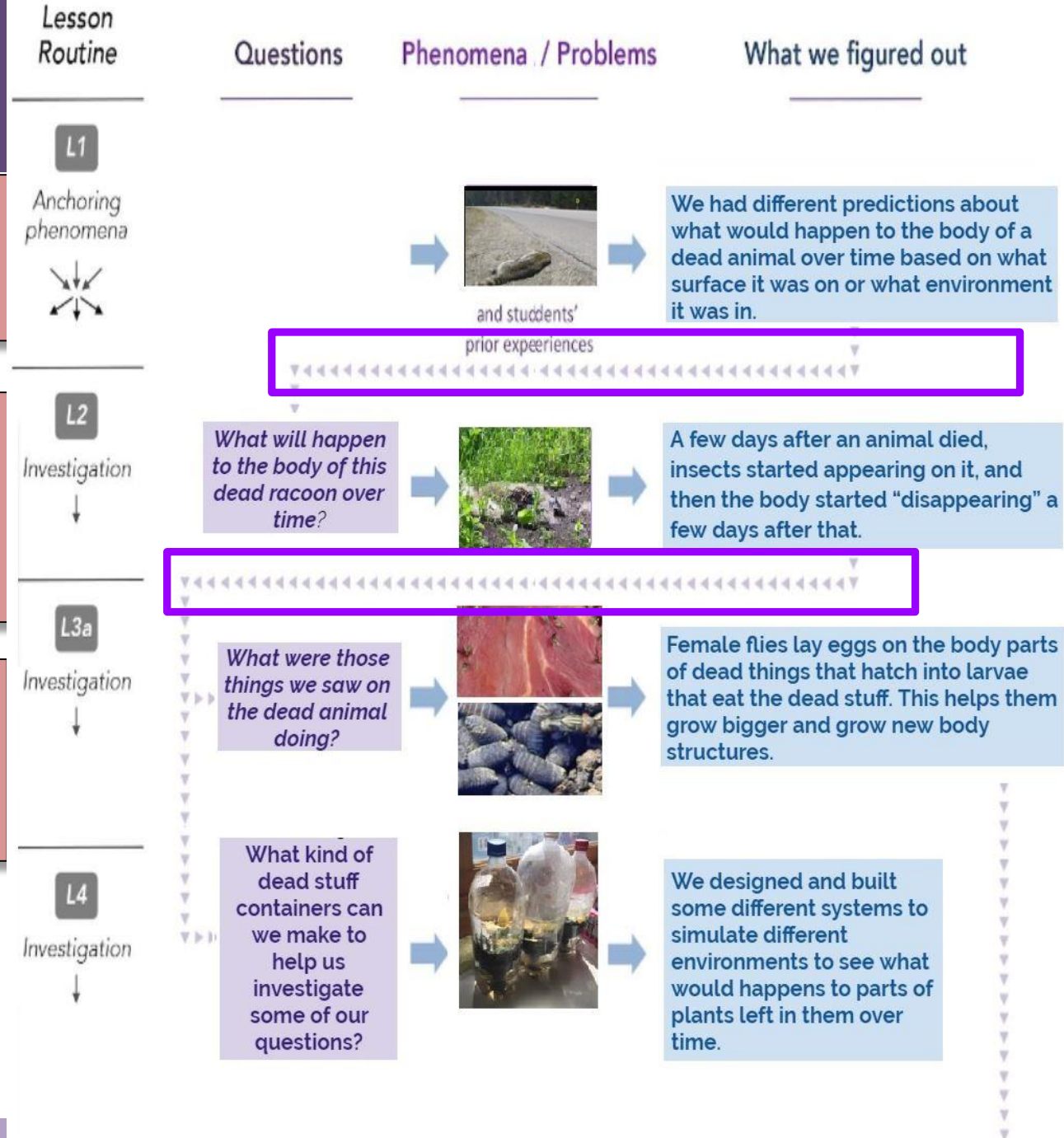


Storylines

Student questions motivate each lesson

Students use practices to make sense of phenomena

Questions arise from what students figured out so far



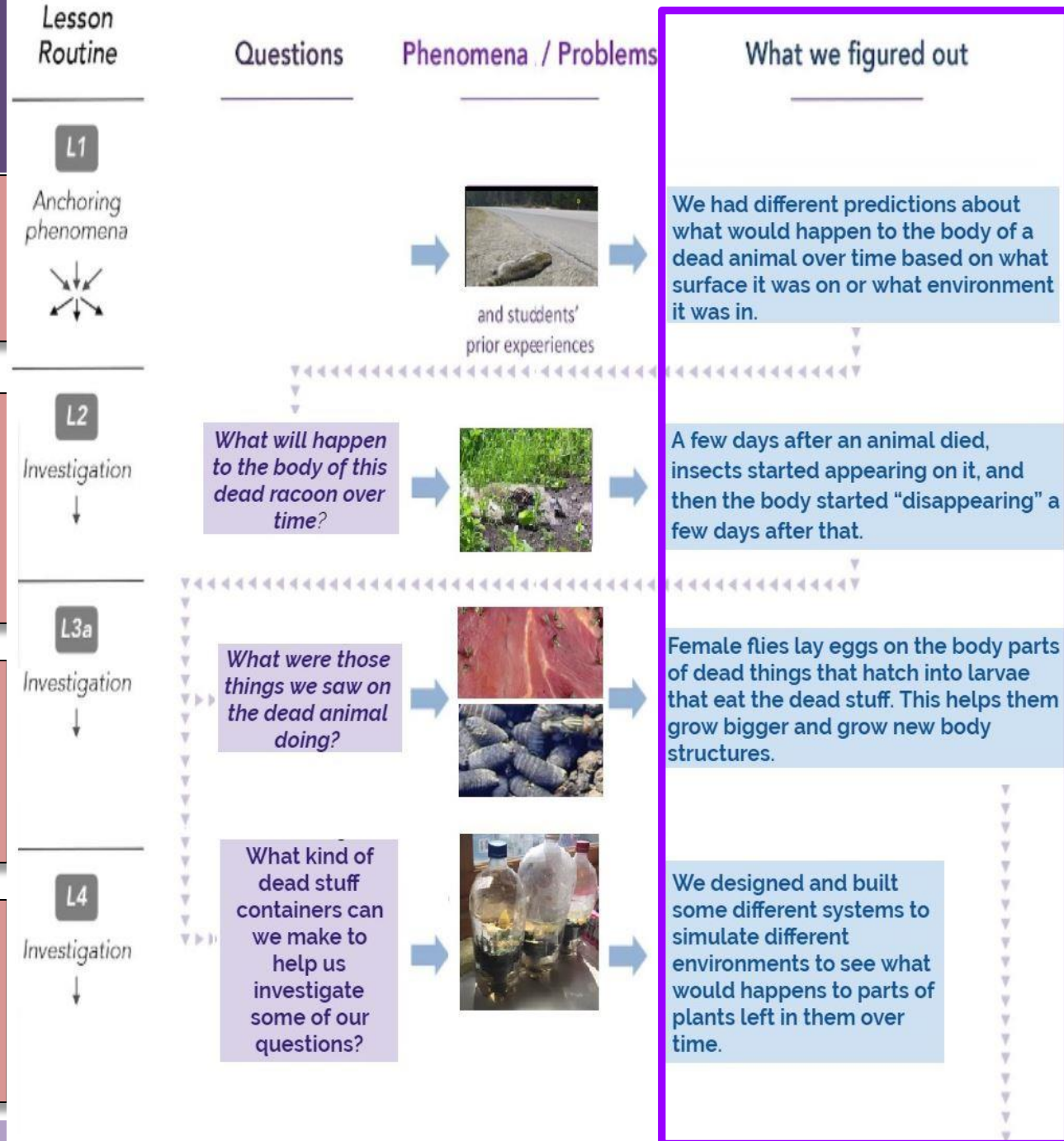
Storylines

Student questions motivate each lesson

Students use practices to make sense of phenomena

Questions arise from what students figured out so far

Students build ideas incrementally over time



Summary



- The teacher and unit design work together to support students in developing questions or identifying problems to solve about the phenomenon
- ***Students'*** questions and problems become the motivation for each investigation or design challenge
- Students put their ideas together across lessons to make sense of phenomena and solve the problem.



The examples we showed are open source materials developed by teams of teachers and are freely available, along with supporting teacher guides and lesson plans to try out. There are other K-12 examples available at this site too, and more are coming soon.



Talk about continued support and having teacher teams HS/Elementary partners.

Questions?



Download this unit and other
open-source storylines:
[http://www.nextgenstorylines.
org](http://www.nextgenstorylines.org)

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