

Move it!

Forces and Motion (K-2)

Driving Question (Making sense question)

How do FORCES (pushes and pulls) affect the MOTION of an object?

Anchoring Phenomenon

Mini golf video

Phenomena Driven Question

What makes an object move?

Practices and crosscutting concepts used to make sense of phenomena.

SEP: Planning and Carryng Out Investigations
CCC: Cause and Effect

What we figure out first.

The movement of an object is caused by a force that is either a push or a pull in a particular DIRECTION.

K.PS2-1

Phenomena Driven Question

Why are some objects easier (or more difficult) to move than others?

Practices and crosscutting concepts used to make sense of phenomena.

SEP: Developing and Using Models
CCC: Scale, Proportion and Quantity
Stability and Change

What we figure out next.

How easily an object moves (or doesn't) depends on its weight and the STRENGTH of forces acting upon it.

K.PS2-1

Phenomena Driven Question

What causes an object to move fast or slow?

Practices and crosscutting concepts used to make sense of phenomena.

SEP: Planning and Carryng Out Investigations
CCC: Scale, Proportion and Quantity
Stability and Change

What we figure out next.

Force comes in different amounts. You can use a lot of force, you can use a little force.

An object's SPEED is related to the strength of the push or pull applied.

K.PS2-1

Phenomena Driven Question

How can you change the motion of a moving object? (speed or direction)

Practices and crosscutting concepts used to make sense of phenomena.

SEP: Planning and Carryng Out Investigations
CCC: Cause and Effect

What we figure out next.

Once an object is moving, it requires a force to speed up, slow down, stop or change direction

When objects collide, an object's speed or direction can be changed.

K.PS2-1

Phenomena Driven Question

How can forces be used in different ways to solve a problem?

Practices and crosscutting concepts used to make sense of phenomena.

SEP: Analyzing and Interpreting Data
CCC: Cause and Effect

What we figure out next.

A problem can have more than one design solution.

Forces can be used to solve problems because they can cause objects to start, stop, change direction or speed according to certain rules.

K.PS2-2
K-2-ETS1-3