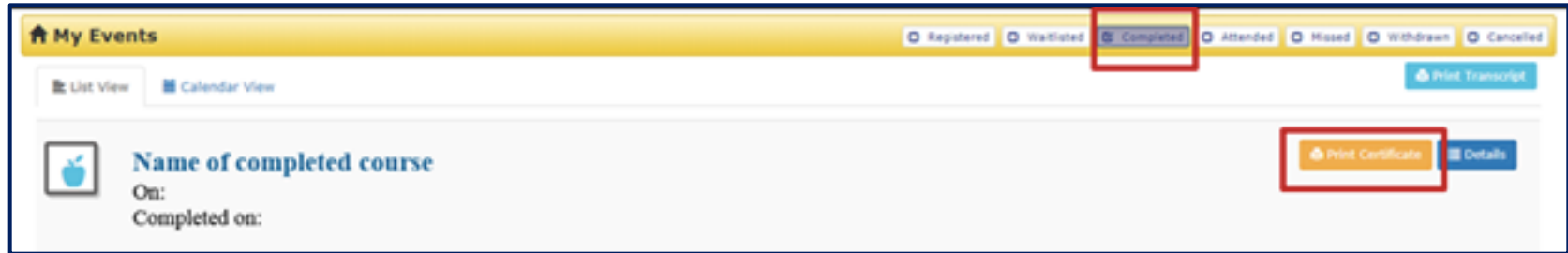


WELCOME!

Please review this information while we wait for all to join!

Attendance, Resources & PD Clock Hours

- **You must stay on the whole time- 1 hour- to receive credit**
- **YOU print your certificate through ADE Connect- please wait 24-48 hours of webinar before printing certificates**



- **AFTER WEBINAR- you will receive PDF of presentation and resource page**



Instructional Shift: from **LEARNING ABOUT** to **FIGURING OUT**



Phenomena: an observable event that can be explained or explored using scientific practices, ideas, and concepts (the 3-dimensions)



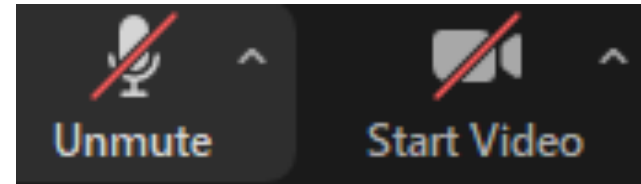
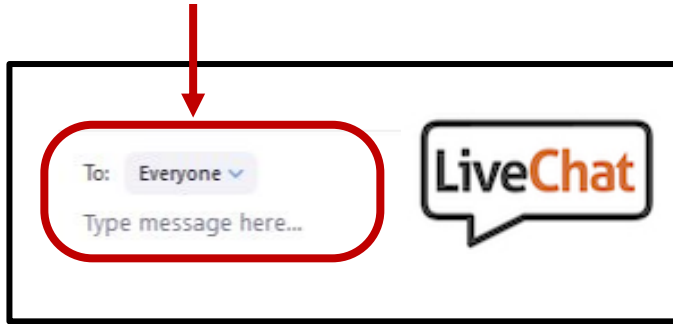
Hi!

I'm Rebecca Garelli

ADE K-12 Science &
STEM Specialist



Phenomena-Based 3-Dimensional Instruction



1. Please click on the **chat box button** (top) use the chat box for questions or comments. All participants **will be muted** to avoid feedback during the session.
2. Please use this drop-down box to select **“everyone”** so we can collaborate during this session.

INTRODUCE YOURSELF



1. What is your current position or job title?
2. Have you had a chance to look at the new Arizona State Science Standards?

Goals:

- Gain a better understanding of the **instructional shifts** needed for three-dimensional science instruction and how this relates to the AzSS
- Explore how scientific phenomena can be used to drive standards-based instruction
- Learn how to read the new AZ Science Standards and unearth the 3-dimensions of learning within the standard



Overview of Shifts

What would you see less of?

What would you see more of?



What are 3-5 items that resonate with you?



A New Vision for Science Education

Implications of the Vision of the Framework for K-12
Science Education and the Next Generation Science Standards

SCIENCE EDUCATION WILL INVOLVE LESS:	SCIENCE EDUCATION WILL INVOLVE MORE:
Rote memorization of facts and terminology	Facts and terminology learned as needed while developing explanations and designing solutions supported by evidence-based arguments and reasoning.
Learning of ideas disconnected from questions about phenomena	Systems thinking and modeling to explain phenomena and to give a context for the ideas to be learned
Teachers providing information to the whole class	Students conducting investigations, solving problems, and engaging in discussions with teachers' guidance
Teachers posing questions with only one right answer	Students discussing open-ended questions that focus on the strength of the evidence used to generate claims
Students reading textbooks and answering questions at the end of the chapter	Students reading multiple sources, including science-related magazine and journal articles and web-based resources; students developing summaries of information.
Pre-planned outcome for "cookbook" laboratories or hands-on activities	Multiple investigations driven by students' questions with a range of possible outcomes that collectively lead to a deep understanding of established core scientific ideas
Worksheets	Student writing of journals, reports, posters, and media presentations that explain and argue
Oversimplification of activities for students who are perceived to be less able to do science and engineering	Provision of supports so that all students can engage in sophisticated science and engineering practices

In a science classroom you would see less of.....



In  the classroom you would see more of....



LEARNING ABOUT



Goals:

- Gain a better understanding of the **instructional shifts** needed for three-dimensional science instruction and how this relates to the AzSS
- Learn how to read the new AZ Science Standards and unearth the 3-dimensions of learning within the standard
- Explore how scientific phenomena can be used to drive standards-based instruction

NEW AZ Science Standards Comfort Level



1- What?! We have new standards?!?

2- I've glanced at them....

3- In the process of transitioning...

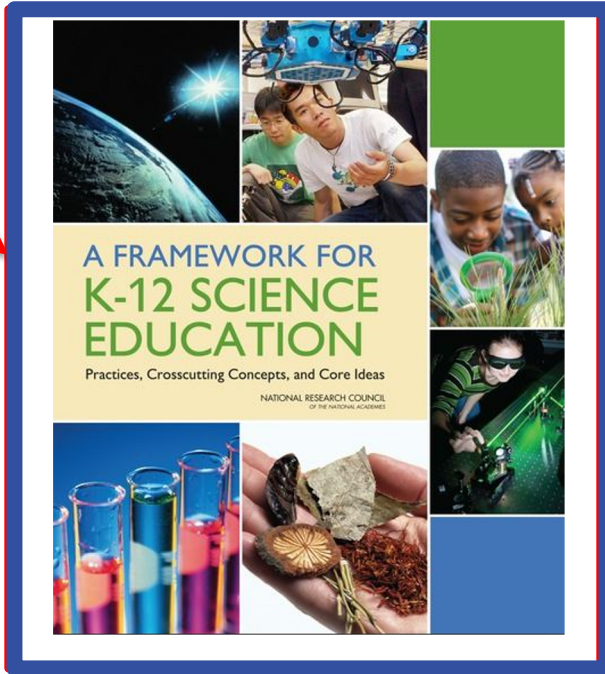
4- I am fully implementing them!



Background Information

NGSS

AzSS



Working with
Big Ideas
of Science Education

Edited by Wynne Harlen

with Derek Bell, Rosa Devins, Hubert Dyrni,
Guillermo Fernández de la Garza, Pierre Léves,
Robin Miller, Michael Weiss, Patricia Rowell and Wei Yu

AzSS

“Framework-Based” State, not an NGSS state

What Is 3- Dimensional Science Instruction?

A Framework for K-12 Science Education: Practices, Crosscutting Concepts, and Core Ideas



3

Dimension 1 SCIENTIFIC AND ENGINEERING PRACTICES

From its inception, one of the principal goals of science education was to cultivate students' scientific habits of mind, develop the capacity for scientific inquiry, and teach them how to reason in context [1, 2]. There has always been a tension, however, between the emphasis placed on scientific practices. A narrow focus on the unfortunate consequence of leaving students with naive conceptions of the nature of scientific inquiry [3] and the impression that science is a collection of isolated facts [4].

This chapter stresses the importance of developing students' understanding of how science and engineering achieve their ends while also strengthening their capacity with related practices. As previously noted, we use the term "practices" instead of a term such as "skills," to stress that engaging in science requires coordination both of knowledge and skill simultaneously.

In the chapter's three major sections, we first articulate what science and engineering practices are important for K-12 students. We then describe in detail eight practices we consider essential for learning science and engineering in grades K-12 (see box 3-1). Finally, we conclude that these practices support a better understanding of how scientific knowledge is produced and how engineering solutions are developed. Such an understanding helps students become more critical consumers of scientific information.

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A Framework for K-12 Science Education: Practices, Crosscutting Concepts, and Core Ideas



4

Dimension 2 CROSSCUTTING CONCEPTS

Some important themes pervade science, mathematics, and technology and appear in one form or another, whether we are looking at an ancient civilization, the human body, or a modern society. They are ideas that transcend disciplinary boundaries and prove fruitful in explanation, in theory, in observation, and in design.

—American Association for the Advancement of Science

In this chapter, we describe concepts that bridge disciplinary boundaries and have explanatory value throughout much of science and engineering. These concepts were selected for their value across the sciences and in engineering. These concepts help provide students with an organizational framework for connecting knowledge from the various disciplines into a coherent and scientifically based view of the world.

Although crosscutting concepts are fundamental to an understanding of science and engineering, students have often been expected to build such knowledge without any explicit instructional support. Hence the purpose of highlighting these concepts in the framework is to elevate their role in the development of standards, curricula, instruction, and assessments. These concepts should be common and familiar touchstones across the disciplines and grade levels. Reference to the concepts, as well as their emergence in multiple disciplinary contexts, can help students develop a cumulative, coherent, and usable understanding of science and engineering.

Although we do not specify grade band endpoints for the crosscutting concepts, we do lay out a hypothetical progression for each. Like all learning

A Framework for K-12 Science Education: Practices, Crosscutting Concepts, and Core Ideas



A Framework for K-12 Science Education: Practices, Crosscutting Concepts, and Core Ideas

A Framework for K-12 Science Education: Practices, Crosscutting Concepts, and Core Ideas



7

Dimension 3 DISCIPLINARY CORE IDEAS—EARTH AND SPACE SCIENCES

Earth and space sciences (ESS) investigate processes that operate on Earth and also address its place in the solar system and the galaxy. Thus ESS involve phenomena that range in scale from the unimaginably large to the invisibly small.

Earth and space sciences have much in common with the other branches of science, but they also include a unique set of scientific pursuits. Inquiries into the physical sciences (e.g., forces, energy, gravity, magnetism) were pursued in part as a means of understanding the size, age, structure, composition, and behavior of Earth, the sun, and the moon; physics and chemistry later developed as separate disciplines. The life sciences likewise are partially rooted in earth science, as Earth remains the only example of a biologically active planet, and the fossils found in the geological record of rocks are of interest to both life scientists and earth scientists. As a result, the majority of research in ESS is interdisciplinary in nature and falls under the categories of astrophysics, geophysics, geochemistry, and geobiology. However, the underlying traditional discipline of geology, involving the identification, analysis, and mapping of rocks, remains a cornerstone of ESS.

Earth consists of a set of systems—atmosphere, hydrosphere, geosphere, and biosphere—that are intricately interconnected. These systems have differing sources of energy, and matter cycles within and among them in multiple ways and on various time scales. Small changes in one part of one system can have large and sudden consequences in parts of other systems, or they can have no effect at all. Understanding the different processes that cause Earth to change over time (in a sense, how it "works") therefore requires knowledge of the

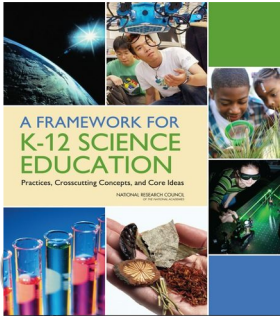
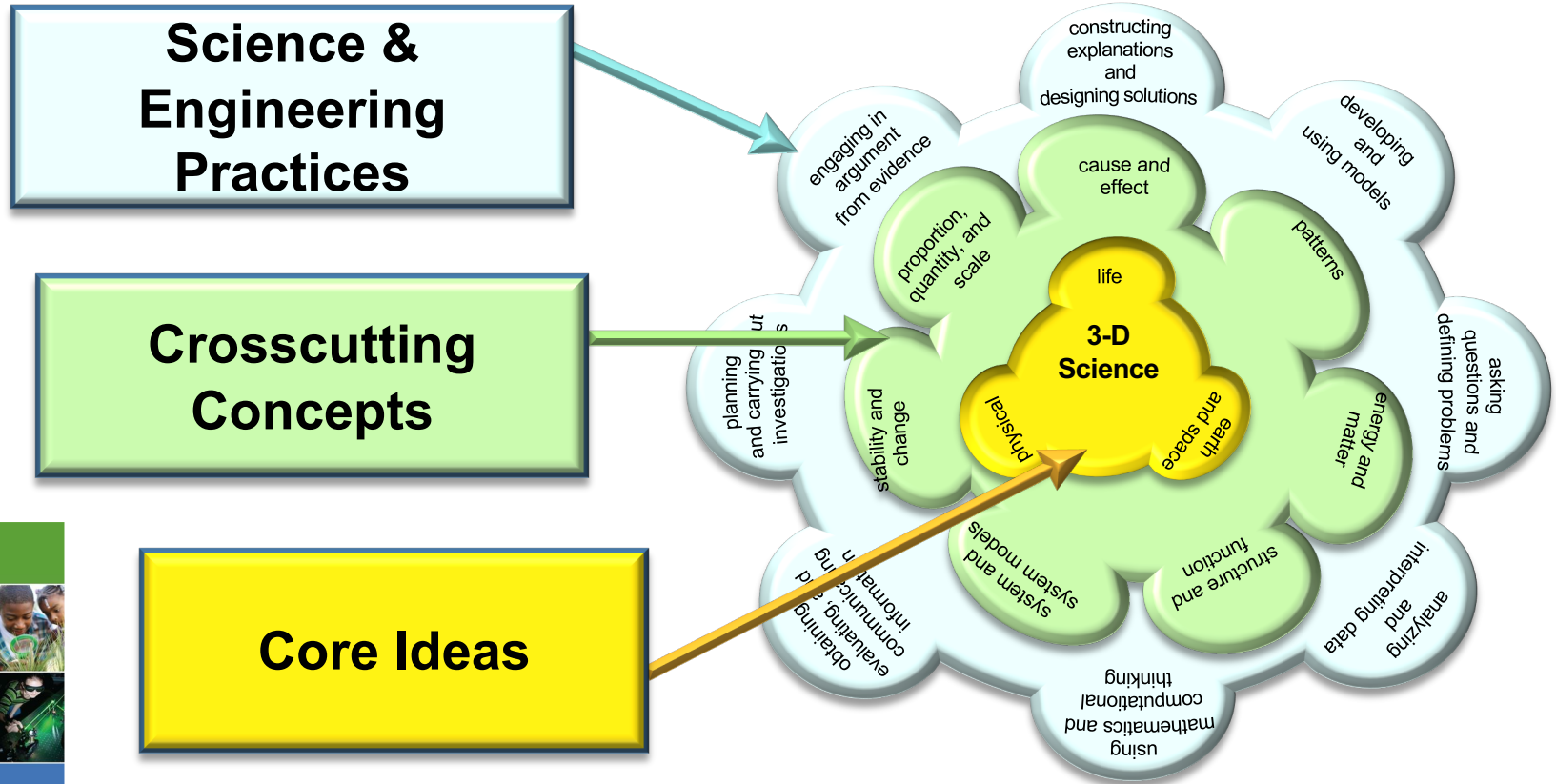


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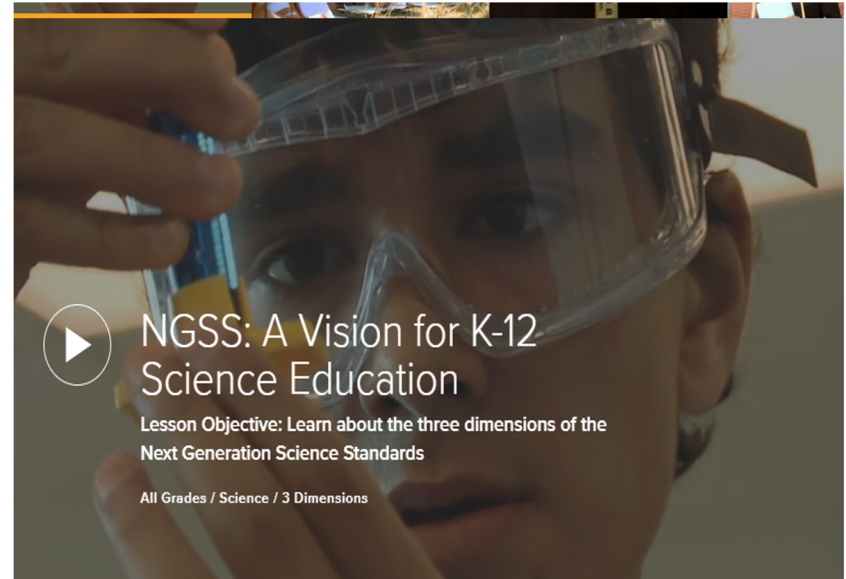
are best
resources



What is 3-Dimensional Science Instruction?



What Is 3-Dimensional Science Instruction?



1. **How do the Arizona Science Standards represent a shift in science education?**
2. **What examples of phenomena do you see in the video?**



AzSS Snapshot: What You Should See Students “Doing,” “Thinking,” “Knowing,” and “Using” in Science

A Framework/Big Ideas for K-12 Science Instruction’s 3-Dimensions and AzSS Using Science

SEPs

Dimension 1: The Science and Engineering Practices

1. Asking questions and defining problems (p. 54)*
2. Developing and using models (p. 56)*
3. Planning and carrying out investigations (p. 59)*
4. Analyzing and interpreting data (p. 61)*
5. Using mathematics and computational thinking (p. 64)*
6. Constructing explanations and designing solutions (p. 67)*
7. Engaging in argument from evidence (p. 71)*
8. Obtaining, evaluating, and communicating information (p. 74)*

Dimension 2: The Crosscutting Concepts

1. Patterns (p. 85)*
2. Cause and effect (p. 87)*
3. Scale, proportion, and quantity (p. 89)*
4. Systems and system models (p. 91)*
5. Energy and matter (p. 93)*
6. Structure and function (p. 96)*
7. Stability and change (p. 98)*

CCCs

Dimension 3: The Core Ideas of Knowing Science and The Core Ideas of Using Science

The Core Ideas of Knowing Science

P: Physical Science (p. 105)*

P1: All matter in the Universe is made of very small particles. (p. 20)**

P2: Objects can affect other objects at a distance. (p. 21)**

P3: Changing the movement of an object requires a net force to be applied to it. (p. 22)**

P4: The total amount of energy in a closed system is always the same but can be transferred from one energy store to another during an event. (p. 23)**

E: Earth and Space Science (p. 171)*

E1: The composition of the Earth and its atmosphere and the natural and human processes occurring within them shape the Earth's surface and climate. (p. 24)**

E2: The Earth and our solar system are a very small part of one of many galaxies within the Universe. (p. 25)**

L: Life Science (p. 142)*

L1: Organisms are organized on a cellular basis and have a finite life span. (p. 26)**

L2: Organisms require a supply of energy and materials for which they often depend on, or compete with, other organisms. (p. 27)**

L3: Genetic information is passed down from one generation of organisms to another. (p. 28)**

L4: The unity and diversity of organisms, living and extinct, is the result of

The Core Ideas of Using Science

U1: Scientists explain phenomena using evidence obtained from observations and or scientific investigations. Evidence may lead to developing models and or theories to make sense of phenomena. As new evidence is discovered, models and theories can be revised. (p. 30 & 31)**

U2: The knowledge produced by science is used in engineering and technologies to solve problems and/or create products. (p. 32)**

U3: Applications of science often have ethical, social, economic, and/or political implications. (p. 23)**

Arizona
Science
Standards
unique
Using
Science
(CIs)



The Coding – How To Read It And How It's Useful

Earth and Space Standards

K.E1U1.3

Observe, record, and ask questions about temperature, precipitation, and other weather data to identify patterns or changes in local weather.

Grade 2

Standard
number 4

2.E1U1.4

Standard
addresses core
ideas E1 and U1

Earth and Space Standards

2.E1U1.1

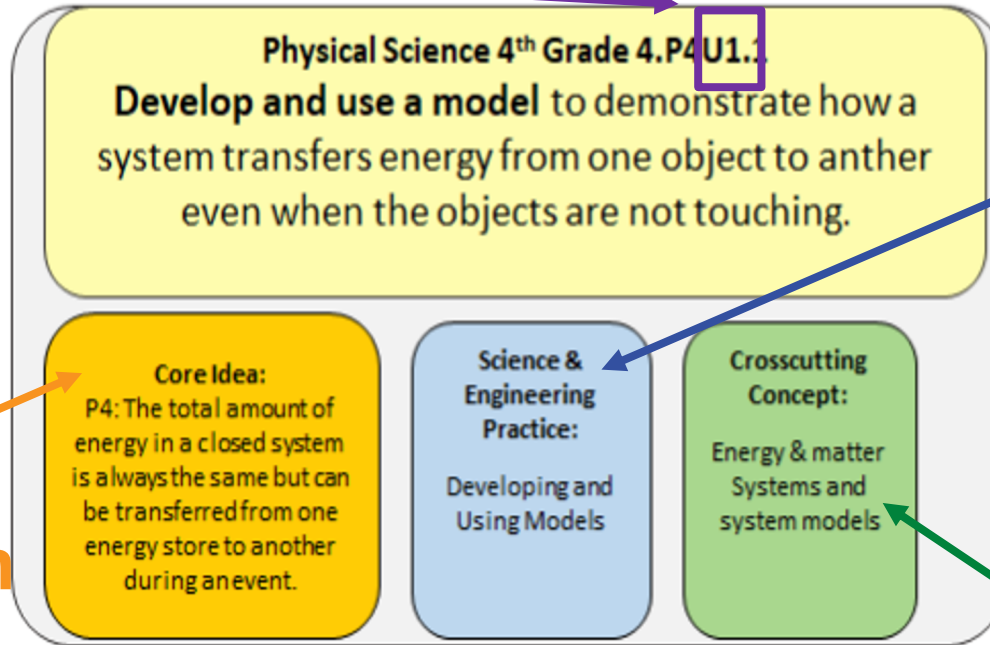
Observe, describe, and predict how wind and water change the shape of the land resulting in a variety of landforms.

2.E1U1.4. Observe, describe, and predict how wind and water change the shape of the land resulting in a variety of landforms.

Putting it Together – 3 Dimensions



Phenomena



Doing

Know/Learn

Thinking

Goals:

- Gain a better understanding of the **instructional shifts** needed for three-dimensional science instruction and how this relates to the AzSS
- Learn how to read the new AZ Science Standards and unearth the 3-dimensions of learning within the standard
- Explore how scientific phenomena can be used to drive standards-based instruction



What are some possible things we could try and figure out or explore in this picture?

List as many as you can.

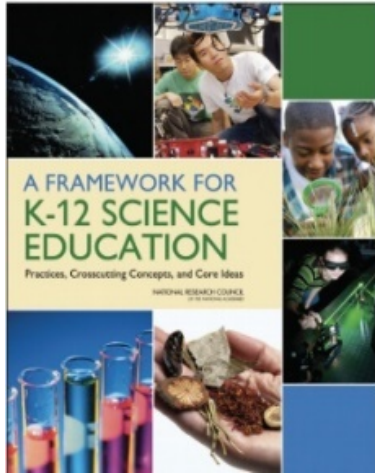
Phenomena = effect

Science seeks to explain the cause of the phenomena.



Stu
hig
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wc
or
wl
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To
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re:

Pu
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ou
ed



The word **PHENOMENA**
(or phenomenon)
appears **114 times** in the
Framework



Arizona Science Standards
2018

Arizona Department of Education
High Academic Standards for Students

The word **PHENOMENA**
(or phenomenon)
appears **97 times** in our
NEW AzSS

S

3

1

5



Phenomenon & Sense-Making

What exactly is a phenomenon?

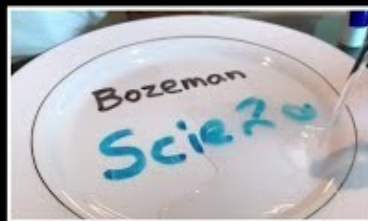
An **observable event** that can be explained or explored using scientific practices, ideas, and concepts (the three dimensions).

Helps students with
sense-making in science

Good Phenomena:

- ✓ Spark curiosity and wonder
- ✓ Address the standards(s)
- ✓ Can be investigated
- ✓ Aren't always phenomenal

HS-PS1-3: Electrical Forces and Bulk Scale Structure
Plan and conduct an investigation to gather evidence in support of the claim that the structure of substances at the bulk scale is related to the changes of electrical forces between particles. (Peltre)



Shifts in



1. Read
2. Share one of the following:
 - A-ha! Moment
 - Quote
 - Connection

PRIOR THINKING ABOUT PHENOMENA

If it's something fun, flashy, or involves hands-on activities, it must be engaging.

Anything students are interested in would make a good "engaging phenomenon"

Explanations (e.g., "electromagnetic radiation can damage cells") are examples of phenomena

Phenomena are just for the initial hook

Phenomena are good to bring in after students develop the science ideas so they can apply what they learned

Engaging phenomena need to be questions

Student engagement is a nice optional feature of instruction, but is not required

THINKING ABOUT PHENOMENA THROUGH THE AzSS

Authentic engagement does not have to be fun or flashy; instead, engagement is determined more by how the students generate compelling lines of inquiry that create real opportunities for learning.

Students need to be able to engage deeply with the material in order to generate an explanation of the phenomenon using target DCIs, CCCs, and SEPs.

Phenomena (e.g., a sunburn, vision loss) are specific examples of something in the world that is happening—an event or a specific example of a general process. *Phenomena are NOT the explanations or scientific terminology behind what is happening. They are what can be experienced or documented.*

Phenomena can drive the lesson learning, and reflection/monitoring throughout. Using phenomena in these ways leads to deeper learning.

Teaching science ideas in general (e.g., teaching about the process of photosynthesis) may work for some students, but often leads to decontextualized knowledge that students are unable to apply when relevant. Anchoring the development of general science ideas in investigations of phenomena helps students build more usable and generative knowledge.

Phenomena are observable occurrences. Students need to *use the occurrence to help generate the science questions or design problems* that drive learning.

Engagement is a crucial access and equity issue. Students who do not have access to the material in a way that makes sense and is relevant to them are disadvantaged. Selecting phenomena that students find interesting, relevant, and consequential helps support their engagement. A good phenomenon builds on everyday or family experiences: who students are, what they do, where they came from.

Introducing a Phenomenon

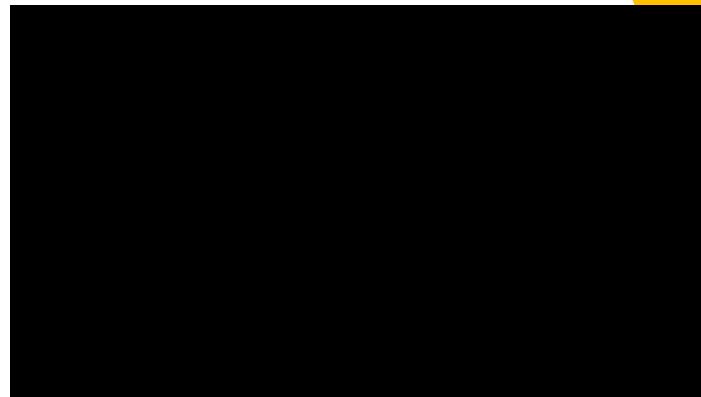
1. Find a short video or piece of data to present or lead a demonstration / exploration with students.
2. Show the video / present the data / explore the object or process, and get their ideas about questions they have about the phenomenon.



Let's Try it Out!

Teacher
Lens

1) Watch the video clip.



2) Think about what science **content** the students need to know to explain this video.

LiveChat

3) Share your thoughts in the chat box.

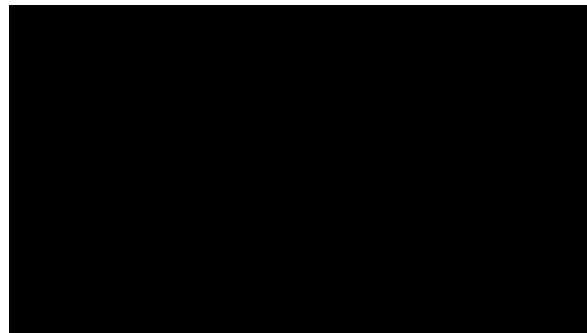
Plus HS+C.P1U1.3

Analyze and interpret data to develop and support an explanation for the relationships between kinetic molecular theory and gas laws.

Let's Try it Out!

Student
Lens


1) Watch the video clip.



2) What do you notice?
What do you wonder?

THINK: What are some related things we know about or have experienced, that could help us understand what's going on here?

(elicit initial ideas & connect to prior experiences)

I notice...	I wonder...
	

3) Share one “I notice” observation in the chat box.

Generating/Asking Questions

Student
Lens

Question starters to consider:

As Noun/pronoun

- How – Mechanism by which phenomenon occurs, What is the mechanism, the way of doing something, or way phenomenon occurs
- Why – Causes of phenomenon, reason for, what causes the phenomenon
- What – Identity, specify, nature of
- That – This happens, exists, is, a fact, point out, used to indicate

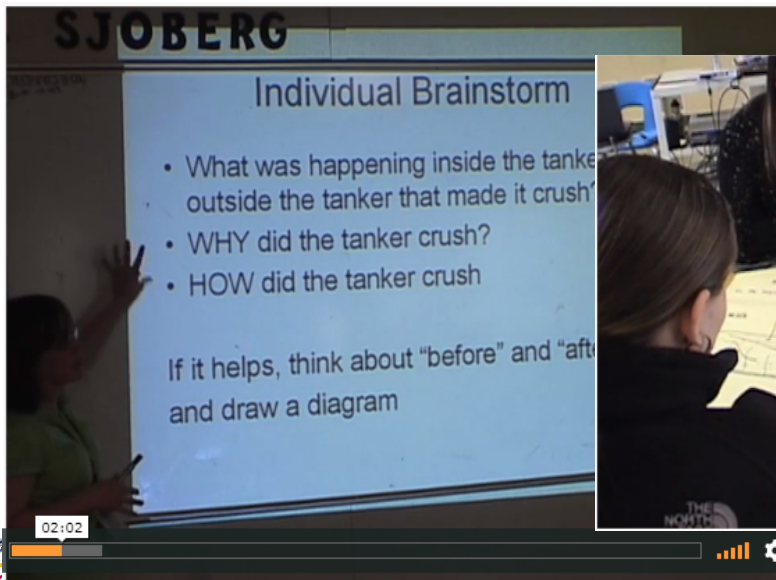
I notice...	I wonder...
	 

3) Share one “I wonder” question in the chat box.

If we were to continue this activity..

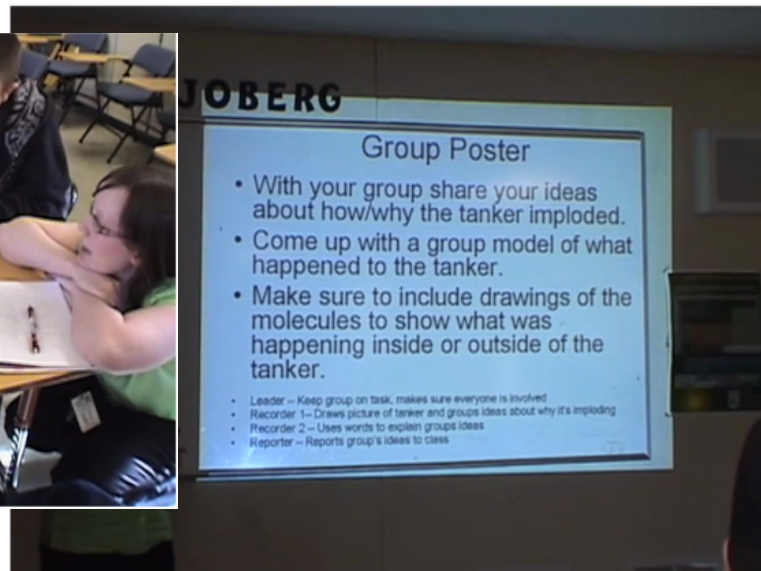
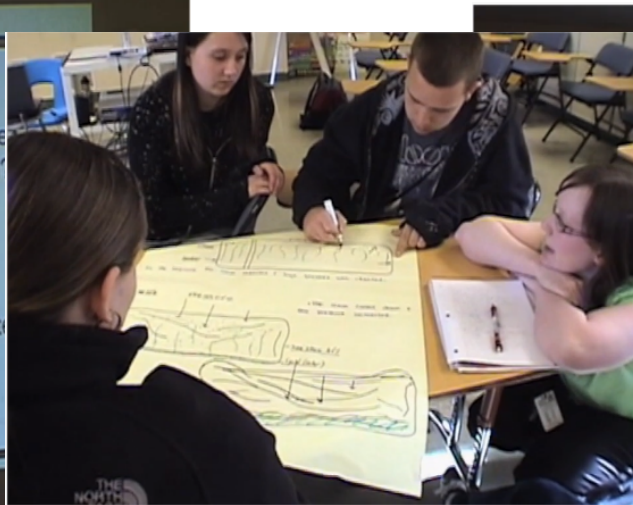
Students might...

Draw an initial model of what they think is happening (individually)



And then...

Combine their ideas with other members of their group to make a Group or Consensus Model



Source: <https://ambitiousscienceteaching.org/video-series/>

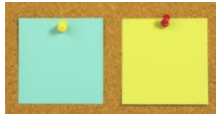
If we were to continue this activity...

Students might...

Ask any remaining questions and put in “I wonder” chart

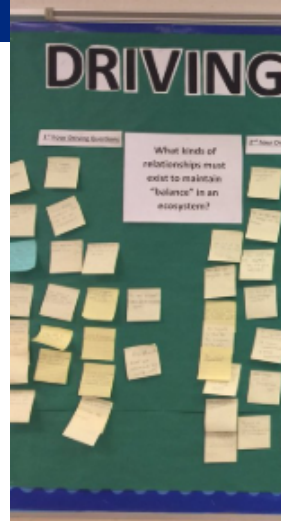
I notice...	I wonder...

Choose top 2 questions and write on post-its



Build a public record of questions using a Driving Question Board (DQB)

Decide collectively on a first investigation to conduct



Possible Future Investigations

Ideas to Research:

Debriefing the Launch

The launch presents the phenomena, setting up the expectation that they will **observe** some things that need investigating.

The launch involves **asking questions**, and therefore puts students in the driver's seat for a series of lessons.

The launch engages learners' **prior knowledge and related experiences** as resources for understanding.

The launch requires them to **prioritize** when to take up what questions, providing a possible learning pathway for them to pursue.



How is it different from what typically happens in science classrooms in your grade band? How is it different from how you learned?

A Sequence to Promote Sense Making

Phenomena

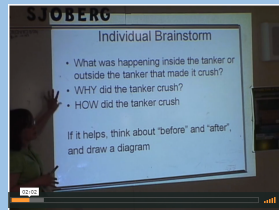
What was the event(s) in the world that happened that we need to explain?



Question

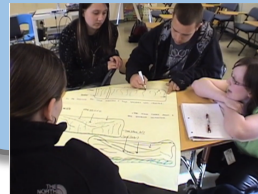
What about the phenomena do we need to explain?

I notice...	I wonder...



Science & Engineering Practices

How are we modeling, explaining, etc. the phenomena, or designing a solution to solve the problem?

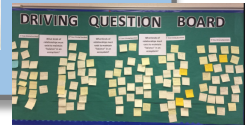


New Ideas

What did we **figure out** using these practices?

What pieces of the **CIs** or **CCCs** did we figure out?

What new ideas do we have?
What **questions** do I have?



Guidance for Selecting Phenomena

- ✓ Identify phenomena students could encounter in the real-world (classroom, lab, outdoors, home).
- ✓ Having data, or support information, is a plus, but not a requirement
- ✓ All three dimensions should be necessary to explain the phenomena
- ✓ Phenomena can be, but do not have to be, phenomenal.

Good Candidate Phenomena:

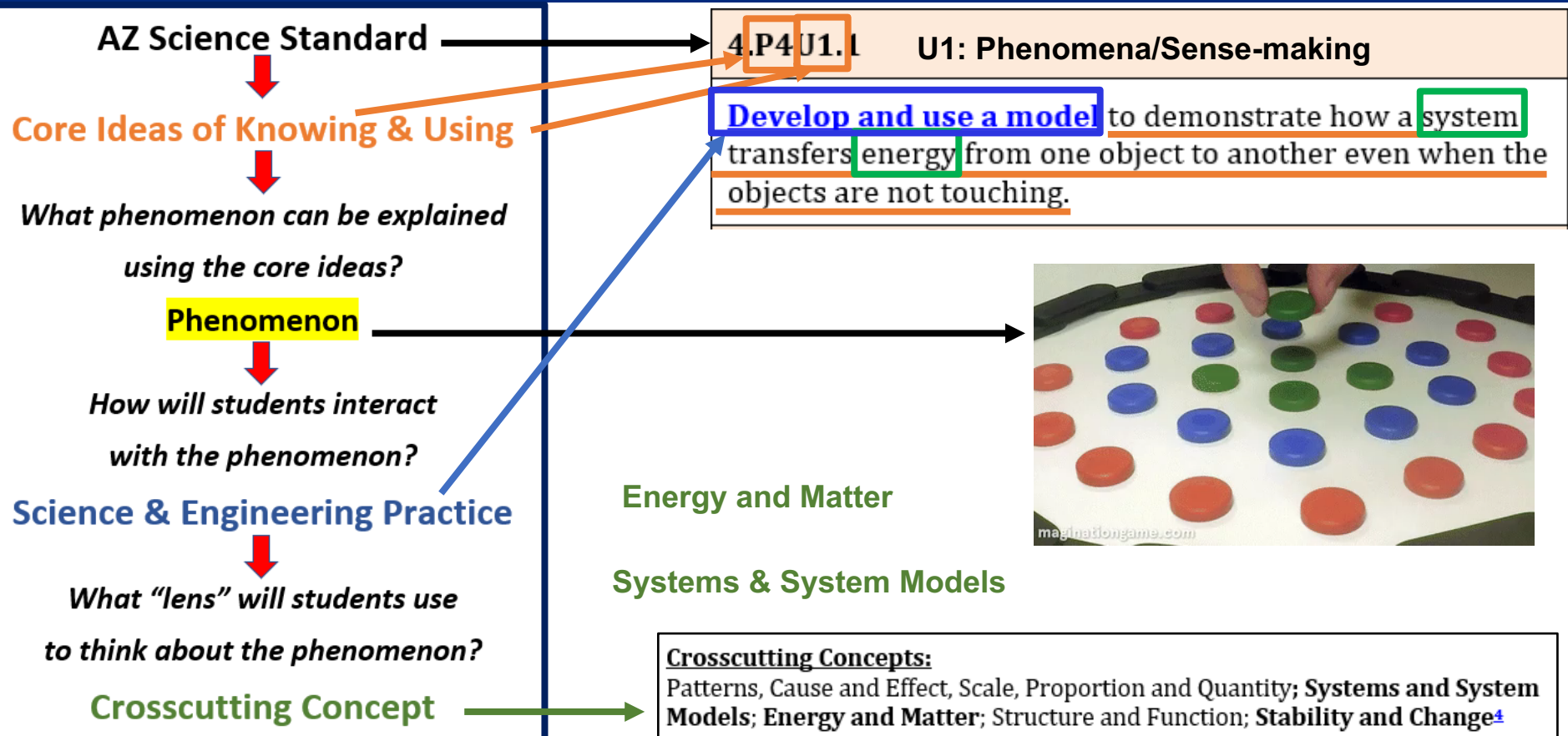
- ✓ Sparks curiosity and wonder- doesn't have to be “wow!,” but more likely is a “huh?” experience
- ✓ Can be investigated
- ✓ Address the standard(s)

Do not select a phenomenon if it:

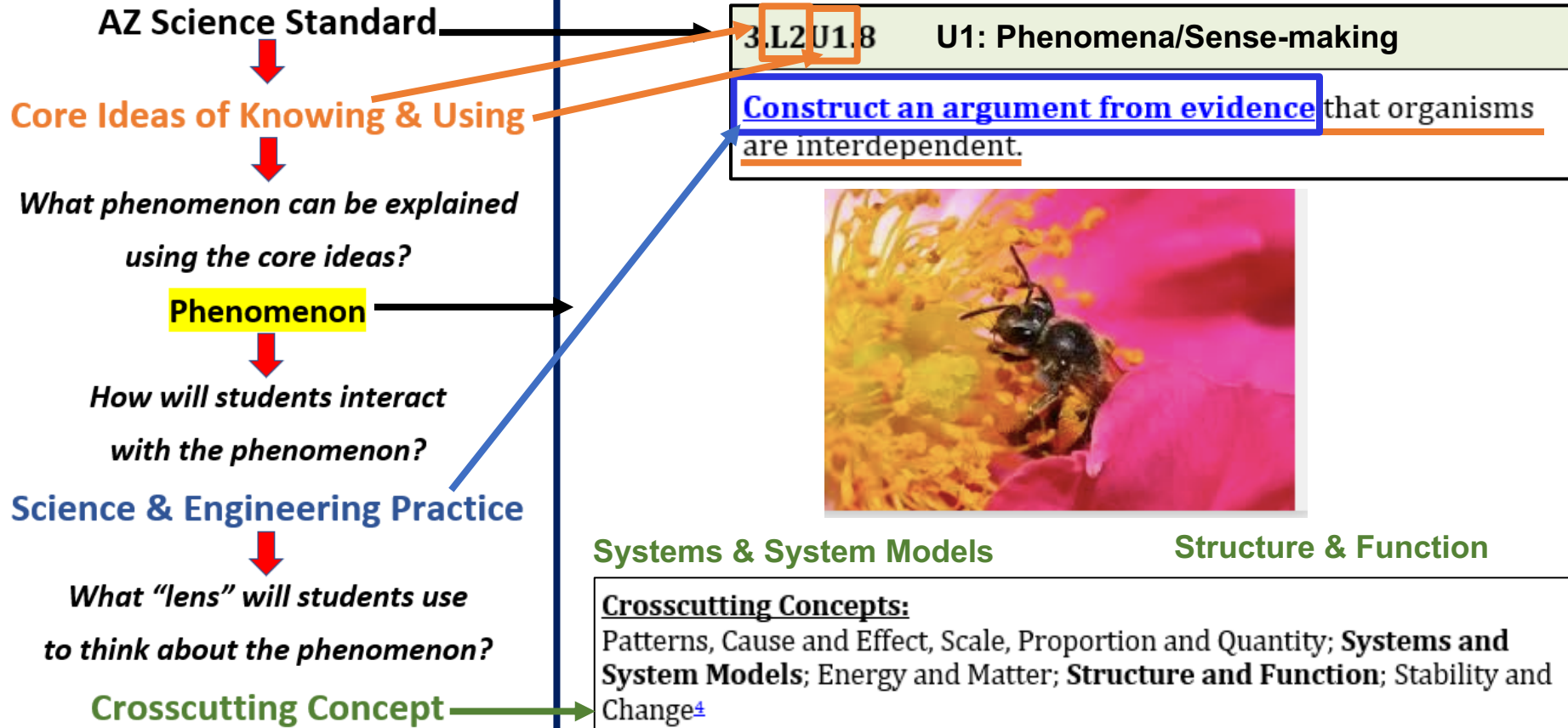
- ⊘ Is peripheral to the subject content of the curriculum
- ⊘ Does not surprise or generates little curiosity and the teacher has to do all the work
- ⊘ Involves science concepts that are too difficult for students to grasp
- ⊘ Is too complex for the students to solve, leading them to simply think of it as 'magic'



Designing Phenomena-Based Instruction



Designing Phenomena-Based Instruction

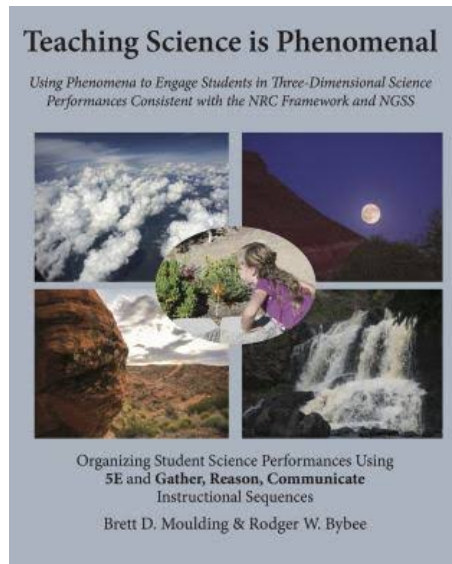


#Going3Dw/GRC- Lessons that Use Phenomena



**Recommend reading this book-
accompanies the website!**

[Link to #Going3Dw/GRC Website](#)



Phenomena Resources

☐ Phenomena for NGSS

<https://www.ngssphenomena.com/>

☐ Project Phenomena

<https://sites.google.com/site/sciencephenomena/>

☐ The Wonder of Science

<https://thewonderofscience.com/phenomenal>

☐ Project SING Phenomena

<http://questlc.org/phenomena/#phenomena>



Almost done!

Two Emails

1. From EMS with a survey-
MUST be filled out to
receive PD Clock hours

2. From ME😊 with
resources and this
presentation & upcoming
PD opportunities



Scan me

Title	Date	Time	Cost	Type
Crosscutting Concepts: 1 of the 3 Dimensions of the AZ Science Standards	6/4/2020	9:00am – 10:00am	FREE	W
STEM Series: Meet Computer Science Standards with Code.org	6/4/2020	4:00pm – 5:00pm	FREE	W
Science & Engineering Practices: 1 of the 3 Dimensions of the AZ Science Standards	6/5/2020	9:00am – 10:00am	FREE	W
5-E Instructional Model & Science Notebooks	6/9/2020	4:00pm – 5:00pm	FREE	W
#SciencingAndEngineering with @TheSTEMAZingPro and @RobotGeneral5- Session 2	6/10/2020	4:00pm – 5:00pm	FREE	W
STEM Series: Meet Computer Science Standards with Code.org	6/11/2020	4:00pm – 5:00pm	FREE	W
Phenomena-Based 3-D Instruction	6/16/2020	4:00pm – 5:00pm	FREE	W
#SciencingAndEngineering with @TheSTEMAZingPro and @RobotGeneral5- Session 3	7/1/2020	4:00pm – 5:00pm	FREE	W
#SciencingAndEngineering with @TheSTEMAZingPro and @RobotGeneral5- Session 4	7/22/2020	4:00pm – 5:00pm	FREE	W
#SciencingAndEngineering with @TheSTEMAZingPro and @RobotGeneral5- Session 5- Early Childhood	8/12/2020	4:00pm – 5:00pm	FREE	W



Thanks!

Any questions?

Please contact: **Rebecca Garelli**

Rebecca.Garelli@azed.gov

