

Readorium Alignment with Foss Kit: Water		
Readorium Books By Standard	Magazine Articles (A) and Science Alive Videos (V) By Standard	Teacher Resource Center Classroom Strategy Lessons (CL) with Articles (A) by Standard
<p>NGSS: 3-LS2.C. Ecosystem Dynamics, Functioning, and Resilience: When the environment changes in ways that affect a place's physical characteristics, temperature, or availability of resources, some organisms survive and reproduce, others move to new locations, yet other move into the transformed environment, and some die (secondary to 3-LS-4)</p>		
<ul style="list-style-type: none"> Buzzing About Bees and Wasps The Secret Languages of Animals 	<ul style="list-style-type: none"> Bee Bee-havior (A) Antarctic Krill (V) Monkey Business (V) 	<ul style="list-style-type: none"> Main Idea/Details (CL-1, A-1 Mantled Howler Monkeys) Questioning (CL-1, A-1 White-Throated Capuchins)
<p>NGSS: 3-LS4.C Biological Evolution: Unity and Diversity: Adaptation. For any particular environment, some kinds of organisms survive well, some survive less well, and some cannot survive at all (3-LS4-3)</p>		
<ul style="list-style-type: none"> Beetlemania Birds of a Feather Buzzing About Bees and Wasps Deep Sea Creatures Dependency of Life, The Exploring Ecosystems Invasive Species Life and Death in the Wild Our Planet Earth Powering Our Lives with Energy Spider Stories Weird and Wonderful World of Plants 	<ul style="list-style-type: none"> Evolution of the Peppered Moth (A) How Spiders Catch Prey (A) Living or Non-Living: You Decide (A) Rocks Rock (A) Shrimp Farming- Shocking Tale (A) Weird Animal Defense Mechanisms (A) Why Are Some Hands More "Handy" Than Others? (A) Antlers, Shells, and Beaks (V) Antarctic Krill (V) Babies and Learning (V) Beluga Whales (V) Emperor Penguins (V) Make Way for Ducklings (V) Monkey Business (V) Orangutan Copycats (V) Polar Bears (V) Sea Turtles (V) Walruses (V) 	<ul style="list-style-type: none"> Main Idea/Details (CL-3, A-1 How Much Water Does a Camel's Hump Hold?) Main Idea/Details (CL-3, A-2 Can You Tell the Temperature by Listening to a Cricket Chirp?) Main Idea/Details (CL-3, A-3 Why Do Geese Fly in a V-Shape?) Word Learning (CL-2, A-1 What Makes a Bird a Bird?) Word Learning (CL-2, A-2 What is a Waterfowl?) Word Learning (CL-2, A-3 Webbed Wonders) Inferring (CL-2, A-1 Invasive Species) Questioning (CL-1, A-3 Sloths) Text Organization (CL-2, A-1 Inside Your Body) Text Organization (CL-2, A-2 Disease Database) Text Organization (CL-2, A-3 All About Asthma)
<p>NGSS: 3-LS4.D. Biodiversity and Humans Populations live in a variety of habitats, and change in those habitats affect the organisms living there. (3-LS4-4)</p>		
<ul style="list-style-type: none"> Beetlemania Birds of a Feather Buzzing About Bees and Wasps Deep Sea Creatures Dependency of Life, The 	<ul style="list-style-type: none"> Evolution of the Peppered Moth (A) How Spiders Catch Prey (A) Living or Non-Living: You Decide (A) Rocks Rock (A) Shrimp Farming- Shocking Tale (A) 	<ul style="list-style-type: none"> Main Idea/Details (CL-3, A-1 How Much Water Does a Camel's Hump Hold?)

<ul style="list-style-type: none"> • Exploring Ecosystems • Invasive Species • Life and Death in the Wild • Our Planet Earth • Powering Our Lives with Energy • Spider Stories • Weird and Wonderful World of Plants 	<ul style="list-style-type: none"> • Weird Animal Defense Mechanisms (A) • Why Are Some Hands More "Handy" Than Others? (A) • Antlers, Shells, and Beaks (V) • Antarctic Krill (V) • Babies and Learning (V) • Beluga Whales (V) • Emperor Penguins (V) • Make Way for Ducklings (V) • Monkey Business (V) • Orangutan Copycats (V) • Polar Bears (V) • Sea Turtles (V) • Walruses (V) 	<ul style="list-style-type: none"> • Main Idea/Details (CL-3, A-2 Can You Tell the Temperature by Listening to a Cricket Chirp?) • Main Idea/Details (CL-3, A-3 Why Do Geese Fly in a V-Shape?) • Word Learning (CL-2, A-1 What Makes a Bird a Bird?) • Word Learning (CL-2, A-2 What is a Waterfowl?) • Word Learning (CL-2, A-3 Webbed Wonders) • Inferring (CL-2, A-1 Invasive Species) • Questioning (CL-1, A-3 Sloths) • Text Organization (CL-2, A-1 Inside Your Body) • Text Organization (CL-2, A-2 Disease Database) • Text Organization (CL-2, A-3 All About Asthma)
<p>NGSS: 3-ESS2.D: Earth's Systems: Weather and Climate Scientists record patterns of the weather across different times and areas so that they can make predictions about what kind of weather might happen next. (3-ESS2-1) Climate describes a range of an area's typical weather conditions and the extent to which those conditions vary over years. (3-ESS2-2)</p>		
<ul style="list-style-type: none"> • Exploring the Ocean's Depths • Weather Around the World 	<ul style="list-style-type: none"> • Aurora Borealis: The Glowing Lights (A) • Biggest Shadow of All: A Solar Eclipse (A) • Our Own Star, the Sun (A) • When Lightning Strikes (V) 	<ul style="list-style-type: none"> • Author's Purpose (CL-1, A-1 Weather Scientist) • Inferring (CL-1, A-1 What Causes Seasons) • Graphic Features (CL-1, A-3 Climate Changing)
<p>NGSS: 3-ESS3.B: Earth and Human Activity: Natural Hazards A variety of natural hazards result from natural processes. Human cannot eliminate natural hazards but can take steps to reduce their impacts. (#-ESS3-1) (Note: This Disciplinary Core Idea is also addressed by 4-ESSA3-2)</p>		
<ul style="list-style-type: none"> • Natural Hazards 	<ul style="list-style-type: none"> • Too Much Water! (A) 	
<p>NGSS: 3-PS2.A: Motion Stability: Forces and Interactions: Forces and Motion Each force acts on one particular object and has both strength and a direction. An object at rest typically has multiple forces acting on it, but they add to give zero net force on the object. Forces that do not sum to zero can cause changes in the object's speed or direction of motion. (Boundary: Qualitative and conceptual, but not quantitative addition of forces is used at this level.) (3-PS2-1)</p> <p>The patterns of an object's motion in various situations can be observed and measured; when that past motion exhibits a regular pattern, future motion can be predicted from it. (Boundary: Technical terms, such as magnitude, velocity, momentum, and vector quantity, are not introduced at this level, but the concept that some quantities need both size and direction to be described is developed.) (3-PS2-2)</p>		
<ul style="list-style-type: none"> • Amusement Park Physics • Changing Face of Earth, The • Deep Space • Olympic Champs: It's Not Just Luck – It's Physics! 	<ul style="list-style-type: none"> • A Magnet Experiment (A) • A River of Ice (A) • Adventures of Messy Magnet (A) • Fishing for Staples: A Magnetic Drama • Magnificent Magnets (A) 	

<ul style="list-style-type: none"> • Unbalanced Forces 	<ul style="list-style-type: none"> • Making Hovercrafts (A) • Simple Machines: Fun Facts and Riddles (A) 	
<p>NGSS: 3-ETS1.A: Engineering Design: Defining and Delimiting an Engineering Problem: Possible solutions to a problem are limited by available materials and resources (constraints). The success of a designed solution is determined by considering the desired features of a solution (criteria). Different proposals for solutions can be compared on the basis of how well each one meets the specified criteria for success or how well each takes the constraints into account. (3-5-ETS1-1) (secondary to 4-PS3-4)</p>		
<ul style="list-style-type: none"> • Computer Revolution • Deep Space • Earth’s Systems • Exploring the Ocean's Depths • Improving Lives with Assistive Technology • Living in Space • Making Movie Magic • Olympic Champs: It's Not Just Luck – It's Physics! • On the Move with Transportation Technology • Powering Our Lives with Energy • Technology Changes Medicine 	<ul style="list-style-type: none"> • The Science of Jelly Beans(A) • Amazing Teen Scientist (A) • The Science of Movie Stunts (A) • Cool Beams! (A) • Robotic Arms (V) • The SpelBots (V) 	<ul style="list-style-type: none"> • Word Learning (CL-1, A-1 Introduction to Archeology) • Word Learning (CL-1, A-2 How Archeologists Work) • Word Learning (CL-1, A-3 The Archeology Lab)
<p>NGSS: 3-ETS1.B: Engineering Design: Developing Possible Solutions: Research on a problem should be carried out before beginning to design a solution. Testing a solution involves investigating how well it performs under a range of likely conditions. (3-5-ETS1-2)</p> <p>At whatever stage, communicating with peers about proposed solutions is an important part of the design process, and shared ideas can lead to improved designs. (3-5 ETS1-2)</p> <p>Tests are often designed to identify failure points or difficulties, which suggest the elements of the design that need to be improved. (3-5-ETS1-3)</p>		
<ul style="list-style-type: none"> • Improving Lives with Assistive Technology • Living in Space • Olympic Champs: It's Not Just Luck – It's Physics! • On the Move with Transportation Technology • Powering Our Lives with Energy • Science - What's it All About? • Solving Crime with Forensics • Technology Changes Medicine 	<ul style="list-style-type: none"> • A Computer's Best Friend (A) • All About Recycling(A) • Amazing Teen Scientist (A) • Biotechnology (A) • Breathe Easier - Understanding Asthma (A) • Mysteries of the Common Cold (A) • Shrimp Farming: A Shocking Environment (A) • Twin Fascination(A) • Why Are Some Hands More "Handy" Than Others? (A) • Virtual Reality Scientists (V) • Cancer: Cells Out of Control • RoboBees (V) • Robotic Arms (V) • The SpelBots (V) 	<ul style="list-style-type: none"> • Word Learning (CL-1, A-1 Introduction to Archeology) • Word Learning (CL-1, A-2 How Archeologists Work) • Word Learning (CL-1, A-3 The Archeology Lab) • Graphic Features (CL-2, A-1 War Machines-Siege Engines)
<p>NGSS: 3-ETS1.C: Engineering Design: Optimizing the Design Solution: Different solutions need to be tested in order to determine which of them best solves the problem, given the criteria and the constraints. (3-5-ETS1-3) (secondary to 4-PS4-3)</p>		

<ul style="list-style-type: none"> • Improving Lives with Assistive Technology • Living in Space • Olympic Champs: It's Not Just Luck – It's Physics! • On the Move with Transportation Technology • Powering Our Lives with Energy • Science - What's it All About? • Solving Crime with Forensics • Technology Changes Medicine 	<ul style="list-style-type: none"> • A Computer's Best Friend (A) • All About Recycling(A) • Amazing Teen Scientist (A) • Biotechnology (A) • Breathe Easier - Understanding Asthma (A) • Mysteries of the Common Cold (A) • Shrimp Farming: A Shocking Environment (A) • Twin Fascination(A) • Why Are Some Hands More "Handy" Than Others? (A) • Virtual Reality Scientists (V) • Cancer: Cells Out of Control • RoboBees (V) • Robotic Arms (V) • The SpelBots (V) 	<ul style="list-style-type: none"> • Word Learning (CL-1, A-1 Introduction to Archeology) • Word Learning (CL-1, A-2 How Archeologists Work) • Word Learning (CL-1, A-3 The Archeology Lab) • Graphic Features (CL-2, A-1 War Machines-Siege Engines)
---	---	---