



# Science

## Grade 4

### 4th Nine Weeks



This academic overview can be used to monitor and support your child's at-home learning progress.

#### Unit 6: Energy Flow in Ecosystems

##### Student Learning Targets

- I can identify and investigate characteristics of producers and consumers.
- I can compare and contrast characteristics of producers and consumers.
- I can describe the flow of energy through food webs.
- I can identify changes that would affect the food web.
- I can predict how changes in the ecosystem affect the food web.

##### Questions to Check for Unit Understanding

- How do environmental changes affect the food web?
- Why are both producers and consumers needed?

##### Key Academic Vocabulary

- Ecosystem- all living and nonliving things and all their interactions in an area
- Producer- an organism that uses sunlight to make its own food
- Consumer- an organism that gets energy from eating plants or animals
- Carnivore- an organism that gets its energy by only eating other animals
- Herbivore- an organism that gets its energy by only eating plants
- Omnivore- an organism that gets its energy by eating both plants and animals
- Energy- what is needed to do work or cause change
- Food Chain- the path of food energy from one organism to another in an ecosystem
- Food Web- an interconnected set of food chains

#### Unit 7: Characteristics of Organisms and Life Cycles

##### Student Learning Targets

- I can identify, explain and explore how structures and functions that enable organisms to survive.
- I can describe traits that are inherited from parents to offspring.
- I can describe behaviors that offspring learned from their parent(s).
- I can explore the environment around me and describe examples of inherited traits and learned behaviors.
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##### Questions to Check for Unit Understanding

- How does the environment affect an organism's behavior?
- Why are life cycles necessary?
- What plant and animal characteristics are inherited?

##### Key Academic Vocabulary

- Characteristic- a feature that helps identify something
- Structure - an arrangement of parts
- Function - what something does
- Environment- the space, condition, all the living and nonliving around an organism
- Camouflage- a characteristic that helps an organism blend into its surrounding and increases their chance of survival
- Adaptation- any characteristic that helps a plant or animal survive
- Learned behavior- behavior that acquired through experience
- Trait- a single characteristic of a living thing
- Inherited- passed on from parent to offspring
- Offspring- an new organism produced by two parents