Live Animal Investigation
Grade Levels: 2-4

Program Description:
Inquiry is the natural way we find things out about our environment and our relationship to it. It involves making observations, asking questions, and investigating those questions. In this exciting lesson, students will carry out an inquiry investigation of a live animal, learning the steps scientists take to set up a fair test and record data. They will come away with a deeper understanding, both of the process of doing science and the animal they investigate.

Massachusetts Curriculum Standards:

Grade 2: Technology/Engineering

ETS1. Engineering Design
2.K-2-ETS1-3. Analyze data from tests of two objects designed to solve the same design problem to compare the strengths and weaknesses of how each object performs.*

Grade 3: Life Science

LS3. Heredity: Inheritance and Variation of Traits
3-LS3-1. Provide evidence, including through the analysis of data, that plants and animals have traits inherited from parents and that variation of these traits exist in a group of similar organisms.

Grade 3: Technology/Engineering

ETS1. Engineering Design
3.3-5-ETS1-1. Define a simple design problem that reflects a need or a want. Include criteria for success and constraints on materials, time, or cost that a potential solution must meet.*

3.3-5-ETS1-2. Generate several possible solutions to a given design problem. Compare each solution based on how well each is likely to meet the criteria and constraints of the design problem.*
Grade 4: Life Science
LS1. From Molecules to Organisms: Structures and Processes
4-LS1-1. Construct an argument that animals and plants have internal and external structures that support their survival, growth, behavior, and reproduction.

Grade 4: Technology/Engineering
ETS1. Engineering Design
4.3-5-ETS1-3. Plan and carry out tests of one or more design features of a given model or prototype in which variables are controlled and failure points are considered to identify which features need to be improved. Apply the results of tests to redesign a model or prototype.*