2021-2022 Mrs. Havrevold



05/15/2022 - 05/21/2022

Monday 05/16/2022	Tuesday 05/17/2022	Wednesday 05/18/2022	Thursday 05/19/2022	Friday 05/20/2022
Health	Science	Science	Science	Science
Sound and Light Waves	Playing with Waves	Field Day/ Locker Clean	JH Tour in Afternoon	Last Day of School
Sound and Light Waves Objective: Students will learn about the different types of waves and the characteristic properties of each kind of wave. Bellringer: Lesson: Students will finish up any notes that they need to about waves, wave properties/ behaviors, sound or light Explanation of the relationship between frequency, amplitude, and energy If time, allow students to experience light, sound, transverse, and longitudinal waves Assessment: bellringer; notebook notes Standards MS-PS4-1 Use mathematical representations to describe a simple model for waves that includes how the amplitude of a wave is related to the energy in a wave. (SEP: 5; DCI: PS4.A; CCC: Patterns)	Playing with Waves Objective: Students will learn about the different types of waves and the characteristic properties of each kind of wave. Bellringer: Lesson: Allow students time to experience light, sound, transverse, and longitudinal waves End of year reflection questions Take notebook home Assessment: bellringer; participation in hands-on; end of year reflection Standards MS-PS4-1 Use mathematical representations to describe a simple model for waves that includes how the amplitude of a wave is related to the energy in a wave. (SEP: 5; DCI: PS4.A; CCC: Patterns) MS-PS4-2 Develop and use a model to describe how waves are reflected, absorbed, or transmitted through various materials.	Field Day/ Locker Clean Out Objective: Bellringer: Lesson: Field Day 9-12:00; Lunch in Park 12-1; Locker clean out 1-2 Assessment:	JH Tour in Afternoon Objective: Bellringer: Lesson: No School School Day End of year reflection if not time on Tuesday Assessment:	Last Day of School Objective: Bellringer: Lesson: Assessment:



MS-PS4-2 Develop and use a model to describe how waves are reflected, absorbed, or transmitted through various materials. (SEP: 2; DCI: PS4.A, PS4.B; CCC: Structure)

(SEP: 2; DCI: PS4.A, PS4.B; CCC: Structure)