HCPS Grade 8 Science Course

Unit & Title	MSDE/NGSS Science Standards	Lesson Topic	
		Experience 1	Fan Parts and Model
		Experience 2	Energy Types
		Experience 3	Creating a Simple Battery – Day 1
	<u>MS-PS3-5</u> : Construct, use, and present arguments to support the claim that when the kinetic energy of an object changes, energy is transferred to or from the object.	Experience 4	Creating a Simple Battery – Day 2
Unit 1 – Energy in Your World 11 Days		Experience 5	Forms of Energy
		Experience 6	What is the Impact of Increasing PE on the KE of a System?
		Experience 7	Energy Conversions Gizmo
		Experience 8	Pendulum Gizmo or PhET
		Experience 9	Energy in Your World Project
		Experience 10	Traditional Energy Resources – Day 1
		Experience 11	Traditional Energy Resources – Day 2

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	<u>MS-PS2-1</u> : Apply Newton's Third Law to design a solution to a problem involving the motion of two colliding objects.	Experience 1	Motion Mini Book
		Experience 2	Need for Speed Lab
		Experience 3	Walk the Line
	<u>MS-PS2-2</u> : Plan an investigation to provide evidence that the change	Experience 4	Bike Helmet Activity
	in an object's motion depends on the sum of the forces on the object and the mass of the object	Experience 5	Velocity and Acceleration Lab
	MS-PS2-4: Construct and present arguments using evidence to support the claim that gravitational interactions are attractive and depend on the masses of interacting objects.	Experience 6	Balanced and Unbalanced Forces
Unit 2 –		Experience 7	Force and Motion Basics
Motion and Stability		Experience 8	Force and Fan Carts Gizmo
o weeks	<u>MS-PS3-1</u> : Construct and interpret graphical displays of data to describe the relationships of kinetic energy to the mass of an object and to the speed of an object.	Experience 9	Gravity
		Experience 10	Gravity Force PhET Lab
		Experience 11	Investigating Newton's Laws of Motion
	MS-PS3-2: Develop a model to describe that when the arrangement of objects interacting at a distance changes, different amounts of potential energy are stored in the system.	Experience 12	Bumper Boats
		Experience 13	Bouncing Balls: Collisions and Momentum in Sports
		Experience 14	Elastic and Inelastic Collisions Investigation
		Experience 15	Car Project or Bat Project

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		Experience 1	Introduction to Elements, Atoms, Molecules, and Compounds
		Experience 2	Periodic Table Scavenger Hunt
		Experience 3	Build a Molecule PhET Simulation
		Experience 4	Structure of Table Salt Lab (Ionic Bonds)
		Experience 5	It's Getting Hot in Here (Covalent Bonds)
		Experience 6	Nuts and Bolts of Pure Substances
	describe the atomic composition	Experience 7	Tic Tac Toe Mixtures and Pure Substances
	of simple molecules and extended structures. <u>MS-PS1-2</u> : Analyze and interpret data on the properties of substances before and after the substances interact to determine if a chemical reaction has occurred. <u>MS-PS1-4</u> : Develop a model that predicts and describes changes in particle motion, temperature, and state of a pure substance when thermal energy is added or removed.	Experience 8	Wonders of Water
Unit 3 –		Experience 9	Solving Solubility Lab
Structure of		Experience 10	Determining Density
Properties		Experience 11	Liquid Rainbow
6 Weeks		Experience 12	Rise and Fall: Density at Work
		Experience 13	Dastardly Density
		Experience 14	The Boiling Point of Liquids
		Experience 15	Technicolor Atoms
		Experience 16	Who's Polluting the Chesapeake Bay?
		Experience 17	States of Matter Brochure
		Experience 18	Water Curve
		Experience 19	Phases of Water Gizmo
		Experience 20	States of Matter Basics PhET
		Experience 21	Phase Changes

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Unit 4 – Thermodyna mics 3 weeks	 MS-PS3-1: Construct and interpret graphical displays of data to describe the relationships of kinetic energy to the mass of an object and to the speed of an object. MS-PS3-2: Develop a model to describe that when the arrangement of objects interacting at a distance changes, different amounts of potential energy are stored in the system. MS-PS3-3: Apply scientific principles to design, construct, and test a device that either minimizes or maximizes thermal energy transfer. MS-PS3-4: Plan an investigation to determine the relationships among the energy transferred, the type of matter, the mass, and the change in the average kinetic energy of the particles as measured by the temperature of the sample. 	Experience 1	Temperature vs. Heat
		Experience 2	Which Type of Matter Transfers Thermal Energy the Fastest?
		Experience 3	Heat Transfer through Conduction
		Experience 4	Effect of Mass on Energy Transfer - First Law of Thermodynamics
		Experience 5	Heat Transfer through Convection
		Experience 6	Heat Transfer through Radiation Lab
		Experience 7	Thermos Project

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	<u>MS-PS1-2</u> : Analyze and interpret data on the properties of substances before and after the substances interact to determine if a chemical reaction has occurred	Experience 1	Law of Conservation of Mass
		Experience 2	Energy Changes in Chemical Reactions
	MS-PS1-3: Gather and make sense of information to describe that synthetic materials come from natural resources and impact society.	Experience 3	Reptile Incubator Lab
Unit 5 – Chemical		Experience 4	Categorizing Physical and Chemical Properties & Mystery Powder Analysis Gizmo
3 weeks	MS-PS1-5: Develop and use a model to describe how the total number of atoms does not change in a chemical reaction and thus mass is conserved. MS-PS1-6: Undertake a design project to construct, test, and modify a device that either releases or absorbs thermal energy by chemical processes.	Experience 5	Physical vs. Chemical Changes
		Experience 6	Indicators of a Chemical Change
		Experience 7	Exploring Chemical Changes Lab
		Experience 8	Natural Resources and Synthetic Materials

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Unit 6 – Electromagn etic Forces 2 weeks	MS-PS2-3: Ask questions about data to determine the factors that affect the strength of electric and magnetic forces. MS-PS2-5: Conduct an investigation and evaluate the experimental design to provide evidence that fields exist between objects exerting forces on each other even though the objects are not in contact.	Experience 1	What are Magnetic Fields?
		Experience 2	Evaluating Experimental Design: Fields
		Experience 3	Planning and Carrying Out an Investigation-Fields
		Experience 4	Investigating Electromagnets
		Experience 5	Investigating Motors and Generators

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Unit 7 – Waves 4 weeks	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.	Experience 1	What are Waves?
		Experience 2	Wave Properties & Modeling
	<u>MS-PS4-2</u> : Develop and use a model to describe that waves are reflected, absorbed, or transmitted through various materials.	Experience 3	Types of Waves
		Experience 4	Transverse/Light Waves
	MS-PS4-3: Integrate qualitative scientific and technical	Experience 5	RAT Material Temperature Activity

information to support the claim that digitized signals are a more reliable way to encode and	Experience 6	Longitudinal/Compression/Sound Waves
transmit information than analog signals.	Experience 7	Analog vs Digital Signals
	Experience 8	Waves Project