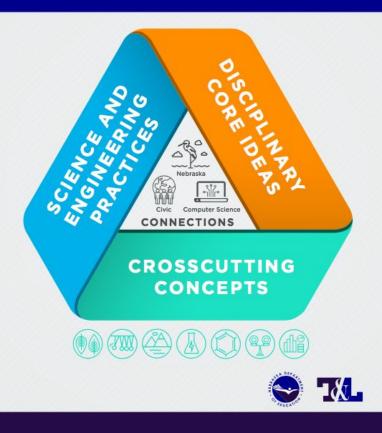
Phenomena

PLN 11/6/2017

NEBRASKA'S COLLEGE AND CAREER READY **STANDARDS FOR SCIENCE**



New standards-the Shift

FROM LEARNING ABOUT TO

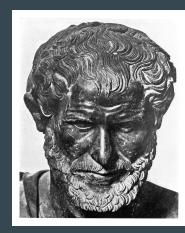
FIGURING OUT

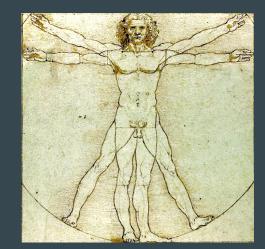
Science...

What is it?

History and Philosophy

- Taking what you know to figure out what you don't know
- A way to understand the world around us







Phenomena are observable events that occur in the universe and that we can use our science knowledge to explain or predict. The goal of building knowledge in science is to develop general ideas, based on evidence, that can explain and predict phenomena.

Phenomena Definition from Achieve, Next Generation Science Storylines & STEM Teaching Tools

Using phenomena



Using Phenomena in NGSS-Designed Instruction An Interview with Brian Reiser

Why use phenomena?

- Engage
- Elicit PK
- Common experience
- Ask questions
- Motivate
- Equality

KINDS OF PHENOMENA?

- Unit: Anchoring phenomenon
- Days: Investigative phenomenon
- Moments: **Everyday** phenomenon

Examples:

- a "case" of something (what happened to the aspens when wolves were introduced into the Yellowstone)
- a puzzling observation of the everyday (Rainwater isn't salty, even when it is coming from the salt water in the ocean).

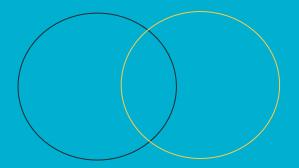
What does this look like in the classroom?

Similarities and Differences

What is the teacher doing?

What are kids doing?

Is this different from your current practices?



Using Phenomena

AN EXAMPLE

Phenomena Resources

- T.J. McKenna of Connecticut Science Center
- http://ngssphenomena.com
- Science News feeds on social media (Twitter) Podcasts: Radio Lab (Science), 99 Percent Invisible (Design and Engineering), SCIENCE Magazine
- Science News
- Radio Lab
- 99 Percent Invisible
- <u>Scijourner</u>
- <u>http://stemteachingtools.org/</u>
- <u>https://www.sciencefriday.com/</u>
- <u>https://ww2.kqed.org/science/series/deep-look/</u>
- You own labs-activity before content