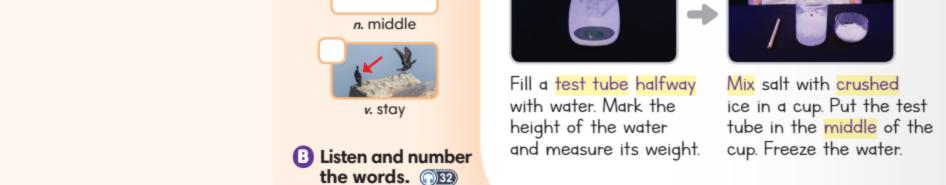


Matthew Broadhurst





1 STEAM

Units are grouped together in pairs. Each pair of units has lessons on the same subject. Every unit focuses on one or more aspects of STEAM (Science, Technology, Engineering, Arts, Math).

2 I WILL LEARN...

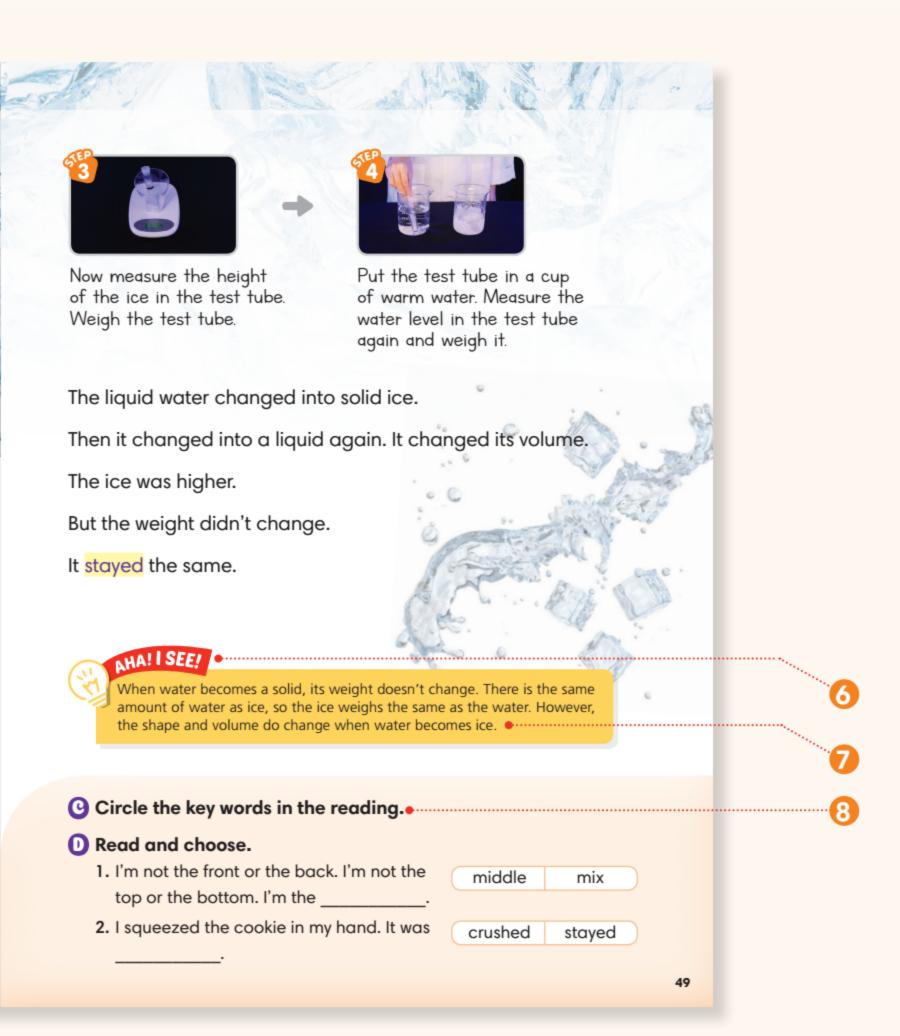
The academic objective of the unit is introduced to get students thinking.

48

3 QR CODES

Scan the audio QR CODE to listen to the key words and reading passages. In the experiment units, scan the video QR CODE to watch a video of a real experiment.





4 KEY WORDS

Every unit introduces new KEY WORDS that are necessary to understand the unit's topic. All key words are found in the READING and are illustrated with a photograph.

5 READING

Each READING is an introduction to the topic of the unit. The first unit in a pair introduces the subject through an experiment. The experiment is illustrated and easy to follow. The second unit features an engaging short story on the same topic.

6 AHA! I SEE!

This section goes into further detail on the concepts introduced in the READING.

WORDS WITH AN ASTERISK (*)

Difficult words in the unit are marked with an asterisk (*) and are explained in a wordlist at the back of the book.

8 SHORT ACTIVITIES

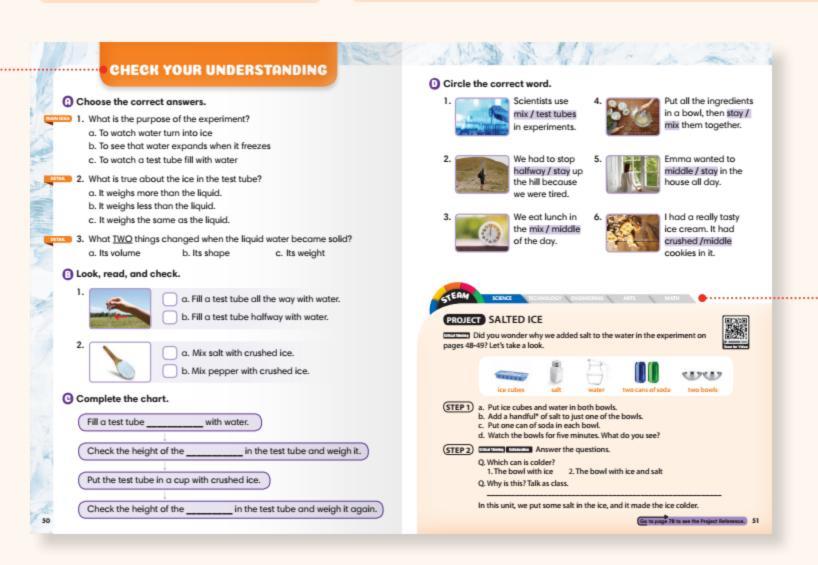
Short activities focus attention on the KEY WORDS and check understanding.

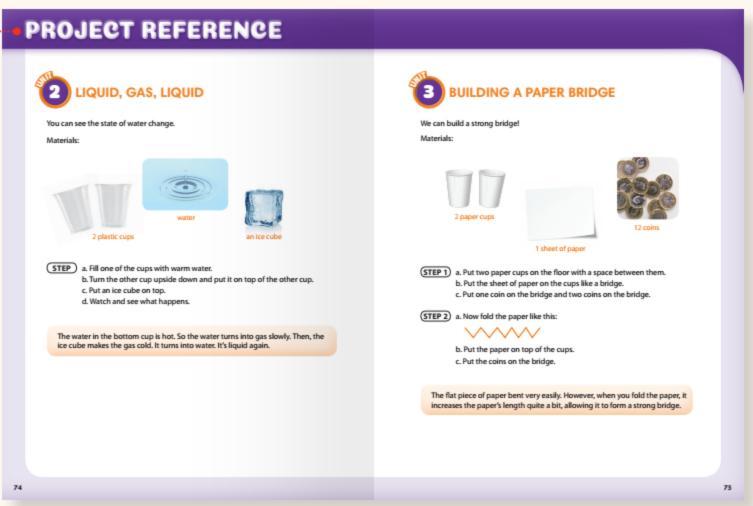
CHECK YOUR UNDERSTANDING

This section features a range of activities to check both reading comprehension and understanding of the unit vocabulary.

STEAM PROJECT

The STEAM PROJECT ends the unit with a fun and interactive project that encourages individual creativity as well as collaboration. Project types include experiments, math problems, and arts & crafts. Experimental projects have a video available via QR code. Further explanation for certain projects can be found in the PROJECT REFERENCE at the end of the book.





PROJECT REFERENCE

PROJECT REFERENCE pages go into further detail of the concepts behind the project.

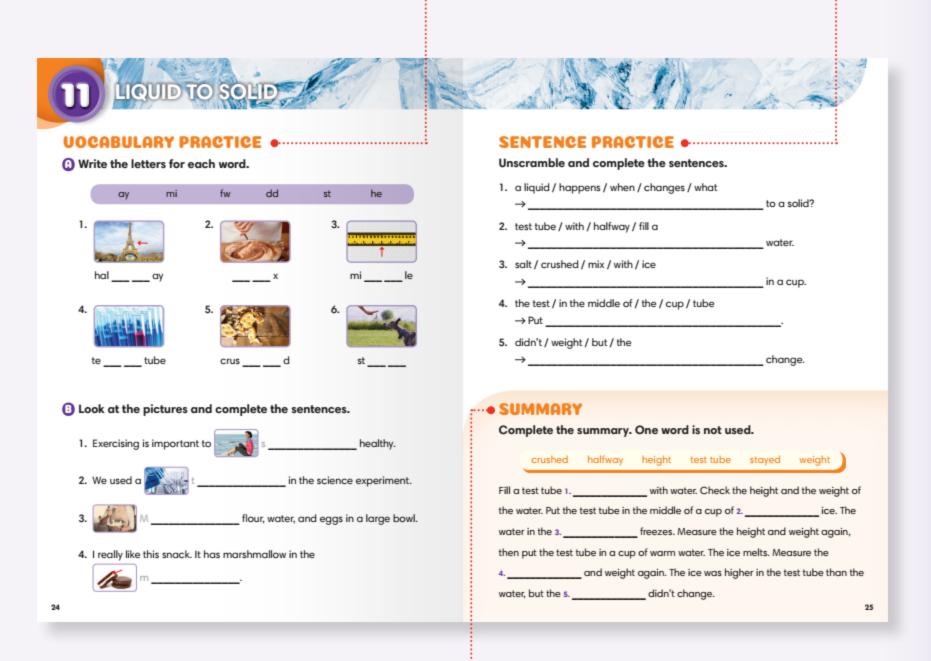


VOCABULARY PRACTICE

This checks students' understanding of the key words introduced in the Student Book unit.

SENTENCE PRACTICE

This is an unscramble activity featuring sentences taken from the unit reading.



SUMMARY

This is a recap of the unit's reading passage. Students are able to check their understanding of the ideas introduced in the unit.

TABLE OF CONTENTS

UNIT / PAGE	STEAM		DETAILS
	S	Title	THE THREE STATES OF WATER / WC: 75 🔘
Page 8	1	Academic Objective	Learn about liquids, solids, and gases
	E	Vocabulary	freeze, ice, palm, melt, disappear, frozen
	Α	STEAM Project	Solids, Liquids, or Gases?
	M		21st Century Skills: Critical Thinking, Communication
	S	Title	SMOKE OR STEAM? / WC: 89
	T	Academic Objective	Learn how steam is made
Page 12	E	Vocabulary	boil, noodles, fire, smoke, pot, steam
	A	STEAM Project	Liquid, Gas, Liquid 🔘
	M		21st Century Skills: Critical Thinking, Communication, Collaboration
	S	Title	CRUSHING CUPS / WC: 74 🔘
2		Academic Objective	Learn how we can spread out our weight
		Vocabulary	wet, quickly, floor, row, stand, crush
1.	A	STEAM Project	Building a Paper Bridge 🔘
Page 16	M	312/Willioject	21st Century Skills: Communication, Critical Thinking
	S	Title	SUPER SKIS / WC: 93
$oldsymbol{\Lambda}$	1	Academic Objective	Learn what pressure is and how it works
		Vocabulary	ski, pressure, wear, area, push, spread
00	Α	STEAM Project	High or Low Pressure
Page 20	M		21st Century Skills: Creativity, Collaboration, Critical Thinking
	c	Title	STRAW FLUTES / WC: 67 ©
	S		Learn how to make low and high sounds
-		Academic Objective	
	A M	Vocabulary	straw, blow, arrange, upper, hold, length High and Low Notes!
Page 24		STEAM Project	21st Century Skills: Critical Thinking
		Title	THE WOLF AND THE WHISTLE / WC: 93
	S	Academic Objective	Learn about loud and quiet sounds
		Vocabulary	low, sound, growling, whistle, pocket, travel
	Δ	STEAM Project	When to Whisper
Page 28	M		21st Century Skills: Critical Thinking, Communication, Collaboration
	S	Title	THE PINE CONE'S SECRET / WC: 85 🔘
7	T	Academic Objective	Learn facts about pine cones
	1	Vocabulary	pine cone, forest, decoration, dry, shrink, humid
	A	STEAM Project	Pine Cone Snake
Page 32	M		21st Century Skills: Creativity, Collaboration, Communication
	S	Title	THE STORY OF THE PINE CONE / WC: 90
8	T	Academic Objective	Learn why pine cones open and close
	E	Vocabulary	pine tree, be full of, look after, protect, warm, sunny
	Α	STEAM Project	Natural Inventions
Page 36	TV-1	STEAM Project	21st Century Skills: Creativity, Collaboration, Communication, Critical Thinking

UNIT / PAGE	STEAM		DETAILS
	S	Title	ROLL A COIN / WC: 68 ○
9 Page 40	T	Academic Objective	Learn how vending machines work
	Ē	Vocabulary	vending machine, lay, lean, slide, roll, iron
	A M	STEAM Project	Magnet Painting
			21st Century Skills: Critical Thinking, Collaboration
	S	Title	TOY COINS / WC: 87
10		Academic Objective	Learn what sticks to magnets
		Vocabulary	test, toy, real, only, size, past
	A	STEAM Project	Metal Cereal
Page 44			21st Century Skills: Critical Thinking
	-		213t Century Skinst Chicar Hinking
	S	Title	LIQUID TO SOLID / WC: 60 🔘
11		Academic Objective	Learn what happens to water when it freezes
		Vocabulary	test tube, halfway, mix, crushed, middle, stay
	A		Salted Ice
Page 48	M	STEAM Project	21st Century Skills: Critical Thinking, Collaboration
	S	Title	ICE BREAKER / WC: 88
10		Academic Objective	Learn why ice takes up more space than water
U 4		Vocabulary	hot, open, freezer, surprised, glass, yogurt
	M	CTEAM Project	Oil and Ice 🔘
Page 52		STEAM Project	21st Century Skills: Critical Thinking, Creativity
	_		
	S	Title	ROCK-BREAKING RIVERS / WC: 77 🔘
13		Academic Objective	Learn how rocks turn into sand
	A M	Vocabulary	bottom, near, pile, bring, river, turn into
Page 56		STEAM Project	Sand Art
ruge 30			21st Century Skills: Creativity, Communication
	S	Title	ADVENTURES OF SPRING WATER / WC: 96
	ш	Academic Objective	Learn how water changes the land around it
	A M	Vocabulary	spring water, flow, begin, trip, through, ocean
Page 60		STEAM Project	Bodies of Water
r age GO			21st Century Skills: Critical Thinking, Communication
	S	Title	BUILDING WORLDS / WC: 87
	Ť	Academic Objective	Learn about virtual reality and how it is made
15	Ē	Vocabulary	headset, forward, backward, creator, film, special
	A	STEAM Project	Making a Virtual World
Page 64			21st Century Skills: Critical Thinking, Collaboration, Communication
	S	Title	FLOWER POWER / WC: 70
16 Page 68	T	Academic Objective	Learn about plants and botanists
	E	Vocabulary	know, world, climb, trouble, medicine, fun
	A		Be a Botanist
Page 68	M	STEAM Project	21st Century Skills: Creativity, Critical Thinking, Communication