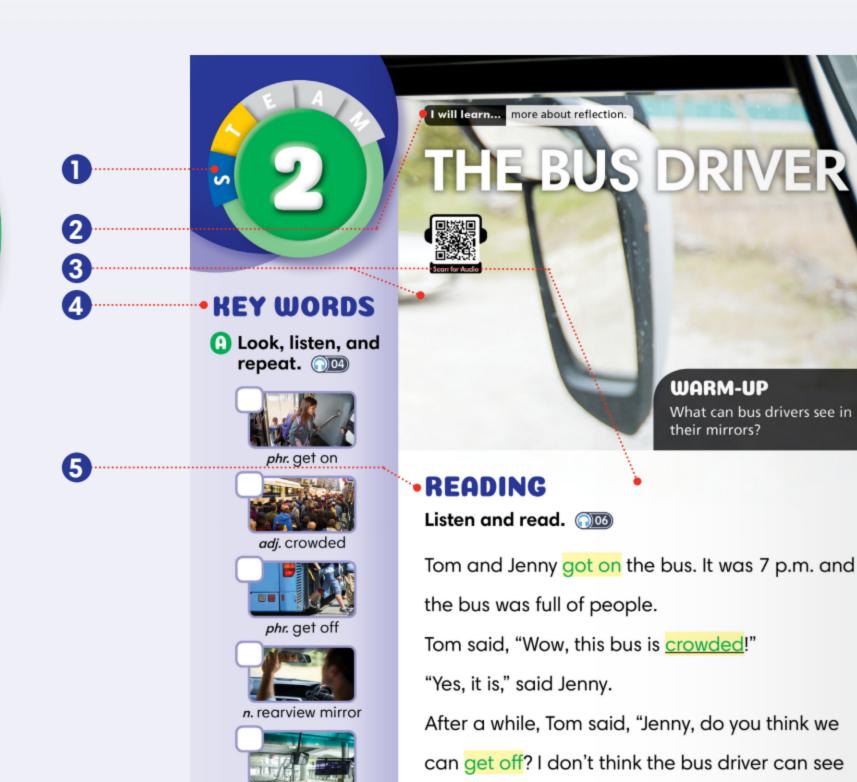


Matthew Broadhurst Virginia Marconi



### 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.

n. front

n. stop

B Listen and number the words.

12

### **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.



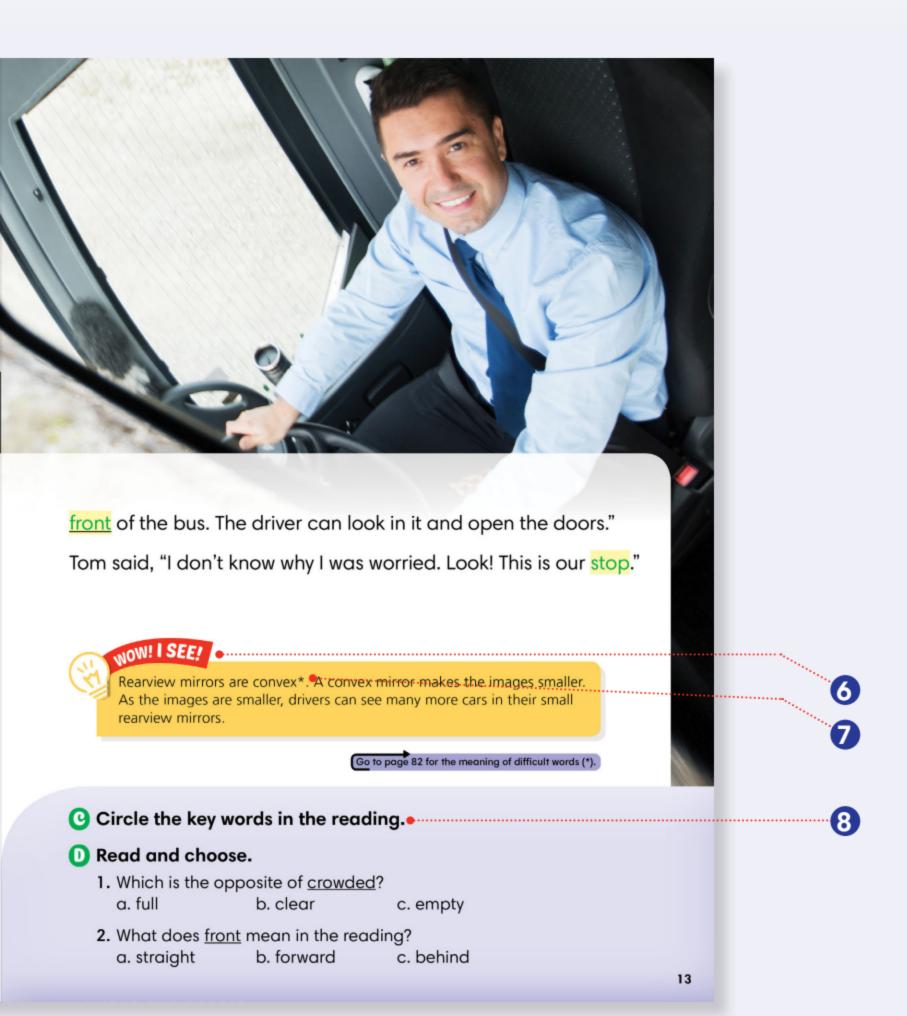
Live-action videos take students step-by-step through all science experiments. This visual aid enhances their learning experience and makes the topic come alive.



us! There're too many people!"

Then Jenny said, "Don't worry. The bus driver can

see everything. There's a rearview mirror at the



# **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 WOW! 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 word list at the back of the book.

#### **8** SHORT ACTIVITIES

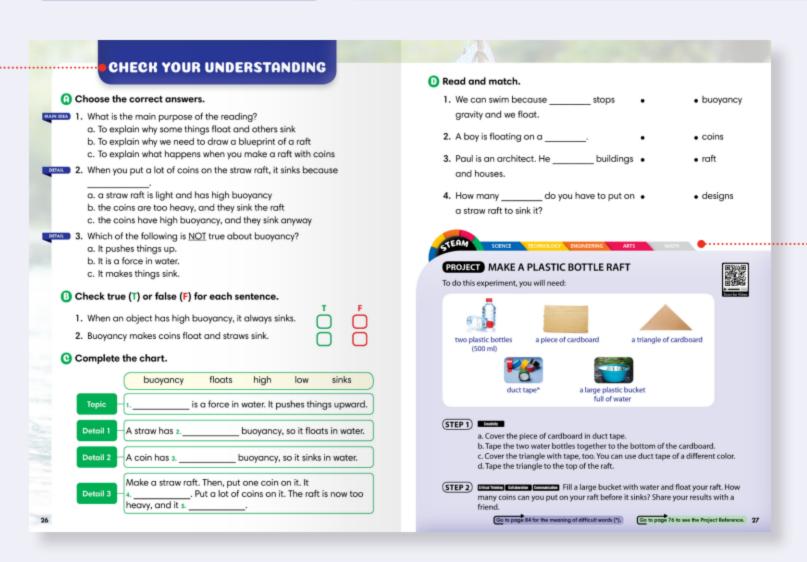
Short activities focus attention on the KEY WORDS and check understanding.

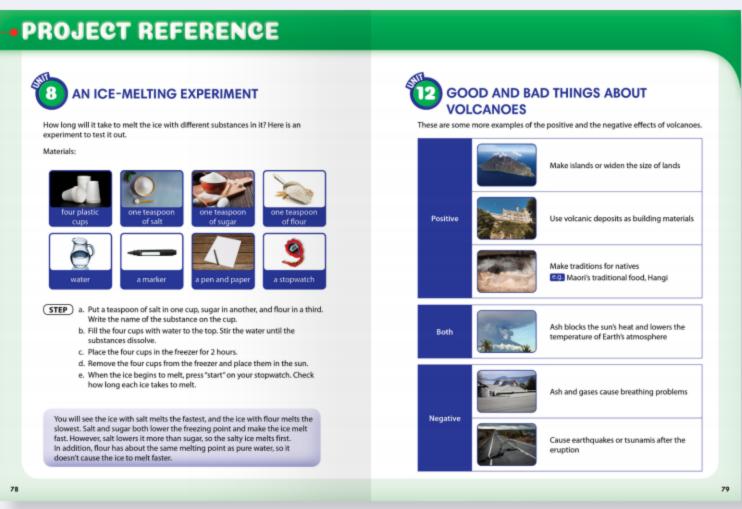
# CHECK YOUR UNDERSTANDING

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.

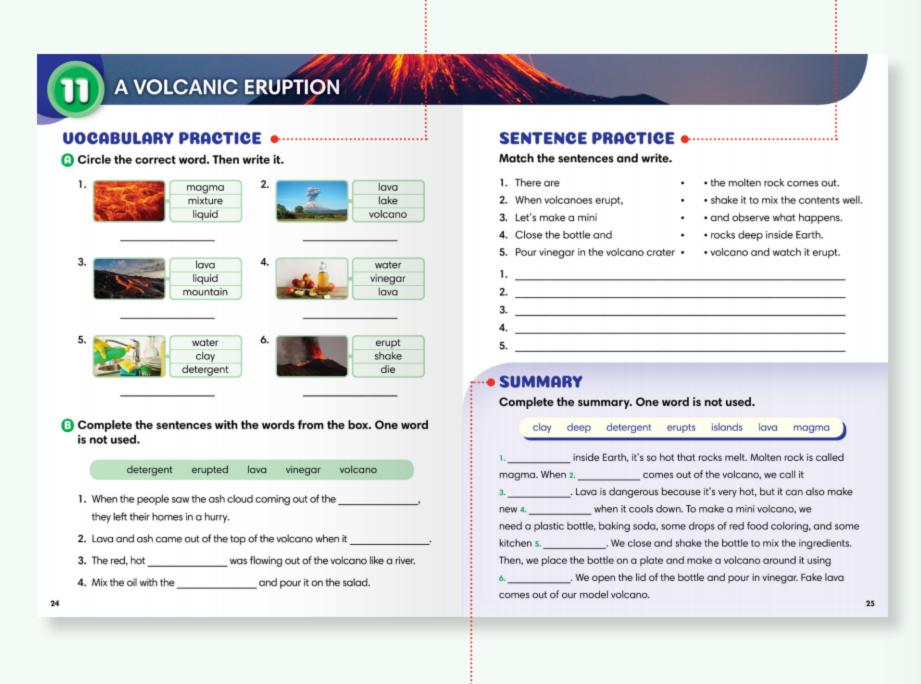


#### **VOCABULARY PRACTICE**

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

#### SENTENCE PRACTICE

This is a sentence match 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 S	NIT / PAGE STEAM DETAILS			
	S	Title	LIGHT TRAVELS / WC: 114 🔘	
		Academic Objective	Learn about how light moves	
	Е	Vocabulary	straight, flashlight, direction, target, toward, reflection	
	A M		Reflecting Light •	
Page 8		STEAM Project	21st Century Skills: Critical Thinking, Creativity, Collaboration	
	S	Title	THE BUS DRIVER / WC: 101	
	T	Academic Objective	Learn more about reflection	
2	E	Vocabulary	get on, crowded, get off, rearview mirror, front, stop	
	A		Concave and Convex Mirrors	
Page 12	M	STEAM Project	21st Century Skills: Critical Thinking	
	S	Title	THE WATER CYCLE / WC: 106 🖸	
2		Academic Objective	Learn about the water cycle	
	1	Vocabulary	evaporate, condense, cycle, seal, decrease, increase	
1/	A	STEAM Project	The Water Cycle in a Bottle 🔘	
Page 16	М	312/Willioject	21st Century Skills: Creativity, Critical Thinking	
	S	Title	DISAPPEARED WATER / WC: 127	
$\Lambda$		Academic Objective	Learn more about the water cycle	
		Vocabulary	vacation, forget, become, cloud, high, again	
00	A	STEAM Project	Why It Is Important to Save Water	
Page 20	М		21st Century Skills: Critical Thinking, Creativity, Communication	
			A DAFT OF CTDANK AND 124 A	
	S	Title	A RAFT OF STRAWS / WC: 124   Learn why things float or sink	
5		Academic Objective	Learn why things float or sink	
	A	Vocabulary STEAM Project	coin, raft, design, blueprint, buoyancy, upward	
Page <b>24</b>			Make a Plastic Bottle Raft   Alst Contum Skills: Creativity Critical Thinking Collaboration Communication	
		Title	21st Century Skills: Creativity, Critical Thinking, Collaboration, Communication HOW DOES A SHIP FLOAT? / WC: 114	
	S			
6		Academic Objective	Learn more about buoyancy	
	E A	Vocabulary	ship, Internet, search, force, be made of, huge	
Page 28	A N	STEAM Project	Build a Better Vehicle	
	IV.		21st Century Skills: Critical Thinking, Collaboration, Creativity	
	S	Title	ICE FISHING / WC: 96 <b>○</b>	
	T	Academic Objective	Learn about salt and ice	
	E	Vocabulary	spray, stairs, ingredient, ice cube, make sure, degree	
	A	STEAM Project	How to Make Ice Cream in a Bag <b>○</b>	
Page <b>32</b>	M		21st Century Skills: Critical Thinking	
	▔	Title	FROZEN / WC: 126	
	3	Academic Objective	Learn more about the freezing point of water	
	E	Vocabulary	aunt, even, reply, ask, because, lower	
	A	,	An Ice-Melting Experiment   O	
Page <b>36</b>	М	STEAM Project	21st Century Skills: Critical Thinking, Collaboration	

UNIT / PAGE	STEAM		DETAILS	
CALLYTHOL	S	Title	THE POWER OF PULLEYS / WC: 98 🔘	
		Academic Objective	Learn about pulleys and how to lift things easily	
9	E		lift, pulley, wheel, loose, wrap, distribute	
	A	Vocabulary STEAM Project	How Pulleys Make Life Easier	
Page 40			21st Century Skills: Critical Thinking, Communication	
		Title	INVENTIONS OF THE PAST / WC: 103	
	S			
		Academic Objective	Learn more about pulleys	
		Vocabulary	fortress, electricity, easily, work, carry, need	
Page <b>44</b>	M	STEAM Project	More About Pulleys	
a same	IVI		21st Century Skills: Critical Thinking	
	S	Title	A VOLCANIC ERUPTION / WC: 100 <b>○</b>	
99		Academic Objective	Learn about volcanoes and volcanic eruptions	
	E	Vocabulary	magma, volcano, erupt, lava, detergent, vinegar	
	A	STEAM Project	Learn About Volcanoes	
Page 48	M		21st Century Skills: Critical Thinking	
	S	Title	VOLCANOES: GOOD OR BAD? / WC: 113	
10	T	Academic Objective	Learn more about volcanoes	
<b>U</b> 4	E	Vocabulary	worried, danger, cause, ash, surface, hot spring	
	A	CTEANA Devices	Good and Bad Things About Volcanoes	
Page <b>52</b>	M	STEAM Project	21st Century Skills: Critical Thinking, Collaboration, Communication	
	S	Title	THE FAULTS IN OUR EARTH / WC: 89 🖸	
13		Academic Objective	Learn about earthquakes	
	A M	Vocabulary	crust, puzzle, crack, fault, spine, relax	
Page <b>56</b>		STEAM Project	Earthquake Experiment •	
rage 30			21st Century Skills: Critical Thinking, Collaboration	
	S	Title	EARTHQUAKE SAFETY / WC: 127	
14	-	Academic Objective	Learn more about earthquakes	
		Vocabulary	grab, news report, fall down, turn off, power, elevator	
Page <b>60</b>	A	STEAM Project	Do During an Earthquake	
Page 00	М		21st Century Skills: Critical Thinking, Communication	
	S	Title	MACHINES ALL AROUND / WC: 104	
	7	Academic Objective	Learn about machines and mechanical engineers	
15	Ē	Vocabulary	complicated, mechanical, industry, turn on, switch, fridge	
	A	STEAM Project	Let's Make Our Own Lift •	
Page <b>64</b>			21st Century Skills: Critical Thinking, Collaboration	
	S	Title	UNDERWATER EXPLORERS / WC: 100	
	T	Academic Objective	Learn about archaeology and underwater archaeologists	
16	E	Vocabulary	important, archaeologist, dig, percent, item, underwater	
	A	CTEALAR	Are You a Good Archaeologist?	
Page 68	M	STEAM Project	21st Century Skills: Critical Thinking, Creativity, Communication	



# **KEY WORDS**

Look, listen, and repeat.



adj. straight



n. flashlight



n. direction



n. target



prep. toward



n. reflection

Listen and number the words. 1002



# READING

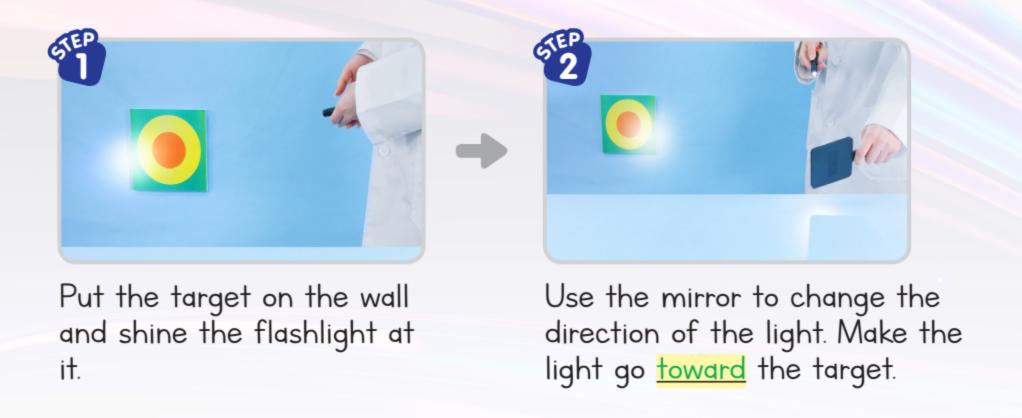
Listen and read. (103)





Light travels in a straight line. How do we know this? Turn on a flashlight. The light moves away from the flashlight. It moves in a straight line. When light hits a mirror, what happens to it? Does it keep going? Does it change direction? Let's find out.

You need a mirror, a flashlight, and a target.



When light hits a mirror, it changes direction. This is called reflection.

We can change the direction of the light by moving the mirror.

Look around you.

A bus driver uses her rearview mirror to see who is getting off the bus. She doesn't need to turn her head.

Where else can you see reflections every day?

- Circle the key words in the reading.
- Read and choose.
  - What does <u>target</u> mean in the reading?
     a. goal
     b. mirror
     c. block
  - 2. Which is the opposite of toward?a. intob. nearc. away from

# CHECK YOUR UNDERSTANDING

U		noose the c	orrect answers.	•			
MAIN IDEA	1.	What is the main purpose of the reading?  a. Light moves in a straight line through a mirror.  b. Light changes direction when it hits a flashlight.  c. Light changes direction when it bounces off a mirror.					
DETAIL	2.	Bus drivers of a. target	use	to see people gett b. flashlight	etting off the bus. c. reflection		
DETAIL	3.		of the following does light <u>NOT</u> do according to the reading ve in a straight line b. Change shape c. Bounce off				
8	C	heck true (1	) or false (F) fo	r each sentence.	_	F	
	1.	Light moves in a straight line when it comes out of a flashlight.					
	2.	. The bus driver uses a rearview mirror to turn her head.					
0	C	omplete the	chart.				
	Reflection happens when light hits a mirror and changes direction.						
		Detail 1	Light travels in 1				
		Detail 2	A mirror can ch	ange 2	·		
		Detail 3	Bus drivers use	3.	·		
			b. reflection to	of light and we call this see people getting off t e from the flashlight to	the bus		

# Choose the correct word.

You need a \_\_\_\_\_ when you find your keys under the bed.

a. telephone b. flashlight c. plate

2. When we look in a mirror, we can see our \_\_\_\_\_\_.

a. reflection

b. bouncer c. direction

3. Are we walking in the right \_\_\_\_\_? There are no stores on this road.

a. toward

b. direction c. reflection

**4.** This line isn't \_\_\_\_\_. Why don't you use a ruler to draw it?

a. straight

b. bent

c. thin



SCIENCE TECHNOLOGY ENGINEERING ARTS

# PROJECT REFLECTING LIGHT

To do this experiment, you will need:









(STEP 1) Critical Thinking

- a. Turn off the light so the room is dark. Turn on the flashlight and put it on a table. Where does the light go?
- b. Hold a mirror in front of the flashlight. Does the light go to the same place? Where does it go?

STEP 2) Critical Thinking | Creativity

- a. Place the ball close to the flashlight. Move the mirror so you can get the light to reach the ball.
- b. Keep moving the mirror so the light hits different objects in the room.

(STEP 3) Critical Thinking Collaboration Complete the sentences using the word bank below.

	airection	light	reflection	straignt	targets	toward	
l	Light always mo		_ line. When	2	hits the mirror,		
i	it bounces off in a different 3			We call	this <b>4.</b>	W	e can
ι	use it to make th	e light go	5	different	6	·	