

Earth's Systems

Fossils and geology	NGSS.4.ESS1.0
The effects of wind and water on Earth	NGSS.4.ESS2.

The formation of mountains and volcanoes as a result of plate NGSS.4.ESS2.B

tectonics

Physical characteristics of living things within a region/ NGSS.4.ESS2.E

ecosystem

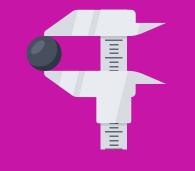
Energy derived from natural resources NGSS.4.ESS3.A

NGSS.4.ESS3.B

Natural hazards that result from Earth's systems

KIT-REQUIRED GAME

Earth's systems NGSS.4.ESS



Engineering Design

DIGITAL GAMES

<u>Energy and ecological solutions</u>

NGSS.4.ETS1.A

Designing solutions for engineering problems due to Earth's

NGSS.4.ETS1.B

systems

Determining solutions and solving problemsNGSS.4.ETS1.CInternal and external structures and their functionsNGSS.4.LS1.ASense receptors and their functions in animalsNGSS.4.LS1.D

KIT-REQUIRED GAME

Structure, function, and information processing NGSS.4.LS1



Matter and Energy in Organisms and Ecosystems

DIGITAL GAMES

DIGITAL GAMES	
Transfer of energy	NGSS.4.PS3.A
Objects in motion	NGSS.4.PS3.A
The presence of energy in objects	NGSS.4.PS3.B
Energy transfer through electricity	NGSS.4.PS3.B
Energy transfer through the collision of objects	NGSS.4.PS3.C
Energy transfer through chemical reactions	NGSS.4.PS3.D

KIT-REQUIRED GAME

What is energy? NGSS.4.PS



Structure and Properties of Matter

DIGITAL GAMES

Amplitute and wavelength	NGSS.4.PS4.A
Waves as regular patterns of motion (oceanic)	NGSS.4.PS4.A
Reflection of light	NGSS.4.PS4.B
Measuring waves with technology	NGSS.4.PS4.C

KIT-REQUIRED GAME

Waves NGSS.4.PS4

VIEW ADDITIONAL RELATED GAMES