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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.

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.

Video Experiments

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.





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.

7 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.

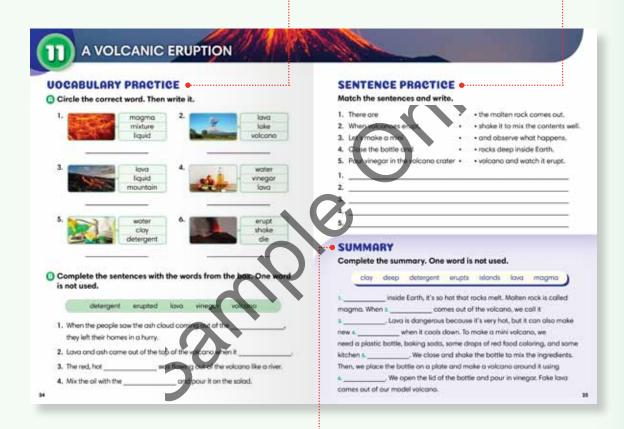
MORKBOOT

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.

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	S	Title	LIGHT TRAVELS / WC: 114 🔘
	T	Academic Objective	Learn about how light moves
Page 8		Vocabulary	straight, flashlight, direction, target, toward, reflection
		vocabalary	Reflecting Light •
		STEAM Project	21st Century Skills: Critical Thinking, Creativity, Collaboration
	S	Title	THE BUS DRIVER / WC: 101
		Academic Objective	Learn more about reflection
	i i	Vocabulary	get on, crowded, get off, rearview mirror, front, stop
	A	,	Concave and Convex Mirrors
Page 12	М	STEAM Project	21st Century Skills: Critical Thinking
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	S	Title	THE WATER CYCLE / WC: 106 ○
5		Academic Objective	Learn about the water cycle
	E	Vocabulary	evaporate, condense, cycle, seal, decrease, increase
	A	CTEANAR : .	The Water Cycle in a Bottle 🔘
Page 16	M	STEAM Project	21st Century Skills: Creativity, Critical Thinking
	S	Title	DISAPPEARED WATER / WC: 127
	1	Academic Objective	Learn more about the water cycle
4	E	Vocabulary	vacation, forget, become cloud, high, again
	A	CTEALIA D	Why It Is Important to Save Water
Page 20	M	STEAM Project	21st Century Skills: Critical Thinking, Creativity, Communication
	S	Title	A RAFT OF STRAWS / WC: 124 🖸
5	I E	Academic Objective	Learn why things float or sink
		Vocabulary	coin, raft, design, blueprint, buoyancy, upward
- 24	A	STEAM Project	Make a Plastic Bottle Raft 🔘
Page 24 M			21st Century Skills: Creativity, Critical Thinking, Collaboration, Communication
	S	Title	HOW DOES A SHIP FLOAT? / WC: 114
6	T	Academic Objective	Learn more about buoyancy
	A	Vocabulary	ship, Internet, search, force, be made of, huge
- 20		STEAM Project	Build a Better Vehicle
Page 28	М	,,,,,,	21st Century Skills: Critical Thinking, Collaboration, Creativity
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	S	Title	ICE FISHING / WC: 96 Learn about salt and ice
		Academic Objective	
	A	Vocabulary STEAM Project	spray, stairs, ingredient, ice cube, make sure, degree
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	S	Title	FROZEN / WC: 126
		Academic Objective	Learn more about the freezing point of water
	E A	Vocabulary	aunt, even, reply, ask, because, lower
Page 36	M	STEAM Project	An Ice-Melting Experiment 11st Continue Skiller Critical Thinking Collaboration
3.00	IVI		21st Century Skills: Critical Thinking, Collaboration

UNIT / PAGE STEAM		DETAILS
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	Academic Objective	Learn about pulleys and how to lift things easily
9	Vocabulary	lift, pulley, wheel, loose, wrap, distribute
A	, compared to	How Pulleys Make Life Easier
Page 40	STEAM Project	21st Century Skills: Critical Thinking, Communication
S	Title	INVENTIONS OF THE PAST / WC: 103
	Academic Objective	Learn more about pulleys
	Vocabulary	fortress, electricity, easily, work, carry, need
A		More About Pulleys
Page 44	STEAM Project	21st Century Skills: Critical Thinking
S	Title	A VOLCANIC ERUPTION / WC: 100 🕥
	Academic Objective	Learn about volcanoes and volcanic eruptions
U U E	Vocabulary	magma, volcano, erupt, lava, detergent, vinegar
A0 A	STEAM Project	Learn About Volcanoes
Page 48	31E/Willioject	21st Century Skills: Critical Thinking
S	Title	VOLCANOES: GOOD OR BAD? / WC: 113
	Academic Objective	Learn more about volcanoes
U 🝊 📙	Vocabulary	worried, danger, cause, ash, surface, hot spring
F 2	STEAM Project	Good and Bad Things About Volcanoes
Page 52 M	, ,,,,,	21st Century Skills: Critical Thinking, Collaboration, Communication
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KEY WORDS

(1) Look, listen, and repeat.



adj. straight



n. flashlight



n. direction



n. target

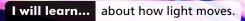


prep. toward



n, reflection

B Listen and number the words.



LIGHT TRAVELS



WARM-UP

What do you see when you put an object in front of a mirror?

READING

Listen and read. 003



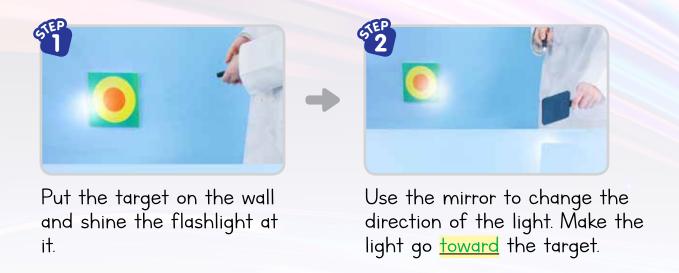
Light travels in a straight line. How do we know this? Turn on a flashlight. The light moves away from the flashlight. It moves in a straight line.

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.
 - 1. What does <u>target</u> mean in the reading? a. goal b. mirror c. block
 - 2. Which is the opposite of toward?
 - a. into
- b. near
- c. away from

CHECK YOUR UNDERSTANDING

W	C	hoose the c	orrect answers.	1			
MAIN IDEA	1.	a. Light mo	inges direction w	the reading? ine through a mirror. hen it hits a flashligh hen it bounces off a			
DETAIL	2.	Bus drivers (a. target	use	to see people g b. flashlight	etting off the b		
DETAIL		a. Move in a	a straight line	ight <u>NOT</u> do accordi b. Change shape		•	
U	 Check true (T) or false (F) for each sentence. Light moves in a straight line when it comes out of a flashlight. 						
ı	2. The bus driver uses a rearview mirror to turn her head.						
0	C	omplete the	e chart.				
		Topic	Reflection happ changes directi	ens when light hits a on.	mirror and		
		Detail 1	Light travels in 1	·	·		
		Detail 2	A mirror can ch	ange 2	·		
		Detail 3	Bus drivers use a	3.			
			b. reflection to	of light and we call t see people getting o e from the flashlight t	ff the bus		

Choose the correct word	rd.
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1. 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

PROJECT REFLECTING LIGHT

To do this experiment, you will need:



a mirror





(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.

(direction	light	reflection	straight	targets	toward		
Light always moves in a 1.				_ line. When	2	hits the mirror,		
i	it bounces off in a different 3			We call	this 4.	W	e can	
ı	use it to make th	ne light go	5	differen	t 6	•		