



### 4<sup>th</sup> Grade Digital Planning Guide

March 30-April 3<sup>rd</sup>, 2020

#### Standards: Sound

S4P2. Obtain, evaluate, and communicate information about how sound is produced & changed & how sound &/or light can be used to communicate

a. Plan and carry out an investigation utilizing everyday objects to produce sound & predict the effects of changing the strength or speed of vibrations.

b. Design & construct a device to communicate across a distance using light &/or sound.

#### Digital Learning Resources to support Sound

##### **Highlighted CTLS Teach Lesson: The Sounds of Everyday**

This lesson focuses more on the first half of S4P2a- producing sounds. Students create sounds using everyday objects and record their observations. Students learn how sounds are created by vibrations and how they travel from one place to another.

##### **Mystery Science Lesson: What Would Happen If You Screamed in Outer Space?**

In this Mystery, students explore the role that air plays in enabling a sound vibration to travel. In the activity, Act Out a Sound, students do two short activities that explore sound vibrations. Students experiment with sound to understand how it moves through the air and then consider what would happen in an environment like space where there is no air. Student Link:

<https://mysteryscience.com/waves/mystery-2/sound-vibrations/51?code=OTUxOTM4&t=student>

##### **Legends of Learning Game: Wavebot and Sound Victory**

Engage your students with Legends of Learning science game-based simulations correlated to the Georgia GSE. You can create playlists of games based on science standards and students can work through completing each one. Teachers can use quick play which assigns playlists of the highest-ranking games, or targeted play in which you can choose games that are linked to specific standards you are working on. The best part....teachers can see exactly how students are performing! The Legends website offers training modules on how to manage classes and assign games. To sign up for a Legends of Learning account, you can register here. We have purchased this access for all Cobb Teachers in Math and Science!

#### Non-Digital Options:

- Fill up 5 glasses of water at different heights. Use a spoon to lightly tap the side of each glass. What do you notice about the different sounds when you tap each glass? Write down your observations.
- Create an instrument that produces sound using everyday materials around your house. Investigate whether you can create high and low pitches with your instrument.