

Priority Standard:	MSPS4-2: Develop and use a model to describe that waves are reflected, absorbed, or transmitted through various materials.
Overarching Skills:	Use models to communicate scientific information Provide quality feedback focused on the goal of the model Analyze and apply feedback to improve the clarity of the model
WALT:	We are learning to communicate scientific concepts with models
Success Criteria:	I can develop a model (2D or 3D) to show my thinking I can develop a model to show scientific thinking. I can develop a model that communicates scientific information and concepts I can develop a model that communicates the cause and effect relationship of a scientific concept I can develop a model that uses labels and/or measurements to communicate the cause and effect relationship of a scientific concept
WALT:	We are learning to gather and analyze feedback to increase the clarity of our models
Success Criteria:	I can seek feedback on the clarity of my model I can analyze feedback on the clarity of my model I can analyze feedback on the clarity of my model to make decisions about necessary improvements to my model I can gather and use feedback to improve my model to increase its clarity
WALT:	We are learning to create models that communicate wave properties
Success Criteria:	I can interpret models to identify the parts of a wave: crest, trough, rarefaction, compression I can apply my understanding of the parts of a wave when interpreting models of waves I can interpret models of wave parts to identify and measure the amplitude and frequency of a wave I can develop a model that communicates how changes in the measurements of a wave affects the wave properties
WALT:	We are learning to create models that communicate wave behaviors
Success Criteria:	I can interpret models to identify and define wave behaviors (reflection, absorption, transmission) I can use models to investigate the materials and actions that cause wave behaviors I can apply my understanding to create models that communicate how the manipulation of the medium or materials affects the behavior of a wave.

