

GRADE 3 SCIENCE

Throughout third grade science lessons, children will learn how to make educated guesses based on the knowledge they have gained through research, investigation and observation. By the end of third grade science, you should have checked off the following topics.

BASIC KNOWLEDGE

- Collect data to provide evidence for conclusions of experiments
- Use textbooks and computers to research information on a variety of topics
- Record observations of experiences in writing and be able to verbalize and explain the information
- Work in groups to conduct experiments and complete projects
- Experiment with solids, liquids and gases

FORCES AND INTERACTIONS

- Conduct experiments that show how different forces affect the motion of an object
- Use measurements and observations to recognize a pattern and predict what the future motion of an object will be
- Ask questions to understand cause-and-effect relationships
- Comprehend relationships between organisms as related to the food chain

ECOSYSTEMS & THE LIFE CYCLE

- Identify different bodies of water located on the globe
- Make conclusions based on observations of living and nonliving things
- Understand that living things need air, water and food to grow, survive and reproduce
- Study and observe the life cycle of both plants and animals
- Understand that although organisms have unique life cycles, all have birth, growth, reproduction and death in common
- Use provided evidence to prove that plants and animals inherit traits from parents
- Find information that supports the influence of an environment on these traits

WEATHER AND CLIMATE

- Use tables and graphs to display typical weather patterns during a given season
- Research and describe climates of different regions of the world
- Know how the sun and moon affect the climate on Earth



You can help your child advance these skills by encouraging him/her to step outside and observe animals, plants and the weather. Children can learn about the life cycle of plants by growing their own flowers or vegetables from seedlings.