

DCI: Energy

HS.PS3.D: Energy in Chemical Processes and Everyday Life

Solar cells are humanmade devices that likewise capture the sun's energy and produce electrical energy. (HS-PS4-5)

DCI: Waves and Their Applications in Technologies for Information Transfer

Transfer

HS.PS4.A: Wave Properties

The wavelength and frequency of a wave are related to one another by the speed of travel of the wave, which depends on the type of wave and the medium through which it is passing. (HS-PS4-1)

DCI: Waves and Their Applications in Technologies for Information Transfer

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HS.PS4.A: Wave Properties

Information can be digitized (e.g., a picture stored as the values of an array of pixels); in this form, it can be stored reliably in computer memory and sent over long distances as a series of wave pulses. (HS-PS4-2), (HS-PS4-5)

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HS.PS4.A: Wave Properties

[From the 3–5 grade band endpoints] Waves can add or cancel one another as they cross, depending on their relative phase (i.e., relative position of peaks and troughs of the waves), but they emerge unaffected by each other. (Boundary: The discussion at this grade level is qualitative only; it can be based on the fact that two different sounds can pass a location in different directions without getting mixed up.) (HS-PS4-3)

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HS.PS4.B: Electromagnetic Radiation

Electromagnetic radiation (e.g., radio, microwaves, light) can be modeled as a wave of changing electric and magnetic fields or as particles called photons. The wave model is useful for explaining many features of electromagnetic radiation, and the particle model explains other features. (HS-PS4-3)

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HS.PS4.B: Electromagnetic Radiation

When light or longer wavelength electromagnetic radiation is absorbed in matter, it is generally converted into thermal energy (heat). Shorter wavelength electromagnetic radiation (ultraviolet, X-rays, gamma rays) can ionize atoms and cause damage to living cells. (HS-PS4-4)

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HS.PS4.B: Electromagnetic Radiation

Photoelectric materials emit electrons when they absorb light of a high enough frequency. (HS-PS4-5)

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HS.PS4.C: Information Technologies and Instrumentation

Multiple technologies based on the understanding of waves and their interactions with matter are part of everyday experiences in the modern world (e.g., medical imaging, communications, scanners) and in scientific research. They are essential tools for producing, transmitting, and capturing signals and for storing and interpreting the information contained in them. (HS-PS4-5)

Science and Engineering Practices

Asking Questions and Defining Problems

Asking questions and defining problems in 9–12 builds on grades K–8 experiences and progresses to formulating, refining, and evaluating empirically testable questions and design problems using models and simulations.

Evaluate questions that challenge the premise(s) of an argument, the interpretation of a data set, or the suitability of a design. (HS-PS4-2)

Science and Engineering Practices

Using Mathematics and Computational Thinking

Mathematical and computational thinking in 9–12 builds on K–8 experiences and progresses to using algebraic thinking and analysis, a range of linear and nonlinear functions including trigonometric functions, exponentials and logarithms, and computational tools for statistical analysis to analyze, represent, and model data. Simple computational simulations are created and used based on mathematical models of basic assumptions. Use mathematical representations of phenomena or design solutions to describe and/or support claims and/or explanations. (HS-PS4-1)

Science and Engineering Practices

Engaging in Argument from Evidence

Engaging in argument from evidence in 9–12 builds on K–8 experiences and progresses to using appropriate and sufficient evidence and scientific reasoning to defend and critique claims and explanations about the natural and designed world(s). Arguments may also come from current scientific or historical episodes in science.

Evaluate the claims, evidence, and reasoning behind currently accepted explanations or solutions to determine the merits of arguments. (HS-PS4-3)

Science and Engineering Practices

Obtaining, Evaluating, and Communicating Information

Obtaining, evaluating, and communicating information in 9–12 builds on K–8 experiences and progresses to evaluating the validity and reliability of the claims, methods, and designs.

Evaluate the validity and reliability of multiple claims that appear in scientific and technical texts or media reports, verifying the data when possible. (HS-PS4-4)

Science and Engineering Practices

Obtaining, Evaluating, and Communicating Information

Obtaining, evaluating, and communicating information in 9–12 builds on K–8 experiences and progresses to evaluating the validity and reliability of the claims, methods, and designs. Communicate technical information or ideas (e.g. about phenomena and/or the process of development and the design and performance of a proposed process or system) in multiple formats (including orally, graphically, textually, and mathematically). (HS-PS4-5)

Crosscutting Concepts

Cause and Effect

Empirical evidence is required to differentiate between cause and correlation and make claims about specific causes and effects. (HS-PS4-1)

Crosscutting Concepts

Cause and Effect

Systems can be designed to cause a desired effect. (HS-PS4-5)

Crosscutting Concepts

Cause and Effect

Cause and effect relationships can be suggested and predicted for complex natural and human designed systems by examining what is known about smaller scale mechanisms within the system. (HS-PS4-4)

Crosscutting Concepts

Systems and System Models

Models (e.g., physical, mathematical, computer models) can be used to simulate systems and interactions—including energy, matter, and information flows—within and between systems at different scales. (HS-PS4-3)

Crosscutting Concepts

Stability and Change

Systems can be designed for greater or lesser stability. (HS-PS4-2)