

HERO ELEMENTARY: EQUITY AND THE SUPERPOWERS OF SCIENCE

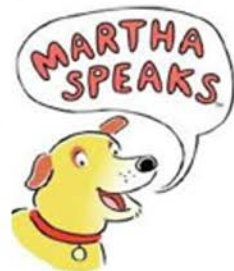
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ABOUT HERO ELEMENTARY



READY TO LEARN

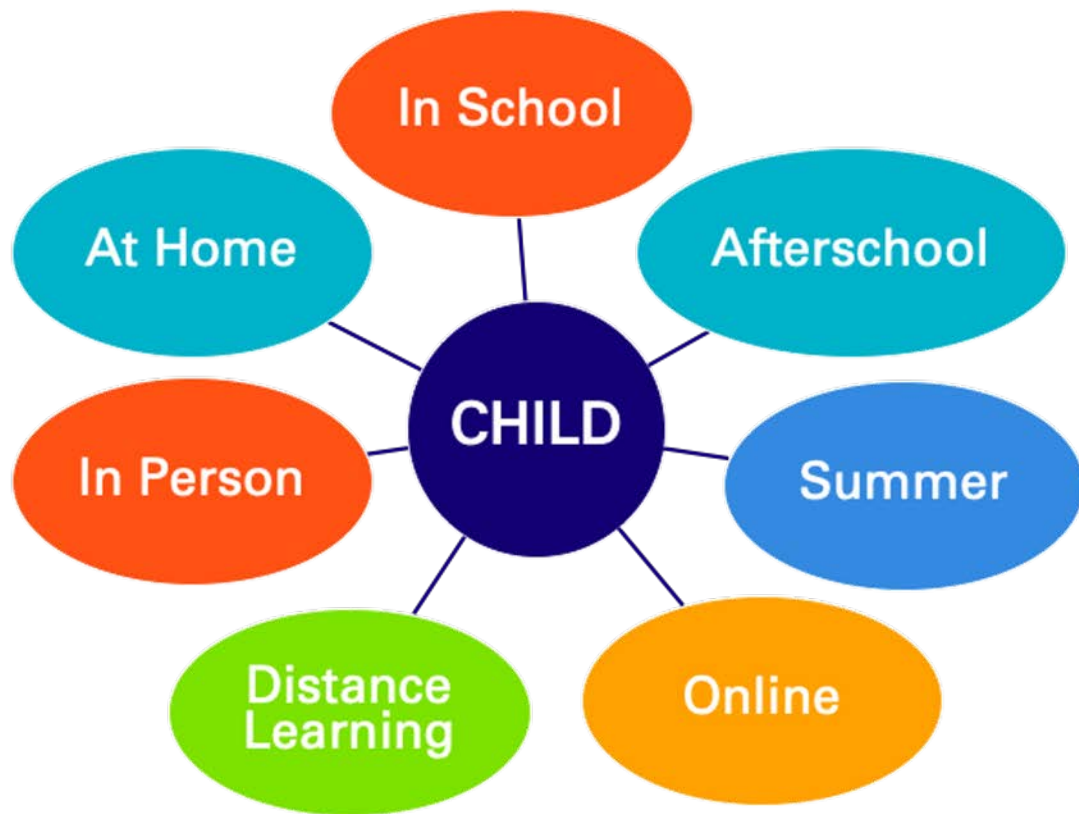


25 Playlists

- 40 TV shows
 - Two 11-minute episodes each
- 16 digital games
- Science Power Notebook
- 8 Analog games
- 50 Hands-on Activities
- E-Articles



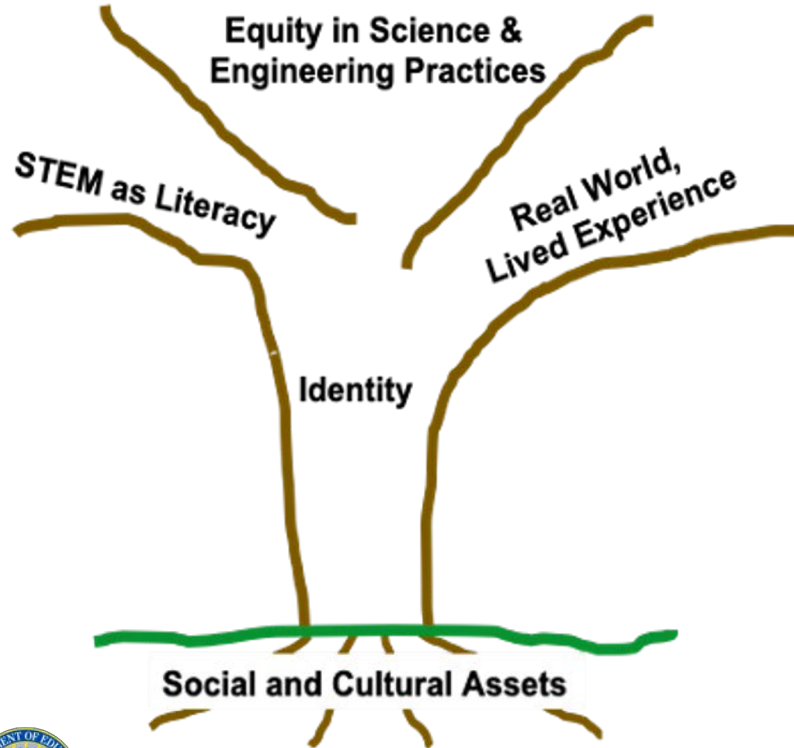
LEARNING ENVIRONMENTS





EQUITY-FOCUSED SCIENCE LEARNING

TRANSFORMATIVE TRANSMEDIA FRAMEWORK FOR EARLY STEM LEARNERS

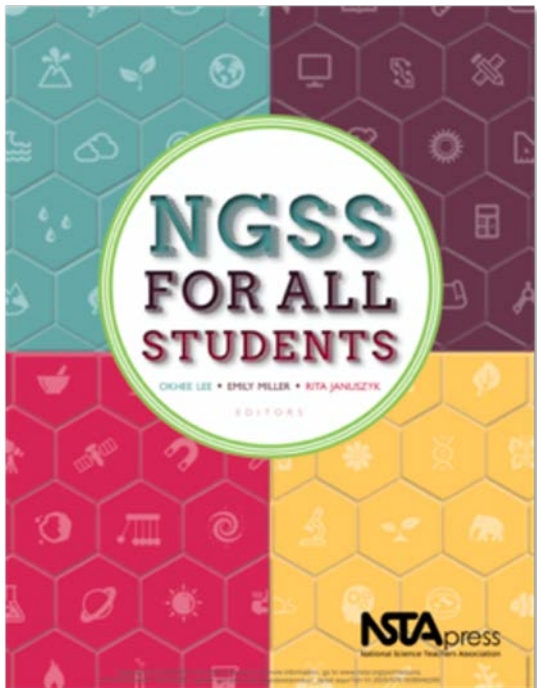


1. Help young learners connect their racial, cultural and STEM identities.
2. Create real world STEM experiences grounded in the realities of diverse learners' lives.
3. Integrate social and cultural assets in young learners' STEM powers and experiences.
4. Engage young learners in the Science and Engineering Practices in ways that build equity.
5. Help young learners experience STEM as literacy.

<https://www.learntechlib.org/primary/p/217700/>



EFFECTIVE EQUITY STRATEGIES



- Appendix D of NGSS
- Case studies
- "What teachers *can do*"
- Research based recommendations

<https://my.nsta.org/resource/99134>



EFFECTIVE EQUITY STRATEGIES



From [NGSS for ALL Students](#)

Demographic Group	Student Engagement	Classroom Support Strategies	School Support Systems	Home and Community
Economically Disadvantaged Students	Students' sense of place	Project-based learning	School resources and funding	Students' funds of knowledge
Racial and Ethnic Groups	Multimodal experience	Multiple representations; culturally relevant pedagogy	Role models and mentors	Community involvement; culturally relevant pedagogy
Students with Disabilities	Accommodations and modifications	Differentiated instruction; UDL; RTI	Accommodations and modifications	Family outreach
English Language Learners	Discourse practices	Language and literacy support	Home language support	Home culture connections

1. SCIENCE CONNECTED TO LOCAL PLACES



Connect science to children's "sense of place"—the physical, historical and socio-cultural aspects of their local community.



2. CULTURALLY RELEVANT PEDAGOGY



Empower children to be doers of science by valuing the knowledge and experiences from their families and communities.



3. REAL-WORLD, HANDS-ON LEARNING



Engage children's curiosity through real-world and hands-on experiences.



4. MULTIMODAL EXPERIENCES, MULTIPLE REPRESENTATIONS



Use multimodal experiences and multiple representations to engage all children.

5. DISCUSSION AND REFLECTION



Facilitate discussion of ideas and reflection about science experiences.



6. HOME AND COMMUNITY PARTNERSHIPS



Support ongoing learning by connecting home, community, and the learning program.



RESULTS



- Educators APPRECIATE TRAINING in Effective Equity Strategies
- Evidence shows educators are USING Effective Equity Strategies

“You have a diverse group of characters that you can talk about within the lessons and they can see, and it talks about their strengths. It's good for my students. They can see themselves in the characters... They acknowledge it and see it.”

– Hero Elementary Educator



A silhouette of a superhero with curly hair, wearing a cape and gloves, running towards the right. A large, stylized white cloud with a star inside is positioned behind the superhero's feet. The background consists of red and orange diagonal stripes with a halftone dot pattern.

SUPERPOWERS OF SCIENCE

INTEGRATING SCIENCE + LITERACY



SCIENCE AND ENGINEERING PRACTICES

Utilize the skills, thinking, and language of Scientific Inquiry and Engineering Design.

- Ask questions
- Define problems
- Plan and carry out investigations
- Analyze & interpret data
- Construct explanations
- Design solutions
- Obtain information
- Communicate information

LITERACY & ENGLISH LANGUAGE ARTS

Produce and receive communication in a variety of forms.

- Speaking
- Listening
- Writing informational texts
- Reading informational texts
- Vocabulary



SUPERPOWERS OF SCIENCE



INVESTIGATE!



COLLECT INFORMATION!

LOOK FOR PATTERNS!

NAME THE PROBLEM!

FIGURE OUT A SOLUTION!

MAKE SENSE!



SHARE WHAT YOU KNOW!

EXPLAIN!

ASK QUESTIONS!

COMPARE!



PEDAGOGY: CONSTRUCTIVIST, EXPERIENTIAL



**WE DO
SCIENCE**

**USING THE
SUPERPOWERS
OF SCIENCE**

**TO
UNDERSTAND
BIG IDEAS**



SUPERPOWERS OF SCIENCE	CHILD-FRIENDLY LANGUAGE
ask questions	ask • wonder
collect information	collect information • find evidence • get data
compare	compare • what's the same and what's different
explain	explain • figure out what happened • use evidence to explain
figure it out	create a way to fix it • figure out a way to solve • fix the problem • solve • what are your ideas
investigate	find out • investigate
keep track of data	keep track • keep track of data • write it down
learn more information	learn something new • check it out • read about • check with someone who knows

SUPERPOWERS OF SCIENCE

CHILD-FRIENDLY LANGUAGE

look for patterns

find patterns • I've noticed that before •
it keeps happening • look for patterns

**make sense of
information**

make sense of data • make sense of information •
what does that tell you

name the problem

know the problem • understand the problem •
what do we need to fix • what's the problem

observe

notice • observe

plan an investigation

make a plan

predict

predict • tell what you think happens next

share what you know

share your ideas • share information •
talk about what you found out

test

see what happens • test your idea • try it

HOW TO HERO: INVESTIGATE!





**EXAMPLE:
LAND & WATER
PLAYLIST**

PLAYLIST: LAND AND WATER



HANDS-ON ACTIVITY	Let's Model Land Forms
NOTEBOOK	I Know a Land Form
SONG	"Let's Compare"
VIDEO	<i>Back on Track</i>
E-ARTICLES	PebbleGo
VIDEO	<i>Track That Pack</i>
NOTEBOOK	Water Can Move
HANDS-ON ACTIVITY	Bodies of Water
ANALOG GAME	Water Works

PLAYLIST: LAND AND WATER



BACK ON TRACK **COVIEWING GUIDE**

SPARKS' CREW INVESTIGATES THE LAND FORMS IN CITYTOWN TO FIX A MODEL.

STORY SUMMARY

Mr. Quivers' toy train display looks just like Citytown! Unfortunately, his dog Bitsy wrecks the model. Sparks' Crew investigates the land forms that make up Citytown so they can put the model back together.

HOW DOES SPARKS' CREW USE SCIENCE TO SOLVE THE PROBLEM?

The Team records and shares data by taking pictures of Citytown. Then they compare the images to the model train set to identify where the pieces go.



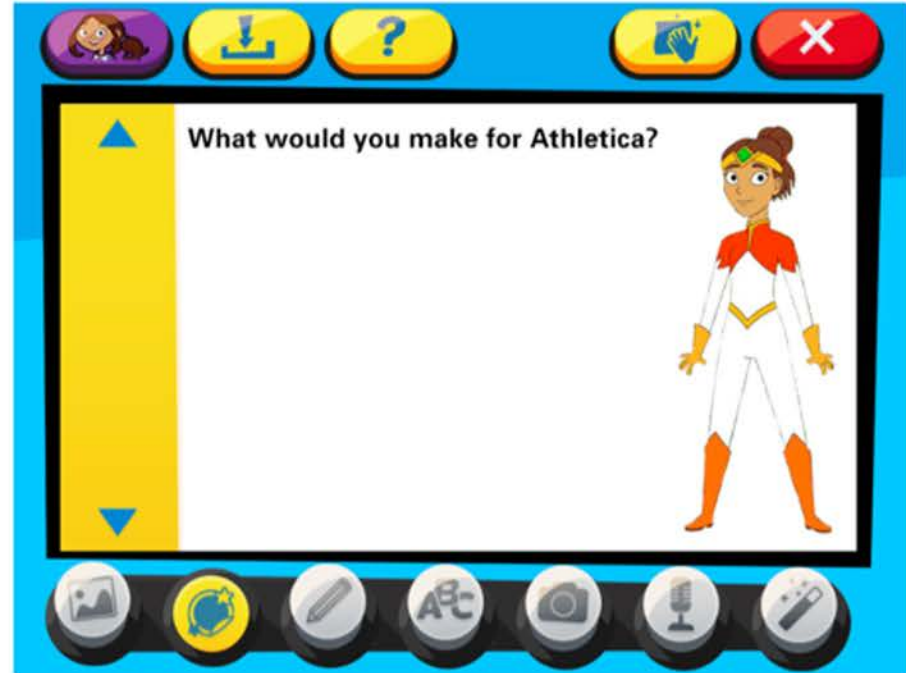
PLAYLIST: LAND AND WATER



1:54-2:38	HOW DOES MR. QUIVERS DESCRIBE A MODEL?
WHAT'S HAPPENING ONSCREEN?	Sparks' Crew looks at the model of Citytown. They find some small buildings and tell what the buildings are. Mr. Quivers tells them that the model looks like the real Citytown, but smaller.
SCIENCE FOCUS	The kids observe the buildings. They begin to make sense of the information . They learn more information about models from Mr. Quivers.
4:30-5:47	HOW DOES SPARKS' CREW WORK TOGETHER TO FIX THE MODEL?
WHAT'S HAPPENING ONSCREEN?	Lucita takes a picture of the Snack Shack in Citytown. She sends the picture to AJ and Sara. AJ and Sara put the Snack Shack model in the right place. And Fur Blur helps!
SCIENCE FOCUS	Lucita shares information to help put the model back together. AJ and Sara compare the photo to their model to make sure they have the Snack Shack model in the right place.



PLAYLIST: LAND AND WATER



Draw a land form that is near where you live.
Tell what you know about the land form.



PLAYLIST: LAND AND WATER



BODIES OF WATER

ACTIVITY

MAKE A MODEL OF A LAKE, A RIVER, OR AN OCEAN.

DOING SCIENCE

Children **investigate** different bodies of water on Earth. Children **observe** pictures of bodies of water. They describe and **compare** the bodies of water. They use materials—including real water—to create models of a lake, ocean, or river to show differences between these bodies of water. They **share information** about local bodies of water.

SCIENCE BIG IDEAS

There are many different types of bodies of water on Earth. We can make models of bodies of water to find out how bodies of water are alike and different.

SCIENCE QUESTIONS

What types of water bodies are there on Earth?
How are these bodies of water alike or different?



PLAYLIST: LAND AND WATER



REFLECT

1. Post children's lists of what makes rivers, oceans, and lakes special. Read the lists aloud.
 - Have children identify the differences between:
 - Rivers and oceans.
 - Rivers and lakes.
 - Lakes and oceans.
 - Identify what's the same between rivers and oceans. Circle these items.
 - Identify what's the same between rivers and lakes. Put boxes around them.
 - Identify what's the same between lakes and oceans. Underline these items.
2. Have children name some **bodies of water that are near their neighborhood, town, etc.** What are the lakes, rivers, or oceans that are closest to them? Have children describe a nearby body of water with a partner. If you have photos of local bodies of water, display them as the children discuss.



HOME AND DISTANCE RESOURCES



For Educators

- Videos of Activities
- Live Distance Demo
- Plans for Activities and Analog Game
- Distance Implementation and Pacing Guide

For Families

- Family Coviewing Guides
- Videos of Activities
- Do-At-Home Versions of Activities
- Play-At-Home Version of Analog Game





Collections > **Hero Elementary™**

In This Collection: *Media Gallery (14), Video (14) for Grades K-2*

The Science and Engineering Practices are skills that can make all humans truly super. At HERO ELEMENTARY™, these practices are known as the SUPERPOWERS OF SCIENCE and they combine science and literacy to build powerful learning. HERO ELEMENTARY engages children as scientists and communicators, to learn about the natural and human-made world. The HERO ELEMENTARY collection offers videos, digital games, and hands-on investigations for educators to use in the classroom. Sparks' Crew, the diverse team of students at HERO ELEMENTARY, models ways to use science and literacy to help their community and save the day. HERO ELEMENTARY inspires children to do real science to make a difference in their world.

<https://pbslearningmedia.org/collection/hero-elementary/>