

Waves and Properties

PS4 – Waves and Their Applications in Technologies for Information Transfer

4.PS4.A.1

Develop a model of waves to describe patterns in terms of amplitude or wavelength and that waves can cause objects to move. (Clarification Statement: Examples of models could include diagrams, analogies, and physical models using wire to illustrate wavelength and amplitude of waves.)

}A student who is proficient should be able to complete the following skills/tasks for this standard?

}A student who is basic will likely be able to complete the following skills/tasks for this standard?

}A student who is advanced should be able to complete the following skills/tasks for this standard?

}What is the essential vocabulary that all students must know and understand in order to be successful with this skill/task?

}How will you assess this standard?