



# **Stackable Instructionally- embedded Portable Science (SIPS) Assessments Project**

**Grade 8 Science**

**Unit 1 Task 1 Specification Tool & Verification of Alignment**

**Forces and Energy**

**September 2023**

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# SIPS Grade 8 Unit 1 Task 1 Specification & Verification of Alignment

Grade: 8	Unit: 1	Task Number: 1	Task Title: Storing Grocery Carts
<b>NGSS Performance Expectations</b>			
<p><b>MS-PS2-1.</b> Apply Newton’s third law to design a solution to a problem involving the motion of two colliding objects. <i>[Clarification Statement: Examples of practical problems could include the impact of collisions between two cars, between a car and stationary objects, and between a meteor and a space vehicle.] [Assessment Boundary: Assessment is limited to vertical or horizontal interactions in one dimension.]</i></p> <p><b>MS-PS2-2.</b> Plan an investigation to provide evidence that the change in an object’s motion depends on the sum of the forces on the object and the mass of the object. <i>[Clarification Statement: Emphasis is on balanced (Newton’s first law) and unbalanced forces in a system, qualitative comparisons of forces, mass, and changes in motion (Newton’s second law), frame of reference, and specification of units.] [Assessment Boundary: Assessment is limited to forces and changes in motion in one dimension in an inertial reference frame and to change in one variable at a time. Assessment does not include the use of trigonometry.]</i></p>			
<b>Phenomena or Phenomena-rooted Design Problem</b>			
<ul style="list-style-type: none"><li>• Design a solution to a problem involving the motion of two colliding objects.</li></ul>			
<b>Scenario/Context/Situation/Boundaries</b>			
<ul style="list-style-type: none"><li>• The scenario includes a situation in which students plan an investigation in order to apply Newton’s Third Law to design a solution to a problem involving the motion of two colliding objects.</li><li>• Students are asked to make logical and conceptual connections between evidence and explanations.</li></ul>			
<b>Variable Features to Shift Complexity or Focus</b>			
<ul style="list-style-type: none"><li>• Phenomenon addressed.</li><li>• Complexity of scientific concept(s) to be modeled.</li><li>• Format of "real-world" phenomenon under investigation: image, data, text, combination.</li><li>• Domain-specific vocabulary.</li><li>• Use or purpose of the model.</li></ul>			

## General Description of Task/Chain of Sensemaking

- Students develop a model to identify action-reaction pairs of forces and the objects/components involved in a physical situation involving a collision between two objects. **[Prompt 1, Part A: MS-PS2-1, KSA1]**
- Students are asked to apply scientific concepts, principles, theories, and big ideas to construct an explanation of a real-world collision between two objects. **[Prompt 1, Part B: MS-PS2-2, KSA2]**
- Students are asked to evaluate designs for collisions and provide an explanation using the provided criteria and constraints of the solution. **[Prompt 2, Parts A & B: MS-PS2-1, KSA2]**
- Students identify the scientific principle (e.g., action-reaction forces) that supports the effectiveness of the design. **[Prompt 2, Part C: MS-PS2-1, KSA6]**
- Students describe the relative magnitude and direction of the forces exerted onto a system and whether or not they balance each other. **[Prompt 2, Part D: MS-PS2-2, KSA4]**

## Targeted PE-related KSAs

**MS-PS2-1, KSA1:** Develop a model to represent the motion of objects in colliding systems and their interactions (e.g., inputs, processes, and outputs, as well as energy and matter flows within systems).

**MS-PS2-2, KSA2:** Explain how the change in motion of an object (i.e., changes over time and forces at different scales) is due to balanced or unbalanced forces acting on the object.

**MS-PS2-1, KSA2:** Describe a design approach as a possible solution to a problem involving the motion of two colliding objects.

**MS-PS2-1, KSA6:** Apply Newton’s third law to identify the scientific principle (e.g., action-reaction forces) that supports the effectiveness of the design.

**MS-PS2-4, KSA4:** Make logical and conceptual connections between evidence and explanations of stability and change in an object’s motion.

## Cross-performance Expectations Related KSAs to Target

NA

## Student Demonstrations of Learning

- Model accurately represents the observable phenomena.
- Develops and/or uses a model to determine a design solution to a problem.
- Identifies a solution that is most likely to be successful.
- Determines how well the design solution meets the criteria and constraints, based upon an understanding of Newton’s third law.
- Analyzes and interprets data to determine how a design best minimizes collision force.

## Work Products

- Complete a model.
- Interpretation of models.
- Constructed response.

## Application of Universal Design for Learning-based Guidelines to Promote Accessibility (<https://udlguidelines.cast.org/> )

Means of Engagement	Multiple Means of Representation	Multiple Means of Action & Expression
<ul style="list-style-type: none"><li>• Context or content.</li><li>• Age appropriate.</li><li>• Appropriate for different groups.</li><li>• Makes sense of complex ideas in creative ways.</li><li>• Vary the degree of challenge or complexity within prompts.</li></ul>	<ul style="list-style-type: none"><li>• Provide visual diagrams and charts.</li><li>• Make explicit links between information provided in texts and any accompanying representation of that information in illustrations, equations, charts, or diagrams.</li><li>• Activating relevant prior knowledge.</li><li>• Bridge concepts with relevant analogies and metaphors.</li><li>• Highlight or emphasize key elements in text, graphics, diagrams, and formulas.</li><li>• Use outlines, graphic organizers, unit organizer routines, concept organizer routines, and concept mastery routines to emphasize key ideas and relationships.</li><li>• Give explicit prompts for each step in a sequential process.</li></ul>	<ul style="list-style-type: none"><li>• Solve problems using a variety of strategies.</li><li>• Sentence starters</li><li>• Embed prompts to “show and explain your work”.</li></ul>

## SIPS Assessments Complexity Framework Components

Prompt	A.1 Degree and nature of sense-making about phenomena or problems			B.1 Complexity of the presentation			B.2 Cognitive demand of response development			B.3 Cognitive demand of response production		
	Low	Moderate	High	Low	Moderate	High	Low	Moderate	High	Low	Moderate	High
1 Part A	X			X				X			X	
1 Part B	X			X				X			X	
2 Part A		X			X			X				X
2 Part B		X			X			X				X
2 Parts C & D		X			X				X			X

### Rubric Considerations

- Accuracy of the model.
- Sophistication of the explanations.

### Assessment Boundaries

- Assessment is limited to vertical or horizontal interactions in one dimension.
- Assessment is limited to forces and changes in motion in one dimension in an inertial reference frame and to change in one variable at a time. Assessment does not include the use of trigonometry.

### Common Alternate Conceptions

- **MS-PS2-1**
  - Action-reaction forces cancel each other.
- **MS-PS2-2**
  - Different types of motion—rest, constant velocity, and constant acceleration—are the same.
  - If speed increases, then acceleration must be increasing as well.
  - Contact/field forces and net forces are the same.
  - Forces must be exerted on a system for the system to maintain motion.

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- If the sum of all forces adds to zero, then the object must be at rest.
  - If the sum of all forces adds to zero, then the object cannot move.
  - Any force on an object must be in the direction of movement.
  - Individual forces, not their sum, determine the motion of an object.
  - If an object is moving, the sum of all forces cannot equal zero.
  - Constant speed, not constant acceleration, results from constant force.
  - An object can have a force within it that keeps it moving.

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### Possible Technical Terms for Task

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- balanced force, unbalanced force, collision, Newton’s third law of motion, action-reaction force pairs, momentum

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### Common Core State Standards for Literacy

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#### ELA/Literacy

- **RST.6-8.1** Cite specific textual evidence to support analysis of science and technical texts, attending to the precise details of explanations or descriptions. **(MS-PS2-1)**
- **RST.6-8.3** Follow precisely a multistep procedure when carrying out experiments, taking measurements, or performing technical tasks. **(MS-PS2-1), (MS-PS2-2)**

#### Writing History/Social Studies, Science and Technical Subjects

- **WHST.6-8.7** Conduct short research projects to answer a question (including a self-generated question), drawing on several sources and generating additional related, focused questions that allow for multiple avenues of exploration. **(MS-PS2-1), (MS-PS2-2)**

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### Common Core State Standards for Mathematics

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#### Mathematical Practices

- **MP.2** Reason abstractly and quantitatively. **(MS-PS2-1)**

#### Mathematics

- **6.NS.C.5** Understand that positive and negative numbers are used together to describe quantities having opposite directions or values; use positive and negative numbers to represent quantities in real-world contexts, explaining the meaning of 0 in each situation. **(MS-PS2-1)**
  - **6.EE.A.2** Write, read, and evaluate expressions in which letters stand for numbers. **(MS-PS2-1), (MS-PS2-2)**
  - **7.EE.B.3** Solve multi-step real-life and mathematical problems posed with positive and negative rational numbers in any form, using tools strategically. Apply properties of operations to calculate with numbers in any form; convert between forms as appropriate; and assess the reasonableness of answers using mental computation and estimation strategies. **(MS-PS2-1), (MS-PS2-2)**
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- **7.EE.B.4** Use variables to represent quantities in a real-world or mathematical problem and construct simple equations and inequalities to solve problems by reasoning about the quantities. **(MS-PS2-1), (MS-PS2-2)**
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**Task Notes**

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## SIPS Assessments Complexity Framework

Component	Complexity		
	Low	Moderate	High
<b>Connections to Curriculum and Instruction</b>	<p><b>A.1 Degree and nature of sense-making about phenomena or problems</b></p> <ul style="list-style-type: none"> <li>Requires one or two dimensions</li> <li>One dimension may have a greater degree of emphasis than another</li> <li>Requires previously learned ideas or concepts</li> </ul>	<ul style="list-style-type: none"> <li>Requires integration of two dimensions in the service of sense-making</li> <li>Requires integration of same or different combinations of dimensions as represented in the PE bundle</li> <li>Requires a combination of previously learned ideas or concepts and newly presented information</li> </ul>	<ul style="list-style-type: none"> <li>Requires integration of three dimensions in the service of sense-making</li> <li>Requires integration of same or different combinations of dimensions as represented in the PE bundle</li> <li>Requires a combination of previously learned ideas or concepts and newly presented information</li> </ul>
<b>Characteristics of the Tasks</b>	<p><b>B.1 Complexity of the presentation</b></p> <ul style="list-style-type: none"> <li>The amount and type of information provided in the scenario supports limited simple connections among ideas or concepts</li> <li>Provides few, simple graphics/data/models</li> <li>Includes definitions or examples</li> <li>Phenomenon or problem is presented concretely with high level of certainty</li> </ul>	<ul style="list-style-type: none"> <li>The amount and type of information provided in the scenario supports multiple evident connections among ideas or concepts</li> <li>Provides graphics/data/models</li> <li>Limited use of definitions or examples</li> <li>Phenomenon or problem presented with some level of uncertainty</li> </ul>	<ul style="list-style-type: none"> <li>The amount and type of information provided in the scenario supports multiple and varied complex connections among ideas or concepts</li> <li>Provides complex graphics/data/models</li> <li>Phenomenon or problem presented with high degree of uncertainty</li> </ul>
	<p><b>B.2 Cognitive demand of response development</b></p> <ul style="list-style-type: none"> <li>Requires well-defined set of actions or procedures</li> <li>Requires a connection or retrieval of factual information</li> <li>Response requires a low level of sophistication with routinely encountered well-practiced applications</li> </ul>	<ul style="list-style-type: none"> <li>Requires application of ideas and practices given cues and guidance</li> <li>Requires drawing relationships and connecting ideas and practices</li> <li>Response requires a moderate level of sophistication with typical but relatively complex representation of ideas and application of skills</li> </ul>	<ul style="list-style-type: none"> <li>Requires selection and application of multiple complex ideas and practices</li> <li>Requires high degree of sense-making, reasoning, and/or transfer</li> <li>Response requires a high level of sophistication with non-routine or abstract representation of ideas and application of skills</li> </ul>



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**B.3 Cognitive demand  
of response production**

- Responses include selection from a small set of options presented as text (e.g., word, short phrase) or other formats (e.g., a simple graphic or process)
  - Responses include one or more sentences or a paragraph, a moderately complex graphic, or multiple steps in a simple or moderately complex process
  - Responses include multiple paragraphs, multiple graphics of at least moderate complexity, or multiple steps in a complex process
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