

Science 100

God's World and You

Introduction

The world is so full of a number of things;
I'm sure we should all be as happy as kings!

—Robert Louis Stevenson

Welcome to Science 100. We hope you are looking forward to a year of helping your children begin to discover some wonderful things about themselves and God's world.

The Teacher's Guide

Teacher's Notes

This teacher's guide contains teacher's notes and ideas for teaching this course effectively and creatively.

The notes for each LightUnit begin with a one-page overview of the LightUnit that includes section and lesson titles and any supplies you may need for teaching the lessons.

The notes for each lesson include the following regular parts:

Objectives. These tell you what to aim for in teaching the lesson.

Introducing the Lesson. Suggestions for piquing the children's interest and getting them started.

Teaching the Lesson. Ideas for helping the students learn.

Extra Activity. Many, but not all, lessons include ideas of things you may want to do to reinforce the teaching in the LightUnit.

Answer Keys

A one-fourth size reproduction of the LightUnit pages appears with the teacher's notes for each lesson.

Appendixes

Appendix A is a detailed scope and sequence of the course. The first page is a broad scope, showing the objectives for each LightUnit. The rest of the appendix is a more detailed scope and sequence, outlining specific objectives for each lesson.

If you are homeschooling and need to provide an outline of the course to local school authorities, photocopy this one and use it.

Appendix B is an alphabetical list of the Study Words (vocabulary words), telling where each is introduced in the course.

Appendix C contains Alternate LightUnit Tests that you may photocopy when a student needs to retake a test. Answer keys for the tests are included in the appendix.

Appendix D is an index of the course.

The LightUnits

Each LightUnit is designed to take 17 days and contains two quizzes, a self check, and a LightUnit Test.

The quizzes are on perforated sheets in the back of the LightUnit. They may be torn out and given as closed-book quizzes (recommended), or left in the book and treated as self checks.

The self check falls on Day 15. Students may study from it but should take it without looking back.

Introduction

Lesson 16 is the “Looking Back” lesson. Rather than having regular seatwork in this lesson, students are given a study outline. If they follow the outline, they should get plenty of review in preparation for the LightUnit Test on Day 17.

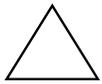
The “Looking Back” lesson usually includes an extra activity. This activity provides fun reinforcement of what students have studied in the LightUnit.

Symbols



Teacher Check. Used where the child must obtain the teacher’s initials before proceeding.

○ *Small Teacher Check.* Indicates an exercise that must be scored or checked by the teacher. The child may continue working even though the teacher has not yet checked the exercise.



Teacher’s Aide Check. This symbol is used anywhere the child may not continue working in the LightUnit until the exercise has been checked and initialed by the teacher or teacher’s aide.

△ *Small Teacher’s Aide Check.* Used with exercises that need to be checked by the teacher or teacher’s aide. The child may continue working even though the exercise has not yet been checked.

Grading

LightUnit Grade. To obtain a final LightUnit grade, average the two quiz grades and any other optional grades. Add this average to the LightUnit Test grade and divide by two. This average will be the final grade for the LightUnit.

Example: Quiz 1 – 96%

Quiz 2 – 98%

Average – 97%

Test score – 93%

Average – 95%

LightUnit score is 95.

Scores Below 80. If a student scores 75-79% on a LightUnit Test, he may review the concepts he is weak in. Verify that he knows the material by quizzing him or giving a remedial assignment.

If a student scores 70-74%, have him restudy for the test and take the Alternate LightUnit Test located in Appendix C.

If a student scores 70% or below, have him do a thorough review of the LightUnit before taking the Alternate LightUnit Test or have him redo the entire LightUnit and then take the Alternate LightUnit Test. For both scenarios, if the student scores between 75-100% on the Alternate LightUnit Test, record the score for the LightUnit as 80%.

If all controls are followed but the student consistently fails to achieve 80%, consider underlying causes. What is the student’s natural ability? Can he be expected to achieve 80% or above? These students may need to be evaluated by a trained person or to have one-on-one assistance.

To make your grading easier, there is a score box near the back of each student LightUnit. Notice that the score box has a space for each quiz score. The space labeled “other” is for any additional grades you give throughout the LightUnit—a report, an enrichment activity, etc.

When you have averaged those two (or three) scores, write the score on the “average” blank. Average this score with the LightUnit Test grade to get the final score for the LightUnit.

SCORE BOX

____ Quiz 1

____ Quiz 2

____ Other (optional) _____

____ Average from above

____ LightUnit Test

____ FINAL SCORE (average of last two blanks above)