

Discovering Science

How Do We Sort?

Day 1:



Science Sketchbook



Online Practice

Day 2:



Roll and Sort



Online Practice

Day 3:



Unit Review



Assessment

Science Sketchbook



As you watch the video, draw one thing in each category that the artist sorts!

Texture

Size

Color

Shape

Roll and Sort

During this game, use your sorting skills to correctly group objects by their shape, size, texture, color, or sound.

Setup:

- Cut out the sorting die and object cards on the following pages
- Place sorting mats on a flat surface like a table or the floor

How to Play:

1 Choose your mode.

- Competitive mode: Each player earns one point for each correctly sorted item.
- Cooperative mode: Work together to sort all the cards.

2 Take turns rolling the die.

On your turn, roll the sorting die to determine the category.

- Shape: Sort the card by its features (“Round,” “Flat,” or “Both”)
- Size: Decide if the object is “Big” or “Small.”
- Texture: Sort it as “Hard” or “Soft.”
- Color: Sort the card by “Primary” or “Secondary” colors.
- Sound: Imagine the sound the object might make. Sort as “Loud” or “Quiet.”
- Wild: Choose any category to sort the card into!

3 Pick a card from the pile and look at the object.

Sort the object based on the category that you rolled and explain why you sorted the object into the category you chose.

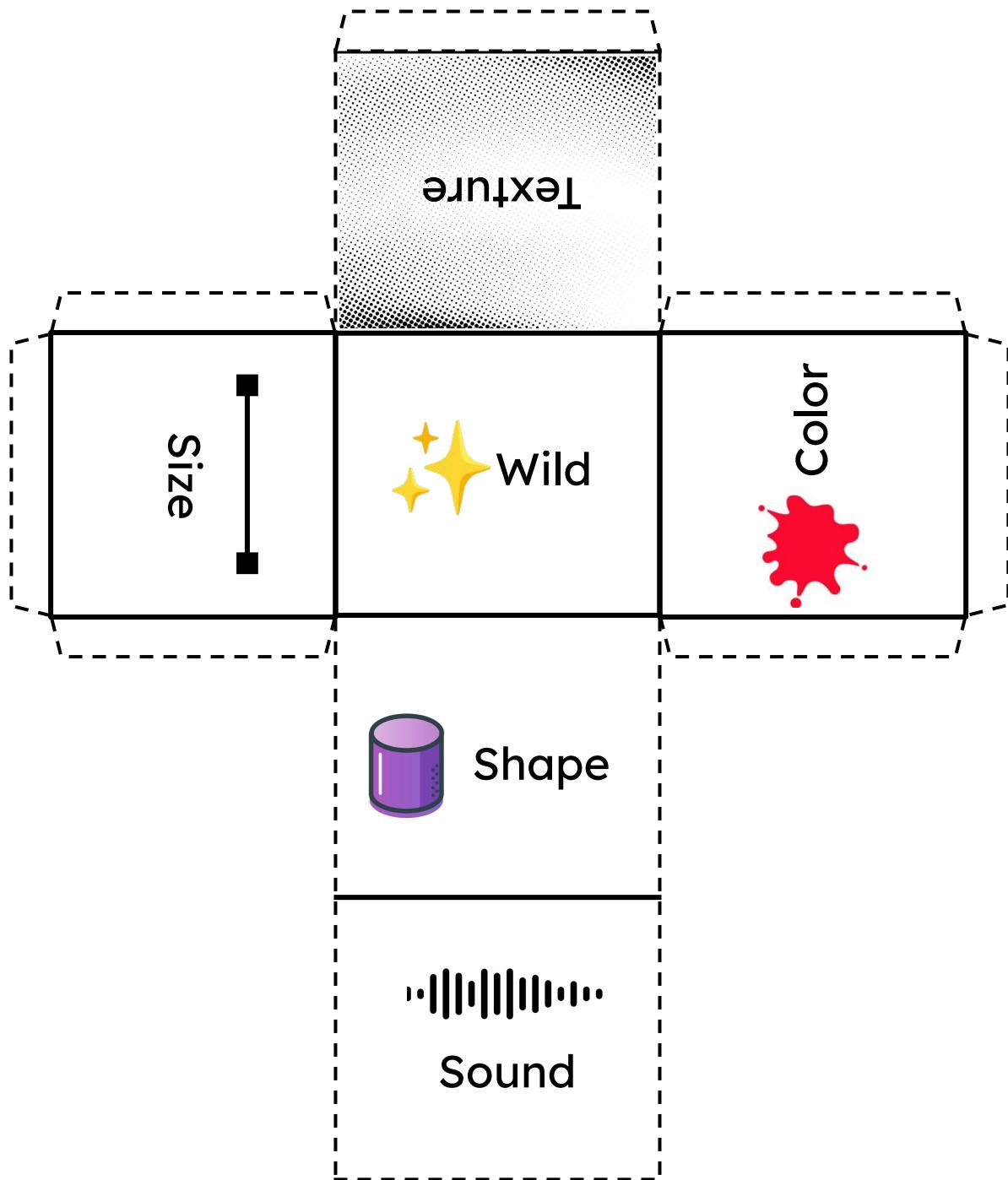
For example, “The teddy bear is soft, so it goes under Texture as ‘Soft.’”

4 The game ends when all of the cards have been sorted.

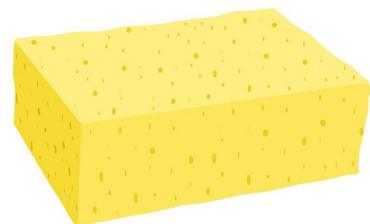
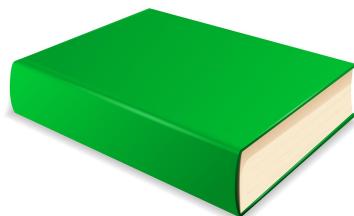
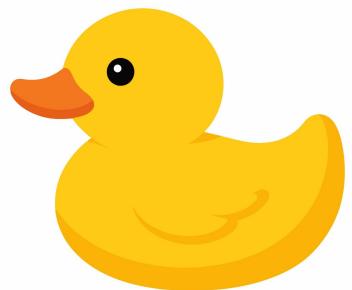
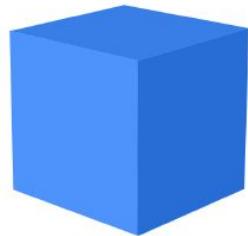
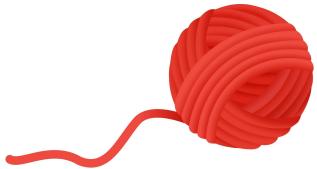
- Competitive mode: The player with the most points wins!
- Cooperative mode: Celebrate finishing the sorting challenge together!

Roll and Sort

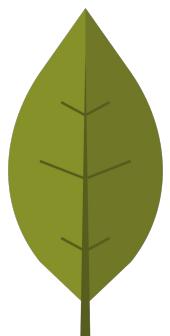
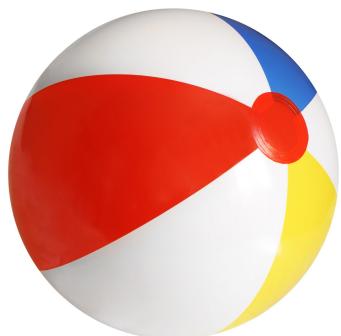
1. **Cut out** the die template along the dotted lines.
2. **Fold** the template along the solid lines to form the shape of a cube.
3. **Apply** glue or tape to the tabs, then press them against the inside edges to keep the sides in place.



Roll and Sort



Roll and Sort





Color

Primary

Secondary

Size

Small

Big

 **Shape**

Round

Flat

Both



Texture

Soft

Hard

Sound

Quiet

Loud





Extension: Unit Review

This lesson has a unit assessment on Day 3. The best way to prepare for this assessment is to **replay the practice quizzes** from each lesson.

If you would like to further review the past lessons in this unit, consider revisiting these lesson materials:

What Creates Sound?

- Do “Discovering Vibrations”

How Can We Describe Sounds?

- Play “The Sound Showdown”

What Creates Shadows?

- Play with your shadow puppets

What Colors Can We See?

- Play the “Colors Around You Game”

What Is Texture?

- Complete the “Texture Match”

What's Round, What's Flat?

- Do the “Solid Shape Hunt”

What's Big, What's Small?

- Play the “Size Game”



You've Got This!

The unit assessment will have questions that you have seen on past practice quizzes, so you have all the materials you need to be prepared! Assessments can make us a little nervous, but there is nothing to fear. This test will help you find out what you've mastered and what you can practice some more! Remember to take your time, check your answers, and use the lesson materials to help you along the way.