Use this 20 min presentation to introduce your peers to fun, profound science! Tip: use the slides as a structure--and talk about why you love Mystery Science. Here are two draft emails you can send to colleagues, before and after the talk, to make sure they can access your school’s Mystery Science account.

Send before the staff meeting
Hi fellow teachers,

I’ll be sharing why I use Mystery Science at our upcoming staff meeting [insert date, time, location].

I’d love to help you get started with this easy, engaging resource! You can join our school’s Mystery Science account by clicking on this link:

[insert your school’s link—see instructions on the right]

Bring your laptop with you to the meeting: that way, I can help you get set up and be ready to go :) 

Best,

Send after the staff meeting
Hi there:

Thanks for letting me share my excitement about Mystery Science!

Now that you know what it’s all about, make sure you activate your account; here’s our school’s link again:

[insert your school’s link—see instructions on the right]

Pick a Mystery to teach--and let me know if you have any questions, or just share how it went when you teach!

Best,

How to find your school’s unique link
1. Select School Usage in your account

2. Click on Invite Others on that screen

3. Copy the link with your school ID from the pop-up

[insert example link]
MYSTERY
science
Mystery Science
Open and go lessons that inspire kids to love science

1. What is Mystery Science?
2. Why is it great?
3. How does it work?
4. How do I get started?
One program, three resources to fit your teaching approach and time!

**MINI-LESSONS**
10-20 min
Morning meetings
Getting into science

**FULL LESSONS**
1 hour (+ more for extras)
Core curriculum
Teach key standards, with a virtual science co-teacher

**ANCHOR LAYER**
2+ hours/week
Deeper exploration
Adds anchor phenomena, anchor connections, and performance tasks
4th & 5th grades; 3rd being added in 2019/20
Plant & Animal Secrets

Plant & Animal Needs

This unit helps students develop the concept that animals and plants need things in order to survive, and their lives are all about meeting those needs...

Mystery 1: Animal Needs: Food

Why do woodpeckers peck wood?

- Exploration (20 min)
- Activity: Eat Like an Animal (20 min)
- Extras (4 hrs)

Read-Along Mystery 2: Animal Homes

Where do animals live?

- Book: Who Lives There? (25 min)
- Recommended Activity: Nature Nuggets (20 min)
- Extras (30 min)
Mystery Science is easy!

- A virtual science expert co-teacher by your side
- Pre-planned lessons, with cool visuals, “wows” are guaranteed :)
- Built-in guided discussions
- Minimal prep with easy-to-gather supplies
- Step-by-step directions for all hands-on activities
- No professional development required
Mystery Science is engaging!

“I love these lessons! Everything is right there. The video clips and questions are great. My students get so involved and everyone participates. As I walk around the classroom, I hear great discussions between students.”

— Toni (3rd grade teacher, Grayling, MI)
Mystery Science is aligned to standards!

- Designed for the Next Generation Science Standards (NGSS)
- Aligned to many state-specific standards
  - Arizona
  - Florida
  - Georgia
  - North Carolina
  - Ohio
  - Tennessee
  - Texas
  - More coming soon!
### Grade 4

Mystery Science recommends teaching the mysteries within each unit in the order they are presented. The units themselves can be taught in any order. The core Mystery (exploration & activity) are designed to take an hour per week, with 2 hours of Optional Extras per Mystery.

<table>
<thead>
<tr>
<th>Human Machine (4-8 weeks)</th>
<th>Birth of Rocks (4-8 weeks)</th>
<th>Waves of Sound (3-6 weeks)</th>
<th>Energizing Everything (8-16 weeks)</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Week 1</strong></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Mystery 1: Why do your bones burn? (4-ESS1-1)</td>
<td>Mystery 1: Could a volcano pop up where you live? (4-ESS3-1 and 4-ESS2-3)</td>
<td>Mystery 1: How far can a whisper travel? (4-PS4-1 and 4-PS4-3)</td>
<td>Mystery 1: How is your body similar to a car? (4-PS3-1 and 4-PS3-4)</td>
</tr>
<tr>
<td><strong>Week 2</strong></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Mystery 2: Why do people who are blind work? (4-ESS1-1, 4-ESS1-2 and 4-ESS1-3)</td>
<td>Mystery 2: Why do some volcanoes explode? (4-ESS1-4)</td>
<td>Mystery 2: What would happen if you screamed in outer space? (4-PS4-4)</td>
<td>Mystery 2: What makes roller coasters go so fast? (4-PS3-1 and 4-PS3-2)</td>
</tr>
<tr>
<td><strong>Week 3</strong></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Mystery 3: How can some animals see in the dark? (4-ESS1-1, 4-ESS1-2, and 4-ESS1-3)</td>
<td>Mystery 3: Will a mountain last forever? (4-ESS2-1 and 4-ESS2-2)</td>
<td>Mystery 3: Why are some sounds high and some sounds low? (4-PS4-1)</td>
<td>Mystery 3: Why is the first hill of a roller coaster always the highest? (4-PS3-1)</td>
</tr>
<tr>
<td><strong>Week 4</strong></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Mystery 4: How does your brain control your body? (4-ESS1-4 and 4-ESS1-5)</td>
<td>Mystery 4: How could you survive a tornado? (4-ESS2-1 and 4-ESS2-2)</td>
<td>Mystery 4: Could you knock down a building using only dominoes? (4-ESS1-5 and 3-ETS3-1)</td>
<td>Mystery 5: Can you build a functioning toy machine? (4-PS2-1, 3-ETS3-1, 3-ETS3-2 and 3-ETS3-3)</td>
</tr>
<tr>
<td><strong>Week 5</strong></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>Week 6</strong></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>Week 7</strong></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>Week 8</strong></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**Have extra time?** “Optional Extras” are extensions to each Mystery. We recommend you use them during your unit or to extend the length of each unit. They include an informational text reading that builds on the Mystery’s topic, assessments, and suggestions for supplemental activities.

<table>
<thead>
<tr>
<th>More Science Integration</th>
<th>Longer Science units</th>
<th>Cross Curricular Integration</th>
</tr>
</thead>
<tbody>
<tr>
<td>Use items from the Optional Extras to extend each Mystery if you have more time.</td>
<td>Add a week after each Mystery to teach items from the Optional Extras.</td>
<td>If you want to extend the Mystery but don’t have extra time, use Optional Extras during literacy time.</td>
</tr>
</tbody>
</table>

https://mysteryscience.com/docs/npsa

Next Generation Science Standards planning overview—4th grade example
Let’s take a look at how a Mystery unfolds.
Easy prep

Collect some simple materials you have on hand or can get easily and print a few pre-made worksheets.

**Paper Mountains**

In this activity, students make mountain models out of paper. Then students take turns using a spray bottle to make rain fall on their models to observe patterns of how water and rivers flow.

**Number of students:** 30

- Blank Paper (8.5 x 11”)
- Markers
- Dot Stickers
- Spray Bottles
- Table Covering (Trash Bag)

“This is ______’s land” printout

Print 15 copies
Video introduction:

A short video sets up the Mystery—the question that guides the exploration—and offers clues to help students solve it.
Discussion prompts:

The video pauses after each clue with a question for your class to discuss.

DISCUSS: Here's a map showing real rivers in North America. Do the starting points of the rivers have anything in common? What about where they end?
Step-by-step activity:

Step-by-step instructions guide students through a hands-on activity that helps them discover the answer to the Mystery.
Video summary:

A short video ends the lesson, helping students integrate their insights and retain what they learned.
Editable assessments:

Lesson and end-of-unit assessments are easy to edit to your needs and print out.
Choose a Mystery and get started today!

Pick any unit in your grade. We recommend starting with the first Mystery—but you can also search by topic :)

Questions? Contact support@mysteryscience.com, or call 650-550-0670, and a real person will answer!