



# ANCHORING PHENOMENA

A phenomenon is any event in the natural or designed world that can be experienced and that can be observed and/or measured either directly by one's senses or by use of technological devices.

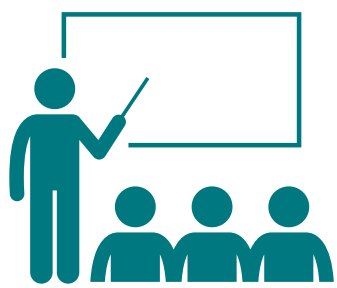
## PHENOMENA ARE...



a special situation, case, example or happening.



presented in a way that is observable to students in some way (can be seen, heard, felt, tasted, shown through data, etc.).



engaging and relevant to students in some way.

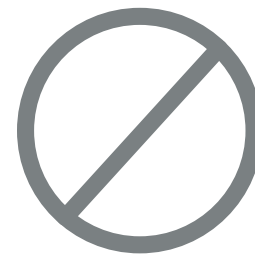


puzzling, spur student questions and create a desire/drive to understand.

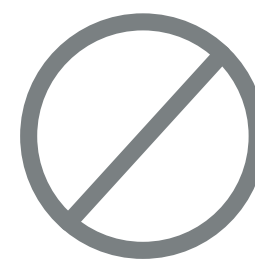


deep enough to support and require student engagement with the three dimensions at grade level to make sense of the phenomenon.

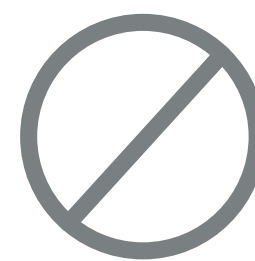
## PHENOMENA ARE NOT...



broad science topics, processes or concepts.



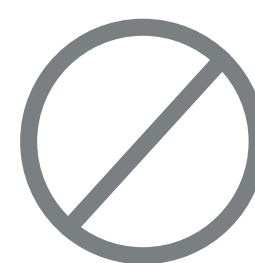
only disciplinary core ideas or facts that can be explained right away or just easily look up the answer.



used only at the beginning just to grab student interest.



presented at the end of learning for students to apply their content learning to.



presented at the beginning and then returned to at the end, with the middle not actually connected to the phenomenon.

