

## Table of Specifications

	Cognitive Levels					
<b>Content for:</b> Standard K.3 The student will investigate and understand that magnets have an effect on some materials, make some things move without touching them, and have useful applications. Key concepts include  a.) attraction/nonattraction, push/pull, attract/repel, and metal/nonmetal; and b.) useful applications (refrigerator magnet, can opener, magnetized screwdriver, and magnetic games).	<b>Knowledge</b>	<b>Comprehension</b>	<b>Application</b>	<b>Analysis</b>	<b>Synthesis</b>	<b>Evaluation</b>
...which common objects will be attracted to magnets and which will not be attracted to magnets			<b>X</b>	<b>X</b>		
...objects as being attracted or not attracted to magnets, such as iron nail, iron-bearing paper clip, cereal, and book			<b>X</b>			
... essential vocabulary, including the concepts of attraction/nonattraction, push/pull, attract/repel, and metal/nonmetal		<b>X</b>				
...items in the home that contain a magnet or magnets, such as can openers, magnetized screwdrivers, magnetic games, and refrigerator magnets	<b>X</b>	<b>X</b>				
...the importance and usefulness of magnets in the home						<b>X</b>

*List of ILOs with Words Indicating Cognitive Level Highlighted and Content Underlined:*

In order to meet this standard, it is expected that students should be able to

- **predict** and **test** which common objects will be attracted to magnets and which will not be attracted to magnets.
- **classify** objects as being attracted or not attracted to magnets, such as iron nail, iron-bearing paper clip, cereal, and book.
- **explain** in their own words essential vocabulary, including the concepts of attraction/nonattraction, push/pull, attract/repel, and metal/nonmetal.
- **identify** items in the home that contain a magnet or magnets, such as can openers, magnetized screwdrivers, magnetic games, and refrigerator magnets.
- **evaluate** the importance and usefulness of magnets in the home.