

Program: Flood:ED

Grade 4 – British Columbia Science Curriculum Connections



Activity Name	Organizing Idea	Learning Outcome
Activity: Hot Spot Investigators	Biomes, Sending and Responding to Humans, Plants, and Animals	All living things sense and respond to their environment.
		The motions of Earth and the moon cause observable patterns that affect living and non-living systems.
Activity: School Greening: Investigating Simulator Solutions	Biomes, Sending and Responding to Humans, Plants, and Animals	All living things sense and respond to their environment.
		The motions of Earth and the moon cause observable patterns that affect living and non-living systems.
Activity: Flood Risk Management Awareness	Biomes, Sending and Responding to Humans, Plants, and Animals	All living things sense and respond to their environment.
		The motions of Earth and the moon cause observable patterns that affect living and non-living systems.
Activity: Flood:ED School Greening Simulator	Biomes, Sending and Responding to Humans, Plants, and Animals	All living things sense and respond to their environment.
		The motions of Earth and the moon cause observable patterns that affect living and non-living systems.
Activity: Flooding Mapping Tour	Biomes, Sending and Responding to Humans, Plants, and Animals	All living things sense and respond to their environment.
		The motions of Earth and the moon cause observable patterns that affect living and non-living systems.
Activity: Flooding and Climate Change	Biomes, Sending and Responding to Humans, Plants, and Animals	All living things sense and respond to their environment.
		The motions of Earth and the moon cause observable patterns that affect living and non-living systems.
Activity: Climate Change in My Watershed Inquiry	Biomes, Sending and Responding to Humans, Plants, and Animals	All living things sense and respond to their environment.
		The motions of Earth and the moon cause observable patterns that affect living and non-living systems.
Activity: Extreme Weather Inquiry	Biomes, Sending and Responding to Humans, Plants, and Animals	All living things sense and respond to their environment.
		The motions of Earth and the moon cause observable patterns that affect living and non-living systems.
Activity: Runoff Footprint	Biomes, Sending and Responding to Humans, Plants, and Animals	All living things sense and respond to their environment.
		The motions of Earth and the moon cause observable patterns that affect living and non-living systems.
Activity: Understand Flooding	Biomes, Sending and Responding to Humans, Plants, and Animals	All living things sense and respond to their environment.
		The motions of Earth and the moon cause observable patterns that affect living and non-living systems.

Activity: What are Floodplains and Watersheds?	Biomes, Sending and Responding to Humans, Plants, and Animals	All living things sense and respond to their environment.
		The motions of Earth and the moon cause observable patterns that affect living and non-living systems.
Activity: Flood Resilience Plan for Your School	Biomes, Sending and Responding to Humans, Plants, and Animals	All living things sense and respond to their environment.
		The motions of Earth and the moon cause observable patterns that affect living and non-living systems.
Activity: Preparing for Flood Resilience	Biomes, Sending and Responding to Humans, Plants, and Animals	All living things sense and respond to their environment.
		The motions of Earth and the moon cause observable patterns that affect living and non-living systems.
Activity: Take Action: Adopt a Drain Campaign	Biomes, Sending and Responding to Humans, Plants, and Animals	All living things sense and respond to their environment.
		The motions of Earth and the moon cause observable patterns that affect living and non-living systems.
Activity: Take Action: Build a Rain Garden	Biomes, Sending and Responding to Humans, Plants, and Animals	All living things sense and respond to their environment.
		The motions of Earth and the moon cause observable patterns that affect living and non-living systems.
Activity: Take Action: Flood Protect Your Home	Biomes, Sending and Responding to Humans, Plants, and Animals	All living things sense and respond to their environment.
		The motions of Earth and the moon cause observable patterns that affect living and non-living systems.
Activity: Chasse Au Trésor	Biomes, Sending and Responding to Humans, Plants, and Animals	All living things sense and respond to their environment.
		The motions of Earth and the moon cause observable patterns that affect living and non-living systems.
Activity: Take Action: Home Flood Protector Scavenger Hunt	Biomes, Sending and Responding to Humans, Plants, and Animals	All living things sense and respond to their environment.
		The motions of Earth and the moon cause observable patterns that affect living and non-living systems.
Activity: Take Action: Install Rain Barrels	Biomes, Sending and Responding to Humans, Plants, and Animals	All living things sense and respond to their environment.
		The motions of Earth and the moon cause observable patterns that affect living and non-living systems.
Activity: Take Action: Plant a Tree	Biomes, Sending and Responding to Humans, Plants, and Animals	All living things sense and respond to their environment.
		The motions of Earth and the moon cause observable patterns that affect living and non-living systems.