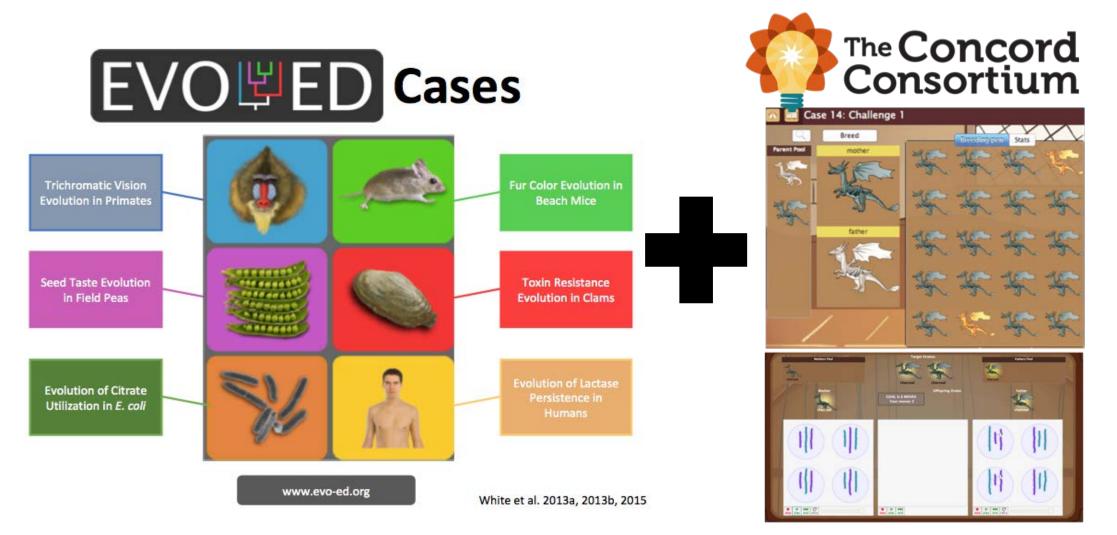


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Overview: ConnectedBio is a Design and Development project that seeks to build and implement interactive lessons by combining the innovative curricular materials from the Evo-Ed.org project, with the technologyfacilitated learning approach of the Concord Consortium, and the standards outlined in the NGSS.

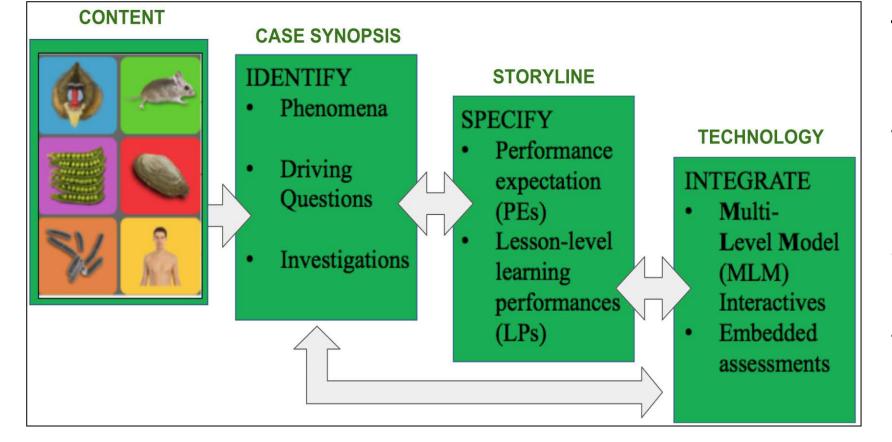


Specifically, the project that seeks to research how technology-based materials designed to foster interlinked, three-dimensional learning of high school genetics and evolution increase sophistication of student understanding of core ideas, crosscutting concepts and science practices. We are specifically interested in how materials designed to support threedimensional learning can support growing complexity in student understanding of the linked ideas of evolution, traits, and the underlying molecular mechanisms through the practices of analyzing and interpreting data, constructing scientific explanations and the crosscutting concepts of patterns and cause and effect.

Research Questions:

- How does students' learning progress over time when they experience a (1) set of coherent interactive 3D biology learning materials?
- How do students' understanding about the relationships between molecules, cells, organisms, and populations transfer from one biological phenomenon to another?

Developmental Approach: Project materials are developed using a cyclical, approach where the integrative evolution cases are deconstructed and reassembled as a set of observable phenomena, occurring at different biological scales. These phenomena become the object of student investigations that are structured around NGSS Performance Expectations, through a coherent "storyline" (i.e., a learning sequence), facilitated with online interactive simulations.



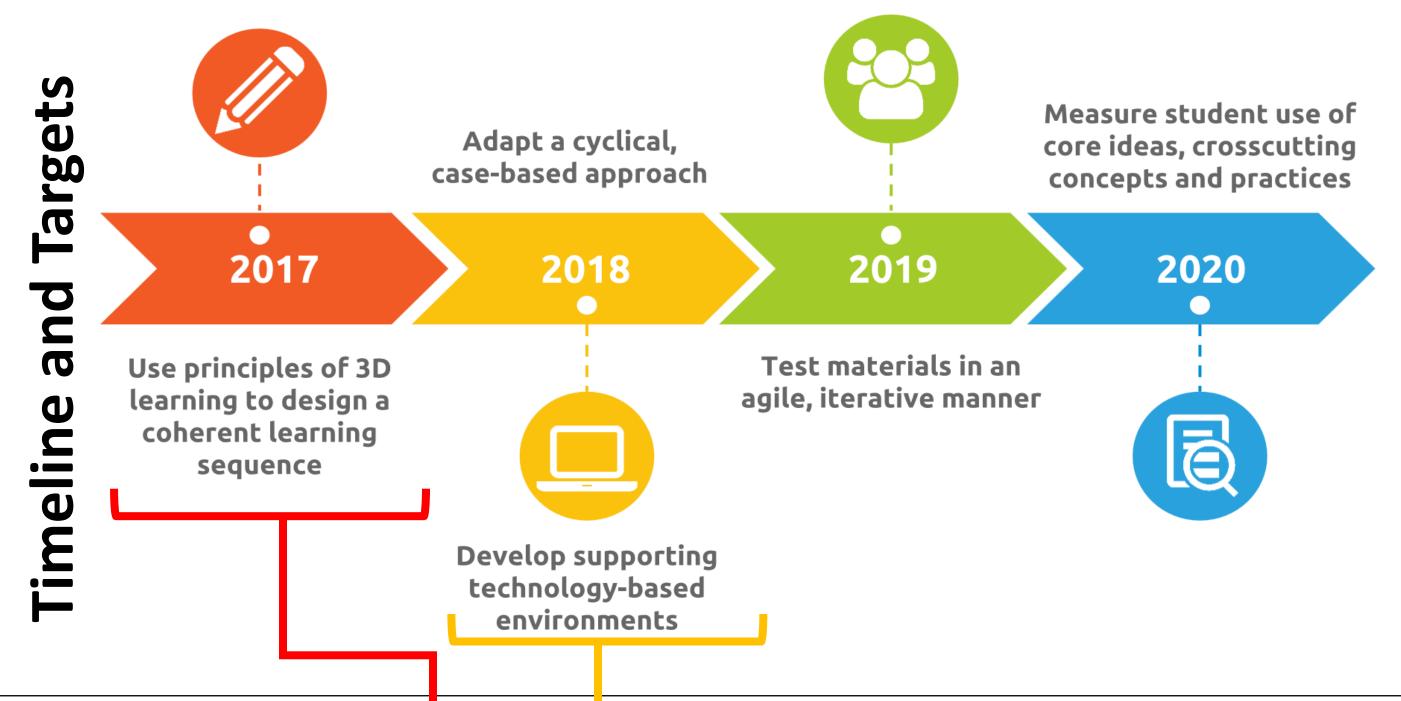
learning materials are These developed input and with feedback from Master Teachers and piloted in classrooms in grades 10-12. Phase 1-2 of the involves technology project testing and development. Phase 3-4 involves classroom trials and assessment

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DRIVING QUESTION: How and why do mice coats on beaches end up white while those in old fields end up brown? Note: read the table one row at a time: move from left to right all the way across, then move to next row Investigation

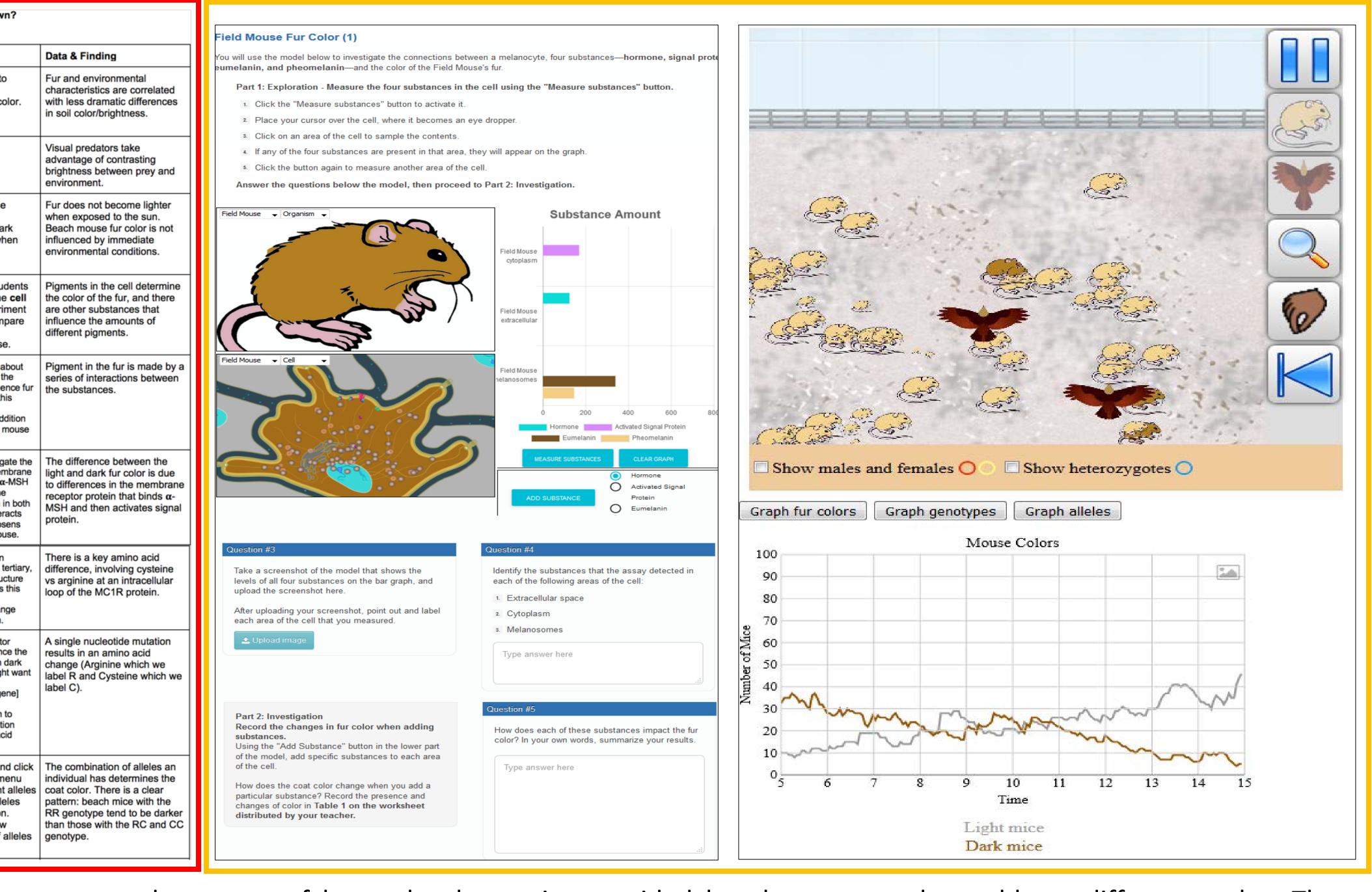
	Phenomenon	Question	Student Explanation	Investigation
1	Mouse coat colors vary across regions that are dramatically different in soil color and brightness.	Do subspecies' fur colors vary with habitat in general, even if environmental differences are subtle?	Different kinds of mice have different colors, like cats and dogs.	Use field study data set to explore the relationship between region and fur co
2	Brightness of habitat varies with coat color. Lighter coat is in lighter environments and vice versa.	What happens to mice with different colors of fur in the light and dark habitats?	Predators can see contrasting colors and eat the ones that stand out.	Choose one of these: -Data set 1 (Owls) -Simulation of predation -Data set 2 (Clay mice)
3	Predators are driving the pattern of light fur with light environment and vice versa.	How does fur become light or dark? Is it due to something in the environment?	 bleaching by the sun Food Dark soil dirt temperature seasonal change a need to blend in (camo) 	How would you test these different explanations? → investigate whether da mice can become light wh exposed to the sun/light
4	The color of fur is determined by some process within an organism's body	How does fur become light or dark?	[Have students generate hypotheses (explanations that can be tested) to explain these differences.]	Skin is made of cells. Stud use MLM to zoom into the level to assay and experi- with substances and com differences in whole cell function in the field mouse
5	The production of eumelanin and pheomelanin occurs as a result of different amounts of substances in and around the cell.	What makes the beach mouse different from the field mouse?	There are different substances? There are different amounts of substances? Some molecules are missing?	Students make predictions a the specific components of th pathway and how they influe color, develop a model for th production, and test their predictions by testing the ad of substances to the beach r cell.
6	The MC1R transmembrane protein receptor acts differently in dark and light- colored mice.	What is the specific difference in the melanin production pathway between a dark mouse and a light mouse?	Something isn't working? Mice that don't need a particular color don't produce it?	Students zoom in to investig protein level at the cell men level and they can add the a and see that it binds with the membrane receptor protein i dark and light mice and inter with the protein but only loos the g-protein in the dark mou
7	Differences in the amino acid sequence change the structure and function of the protein.	How does the change in one amino acid influence the production of pheomelanin?	The receptor is broken?	Students explore the protein structural differences in the t secondary, and primary struc and identify the difference is one amino acid and make predictions for how this chan might influence the function.
8	Mutational changes can create differences in phenotype.	How do you get this difference in amino acid in the protein?	Genes encode proteins so there must be differences in the genes.	Find the gene for the receptor protein (MC1R) and sequence DNA for the gene from both and light-colored mice. [Might to use primers to obtain a shortened segment of the gene Align sequence. Carry out transcription and translation verify that a particular mutatic corresponds to the amino acc difference.
9	The gene (MC1R) has two forms (alleles) one having the amino acid Arginine and one Cysteine. These appear as different alleles on homologous chromosomes and determine coat color	How do these alleles interact within an individual to influence melanin synthesis?	Each allele might have a partial effect on coat color, or maybe one is dominant.	Students use the MLM and on mice with dropdown mice corresponding to different and look at how these alle interact to create variation Students can explore how different combinations of a influence coat color.

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Each integrated case of trait evolution is re-constructed as a set of lesson-level questions, guided by phenomena observable at different scales. These phenomena are investigated by students at each scale and student findings help them piece together the integrative, cross-scale nature of trait evolution. Student investigations are designed to have explicit links to NGSS Performance Expectations and are articulated with Lesson-Level Learning Performances.



Project Impact: Implementation and beta-testing of our project curriculum and interactives is set to happen in five States. Through our Evo-Ed.org and Concord Consortium networks, we expect this to grow as our interactives and associated material come online. Our project will provide high school biology teaching and learning materials that are focused on helping students reach an integrated understanding of biology and evolution. The information gleaned from our research on how students learn with these materials will help all investigators in science education learn how students can achieve greater levels of sophistication and they build their understanding and make connections between concepts to increase the complexity of their thinking.







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