

# Grade K

Adopted 2020

## Physical Science PS1

### 1. Pushes and pulls can have different strengths and directions, and can change the speed or direction of an object's motion or start or stop it. PS1.K.1

- a. Plan and conduct an investigation to compare the effects of different strengths or different directions of pushes and pulls on the motion of an object. PS1.K.1.A
- b. Analyze data to determine if a design solution works as intended to change the speed or direction of an object with a push or a pull. PS1.K.1.B

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### 2. Sunlight affects the Earth's surface. PS1.K.2

- a. Make observations to determine the effect of sunlight on Earth's surface. PS1.K.2.A
- b. Use tools and materials to design and build a structure that will reduce the warming effect of sunlight on an area. PS1.K.2.B

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## Life Science LS2

### 1. To live and grow, animals obtain food they need from plants or other animals, and plants need water and light. LS2.K.1

- a. Use observations to describe patterns of what plants and animals (including humans) need to survive. LS2.K.1.A

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## Earth and Space Science ESS3

### 1. Patterns are observed when measuring the local weather, including how humans and other organisms impact their environment. ESS3.K.1

- a. Use and share observations of local weather conditions to describe patterns over time. ESS3.K.1.A
- b. Construct an argument supported by evidence for how plants and animals (including humans) can change the environment to meet their needs. ESS3.K.1.B

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### 2. Plants and animals meet their needs in their habitats and impact one another; people can prepare for severe weather. ESS3.K.2

- a. Use a model to represent the relationship between the needs of different plants or animals (including humans) and the places they live. ESS3.K.2.A
- b. Ask questions to obtain information about the purpose of weather forecasting to prepare for, and respond to, severe weather. ESS3.K.2.B
- c. Communicate solutions that will reduce the impact of humans on the land, water, air and/or other living things in the local environment. ESS3.K.2.C