

# Kindergarten

## Motion and Stability: Forces and Interactions

- 1 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. [K-PS2-1](#)
- 2 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. [K-PS2-2](#)

## Energy

- 1 Make observations to determine the effect of sunlight on Earth's surface. [K-PS3-1](#)
- 2 Use tools and materials provided to design and build a structure that will reduce the warming effect of sunlight on an area. [K-PS3-2](#)

## From Molecules to Organisms: Structures and Processes

- 1 Use observations to describe patterns of what plants and animals (including humans) need to survive. [K-LS1-1](#)

## Earth's Systems

- 1 Use and share observations of local weather conditions to describe patterns over time. [K-ESS2-1](#)
- 2 Construct an argument supported by evidence for how plants and animals (including humans) can change the environment to meet their needs. [K-ESS2-2](#)

## Earth and Human Activity

- 1 Use a model to represent the relationship between the needs of different plants and animals (including humans) and the places they live. [K-ESS3-1](#)
- 2 Ask questions to obtain information about the purpose of weather forecasting to prepare for, and respond to, severe weather. [K-ESS3-2](#)
- 3 Communicate solutions that will reduce the impact of humans on the land, water, air, and/or other living things in the local environment. [K-ESS3-](#)

## Engineering Design

- 1 Ask questions, make observations, and gather information about a situation people want to change to define a simple problem that can be solved through the development of a new or improved object or tool. [K-2-ETS1-1](#)
- 2 Develop a simple sketch, drawing, or physical model to illustrate how the shape of an object helps it function as needed to solve a given problem. [K-2-ETS1-2](#)
- 3 Analyze data from tests of two objects designed to solve the same problem to compare the strengths and weaknesses of how each performs. [K-2-ETS1-3](#)