

# Grade 1

Adopted 2016

## Energy PS3

### A. Definitions of Energy PS3.A

- A. Identify the source of energy that causes an increase in the temperature of an object (e.g., Sun, stove, flame, light bulb). 1.PS3.A
- 

## Waves and Their Applications in technologies for Information Transfer PS4

### A. Wave Properties PS4.A

- A. Plan and conduct investigations to provide evidence that vibrating materials can make sound and that sound can make materials vibrate. 1.PS4.A
- 

### C. Information Technologies and Instrumentation PS4.C

- C. Use tools and materials to design and build a device that uses light or sound to solve the problem of communicating over a distance. 1.PS4.C
- 

## From Molecules to Organisms: Structure and Processes LS1

### A. Structure and Function LS1.A

- A. Use materials to design a solution to a human problem by mimicking how plants and/or animals use their external parts to help them survive, grow, and meet their needs. 1.LS1.A
- 

## Heredity: Inheritance and Variation of Traits LS3

### A. Inheritance of Traits LS3.A

- A. Make observations to construct an evidence based account that young plants and animals are like, but not exactly like, their parents. 1.LS3.A
- 

## Earth's Place in the Universe ESS1

### A. The Universe and its Stars ESS1.A

- a. Describe the presence of the Sun, Moon, and stars in the sky over time. 1.ESS1.A.A
  - b. Use observations of the sun, moon, and stars to describe patterns that can be predicted. 1.ESS1.A.B
- 

## Earth's Systems ESS2

### D. Weather and Climate ESS2.D

- D. Identify patterns indicating relationships between observed weather data and weather phenomena (e.g., temperature and types of precipitation, clouds and amounts of precipitation). 1.ESS2.D
-

## Engineering Design ETS1

### A. Defining and Delimiting Engineering Problems ETS1.A

- A. 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. 1.ETS1.A
- 

### B. Developing Possible Solutions ETS1.B

- B. 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. 1.ETS1.B
- 

### C. Optimizing the Solution Process ETS1.C

- C. Analyze data from tests of two objects designed to solve the same problem to compare the strengths and weaknesses of how each performs. 1.ETS1.C