

Grade K

Adopted 2013

Motion and Stability: Forces and Interactions K-PS2

Students who demonstrate understanding can:

- K-PS2-1.** 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
 - K-PS2-2.** 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
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Energy K-PS3

Students who demonstrate understanding can:

- K-PS3-1.** Make observations to determine the effect of sunlight on Earth's surface. K-PS3-1
 - K-PS3-2.** Use tools and materials to design and build a structure that will reduce the warming effect of sunlight on an area. K-PS3-2
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From Molecules to Organisms: Structures and Processes K-LS1

Students who demonstrate understanding can:

- K-LS1-1.** Use observations to describe patterns of what plants and animals (including humans) need to survive. K-LS1-1
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Earth's Systems K-ESS2

Students who demonstrate understanding can:

- K-ESS2-1.** Use and share observations of local weather conditions to describe patterns over time. K-ESS2-1
 - K-ESS2-2.** Construct an argument supported by evidence for how plants and animals (including humans) can change the environment to meet their needs. K-ESS2-2
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Earth and Human Activity K-ESS3

Students who demonstrate understanding can:

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

ETS1

Students who demonstrate understanding can:

- K-2-ETS1-1.** 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
- K-2-ETS1-2.** 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
- K-2-ETS1-3.** 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