

Grade 1

Adopted 2022

Earth & Space Science

ESS1. Earth's Place in the Universe 1.ESS1

1. Use observations of the sun, moon, and stars to describe patterns that can be predicted. 1.ESS1.1
 2. Make observations at different times of year to relate the amount of daylight to the time of year. 1.ESS1.2
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Engineering, Technology, and the Application of Science

ETS1. Engineering Design 1.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. 1.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. 1.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. 1.ETS1.3
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Life Science

LS1. From Molecules to Organisms: Structures and Processes 1.LS1

1. 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.LS1.1
 2. Read texts and use media to determine patterns in behavior of parents and offspring that help offspring survive. 1.LS1.2
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LS3. Heredity: Inheritance and Variation of Traits 1.LS3

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

PS4. Waves and their Applications in Technologies for Information Transfer 1.PS4

1. Plan and conduct investigations to provide evidence that vibrating materials can make sound and that sound can make materials vibrate. 1.PS4.1
2. Make observations to construct an evidence-based account that objects can be seen only when illuminated. 1.PS4.2
3. Plan and conduct an investigation to determine the effect of placing objects made with different materials in the path of a beam of light. 1.PS4.3
4. 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.PS4.4