

SCIENCE

User's Name: _____

Use the columns as a checkoff or a place to take notes to track any curriculum issue. For instance, you might list the unit or marking period in which a standard was mastered, the areas where teachers want additional professional development opportunities, or any issue you need to analyze as you work to enhance your students' performance. See the folder labeled Ideas for Usage for further suggestions on ways to use the checklists and cards.



Kindergarten

Motion and Stability: Forces and Interactions

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-PS2-2	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.	

Energy

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

From Molecules to Organisms: Structures and Processes

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

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

Earth and Human Activity

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-ESS3-2	Ask questions to obtain information about the purpose of weather forecasting to prepare for, and respond to, severe weather.	
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.	

Engineering Design

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-ETS1-2	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-ETS1-3	Analyze data from tests of two objects designed to solve the same problem to compare the strengths and weaknesses of how each performs.	