

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.



FIRST GRADE

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-PS4-2	Make observations to construct an evidence-based account that objects can be seen only when illuminated.	
1-PS4-3	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-PS4-4	Use tools and materials to design and build a device that uses light or sound to solve the problem of communicating over a distance.	

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-LS1-2	Read texts and use media to determine patterns in behavior of parents and offspring that help offspring survive.	

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.	
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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-ESS1-2	Make observations at different times of year to relate the amount of daylight to the time of year.	

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.	