Hawaii Next Generation Science Standards

Grade K

Adopted 2016

Motion and Stability: Forces and Interactions K-PS2	**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
Energy K-PS3	**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
From Molecules to Organisms: Structures and Processes K-LS1	**K-LS1-1.**	**Use observations to describe patterns of what plants and animals (including humans) need to survive.** K-LS1-1
Earth's Systems K-ESS2	**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
Earth and Human Activity K-ESS3	**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

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