Indiana Science/Computer Science Content Connectors

Grade 1

Waves and their Applications in Technologies for Information Transfer	1	Plan an investigation to provide evidence that vibrating materials can make sound. (E) 1-PS4-1A
	2	Plan an investigation to provide evidence that sound can make materials vibrate. (E) 1-PS4-1B
	3	Make observations to support a claim that objects are only visible when illuminated. 1-PS4-2A
	4	Conduct an investigation to observe the effects of placing objects made with different materials in the path of a beam of light. 1-PS4-3A
	5	Identify a problem related to communication over a distance and generate potential solutions to address it. 1-PS4-4A
From Molecules to Organisms: Structures and Processes	1	Match a human solution (e.g., winter coat) with an external structure (e.g., fur) used to help an animal survive. (E) 1-LS1-1A
	2	Match a human solution (e.g., digging a well) with an external structure (e.g., roots) used to help a plant survive. (E) 1-LS1-1B
	3	Identify behaviors between parents and offspring that help the offspring survive (e.g., keeping offspring safe from predators). 1-LS1-2A
Heredity: Inheritance and Variation of Traits	1	Identify a similarity or difference in an external feature between young animals or plants and their parents. 1-LS3-1A
	2	Make observations of patterns in features between young animals or plants and their parents. 1-LS3-1B
Earth's Place in the Universe	1	Use observations of the sun, moon, and stars to make predictions about future patterns. 1-ESS1-1A
	2	Use observations to compare the relative amount of daylight during different seasons (winter, spring, summer, fall). (E) 1-ESS1-2A
Engineering Design	1	Make observations and gather information to define a simple problem that can be olved through the development of a new or improved object or tool. 1-ETS1-1A

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2 **Use simple sketches, drawings, or physical models of an object to identify the relationship between the shape of the object and how it functions to solve a problem.** K-2-ETS1-2A

3 **Compare the strengths and weaknesses of two objects designed to solve the same problem.** K-2-ETS1-3A