

# Grade 1

Adopted 2016

## Earth and Space Sciences

### **ESS1. Earth's Place in the Universe** ESS1

- 1-ESS1-1. Use observations of the sun, moon, and stars to describe that each appears to rise in one part of the sky, appears to move across the sky, and appears to set. 1-ESS1-1
  - 1-ESS1-2. Analyze provided data to identify relationships among seasonal patterns of change, including relative sunrise and sunset time changes, seasonal temperature and rainfall or snowfall patterns, and seasonal changes to the environment. 1-ESS1-2
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## Life Science

### **LS1. From Molecules to Organisms: Structures and Processes** LS1

- 1-LS1-1. Use evidence to explain that (a) different animals use their body parts and senses in different ways to see, hear, grasp objects, protect themselves, move from place to place, and seek, find, and take in food, water, and air, and (b) plants have roots, stems, leaves, flowers, and fruits that are used to take in water, air, and other nutrients, and produce food for the plant. 1-LS1-1
  - 1-LS1-2. Obtain information to compare ways in which the behavior of different animal parents and their offspring help the offspring to survive. 1-LS1-2
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### **LS3. Heredity: Inheritance and Variation of Traits** LS3

- 1-LS3-1. Use information from observations (first-hand and from media) to identify similarities and differences among individual plants or animals of the same kind. 1-LS3-1
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## Physical Science

### **PS4. Waves and Their Applications in Technologies for Information Transfer** PS4

- 1-PS4-1. Demonstrate that vibrating materials can make sound and that sound can make materials vibrate. 1-PS4-1
  - 1-PS4-3. Conduct an investigation to determine the effect of placing materials that allow light to pass through them, allow only some light through them, block all the light, or redirect light when put in the path of a beam of light. 1-PS4-3
  - 1-PS4-4. Use tools and materials to design and build a device that uses light or sound to send a signal over a distance. 1-PS4-4
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## Technology/Engineering

### ETS1. Engineering Design ETS1

- K-2-ETS1-1. Ask questions, make observations, and gather information about a situation people want to change that can be solved by developing or improving an object or tool. 1.K-2-ETS1-1
- K-2-ETS1-2. Generate multiple solutions to a design problem and make a drawing (plan) to represent one or more of the solutions. 1.K-2-ETS1-2