Missouri Science

Grade 1

Adopted 2016

Energy PS3

A. Definitions of Energy PS3.A

A. Identify the source of energy that causes an increase in the temperature of an object (e.g., Sun, stove, flame, light bulb). 1.PS3.A

Waves and Their Applications in technologies for Information Transfer PS4

A. Wave Properties PS4.A

A. Plan and conduct investigations to provide evidence that vibrating materials can make sound and that sound can make materials vibrate. 1.PS4.A

C. Information Technologies and Instrumentation PS4.C

C. Use tools and materials to design and build a device that uses light or sound to solve the problem of communicating over a distance. 1.PS4.C

From Molecules to Organisms: Structure and Processes LS1

A. Structure and Function LS1.A

A. 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.A

Heredity: Inheritance and Variation of Traits LS3

A. Inheritance of Traits LS3.A

A. Make observations to construct an evidence based account that young plants and animals are like, but not exactly like, their parents. 1.LS3.A

Earth's Place in the Universe ESS1

A. The Universe and its Stars ESS1.A

a. Describe the presence of the Sun, Moon, and stars in the sky over time. 1.ESS1.A.A

b. Use observations of the sun, moon, and stars to describe patterns that can be predicted. 1.ESS1.A.B

Earth's Systems ESS2

D. Weather and Climate ESS2.D

D. Identify patterns indicating relationships between bserved weather data and weather phenomena (e.g., temperature and types of precipitation, clouds and amounts of precipitation). 1.ESS2.D

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Defining and Delimiting Engineering Problems ETS1.A

A. 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. `1.ETS1.A`

B. Developing Possible Solutions `ETS1.B`

B. 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. `1.ETS1.B`

C. Optimizing the Solution Process `ETS1.C`

C. Analyze data from tests of two objects designed to solve the same problem to compare the strengths and weaknesses of how each performs. `1.ETS1.C`