Grade 1

Adopted 2013

Waves and their Applications in Technologies for Information Transfer 1-PS4

Students who demonstrate understanding can:

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

1-PS4-2. Make observations to construct an evidence-based account that objects can be seen only when illuminated. 1-PS4-2

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-PS4-3

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. 1-PS4-4

From Molecules to Organisms: Structures and Processes 1-LS1

Students who demonstrate understanding can:

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-LS1-1

1-LS1-2. Read texts and use media to determine patterns in behavior of parents and offspring that help offspring survive. 1-LS1-2

Heredity: Inheritance and Variation of Traits 1-LS3

Students who demonstrate understanding can:

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

Earth's Place in the Universe 1-ESS1

Students who demonstrate understanding can:

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

1-ESS1-2. Make observations at different times of year to relate the amount of daylight to the time of year. 1-ESS1-2

Engineering Design K-2-ETS1

Students who demonstrate understanding can:

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