North Dakota Science

Grade 4

Adopted 2019

Energy	**4-PS3-1.**	**Use evidence to construct an explanation relating the speed of an object to the energy of that object.** 4-PS3-1
	4-PS3-2.	**Make observations to provide evidence that energy can be transferred from place to place by sound, light, heat, and electric currents.** 4-PS3-2
	4-PS3-3.	**Ask questions and predict outcomes about the changes in energy that occur when objects collide.** 4-PS3-3
	4-PS3-4.	**Using the engineering design process build a device that converts energy from one form to another.** 4-PS3-4
From Molecules to Organisms: Structures and Processes	**4-LS1-1.**	**Construct an argument that plants, and animals have internal and external structures that function to support survival, growth, behavior, and reproduction.** 4-LS1-1
	4-LS1-2.	**Form an explanation to describe that animals receive different types of information through their senses, process the information in their brain, and respond to the information in different ways.** 4-LS1-2
Earth's Systems	**4-ESS2-2.**	**Analyze and interpret data from maps to describe patterns of Earth's features.** 4-ESS2-2
Earth and Human Activity	**4-ESS3-1.**	**Obtain and combine information to describe that energy and fuels are derived from natural resources and their uses affect the environment.** 4-ESS3-1
	4-ESS3-2.	**Generate and compare multiple solutions to reduce the impacts of natural Earth processes on humans.** 4-ESS3-2
Engineering & Technology	**4-ET1-1.**	**Define a simple design problem reflecting a need or a want that includes specified criteria for success and constraints on materials, time, or cost.** 4-ET1-1
	4-ET1-2.	**Generate and compare multiple possible solutions to a problem based on how well each is likely to meet the criteria and constraints of the problem.** 4-ET1-2

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	4-ET1-3. Plan and carry out fair tests in which variables are controlled and failure points are considered to identify aspects of a model or prototype that can be improved. 4-ET1-3
Waves and Their Applications in Technologies for Information Transfer	**4-PS4-1.** Develop a model of waves to describe patterns in terms of amplitude and wavelength and that waves can cause objects to move. 4-PS4-1
	4-PS4-3. Construct a code to convey information by researching past and present methods of transmitting information. 4-PS4-3
Earth's Place in the Universe	**4-ESS1-1.** Identify evidence from patterns in rock formations and fossils in rock layers to support an explanation for changes in a landscape over time. 4-ESS1-1
Earth & Space Science	**4-ESS2-1.** Make observations and metric measurements to provide evidence of the effects of weathering and the rate of erosion by water, ice, wind, or vegetation. 4-ESS2-1