Rhode Island Science

# Grade 1

Adopted 2013

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

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**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