Vermont Science

Grade 1

Adopted 2013

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