



Kindergarten

- PS 1 K-LS1-1: Use observations to describe patterns of what plants and animals (including humans) need to survive.
- PS 2 K-ESS2-2: Construct an argument supported by evidence for how plants and animals (including humans) can change the environment to meet their needs.
- PS 3 K-ESS3-1: Use a model to represent the relationship between the needs of different plants or animals (including humans) and the places they live.
- PS 4 K-ESS3-3: Communicate solutions that will reduce the impact of humans on the land, water, air, and/or other living things in the local environment.
- PS 5 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.
- PS 6 K-PS2-1: Plan and conduct an investigation to compare the effects of different strengths or different directions of pushes and pulls on the motion of an object.
- PS 7 K-PS2-2: Analyze data to determine if a design solution works as intended to change the speed or direction of an object with a push or a pull.
- PS 8 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 a new object or tool.
- PS 9 K-1 SYSA: Living and non-living things are made of parts. People give names to the parts that are different from the name of the whole object, plant, or animal.
- PS10 K-1 ES2A: Some objects occur in nature; others have been designed and processed by people.
- PS11 K-1 INQA: Scientific investigations involve asking and trying to answer a question about the natural world by making and recording observations.
- PS12 K-1 APPD: Counting, classifying, and measuring can sometimes be helpful in solving a problem.