

# NGSS Kindergarten Checklist

## Force and Motion

Standard	Date/s Taught	Resources/Activities
PS 2.1 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 2.2 Analyze data to determine if a design solution works as intended to change the speed or direction of an object with a push or pull.		

## Relationships in Ecosystems

LS 1.1 Use observations to describe patterns of what plants and animals (including humans) need to survive.		
ES 2.2 Construct an argument supported by evidence for how plants and animals (including humans) can change the environment to meet their needs.		
ES 3.1 Use a model to represent the relationship between the needs of different plants and animals (including humans) and the places they live.		
ES 3.3 Communicate solutions that will reduce the impact of humans on the land, water, air and/or other living things in the local environment.		

## Weather and Climate

PS 3.1 Make observations to determine the effects of sunlight on Earth's surface.		
PS 3.2 Use tools and materials provided to design and build a structure that will reduce the warming effect of sunlight on Earth's surface.		
ES 2.1 Use and share observations of local weather conditions to describe patterns over time.		
ES 3.2 Ask questions to obtain information about the purpose of weather forecasting to prepare for and respond to severe weather.		

# Engineering and Design

ETS 1.1 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.

ETS 1.2 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.

ETS 1.3 Analyze data from tests of two objects designed to solve the same problem. Compare the strengths and weaknesses of how each performs.

## Notes

# NGSS 1<sup>st</sup> Grade Checklist

## Waves: Light and Sound

Standard	Date/s Taught	Resources/Activities
PS 4.1 Plan and conduct investigations to provide evidence that vibrating materials can make sound and that sound can make materials vibrate.		
PS 4.2 Make observations to construct an evidence based account that objects in darkness can only be seen when illuminated.		
PS 4.2 Plan and conduct investigations to determine the effect of placing objects made with different materials in the path of a beam of light. (transparent, translucent, opaque, reflective)		
PS 4.4 Use tools and materials to design and build a device that uses light or sound to solve the problem of communicating over a distance.		

## Plant and Animal Adaptations

LS 1.1 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.		
LS 1.2 Read texts and use media to determine patterns in behavior of parents and offspring that help offspring survive.		
LS 3.1 Make observations to construct an evidence based account that young plants and animals are like but not exactly like their parents.		

## Space

ES 1.1 Use observations of the sun, moon and stars to describe patterns that can be predicted.		
ES 1.2 Make observations at different times of year to relate the amount of daylight to the time of year.		

# Engineering and Design

ETS 1.1 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.

ETS 1.2 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.

ETS 1.3 Analyze data from tests of two objects designed to solve the same problem. Compare the strengths and weaknesses of how each performs.

## Notes

# NGSS 2<sup>st</sup> Grade Checklist

## Properties of Matter

Standard	Date/s Taught	Date Assessed	Resources
PS 1.1 Plan and conduct an investigation to describe and classify different kinds of materials by their observable properties.			
PS 1.2 Analyze data obtained from testing different materials to determine which materials have the properties that are best suited for an intended purpose (quantitative limited to length)			
PS 1.3 Make observations to construct an evidence based account of how an object made of a small set of pieces can be disassembled and made into a new object.			
PS 1.4 Construct an argument with evidence that some changes caused by heating or cooling can be reversed and some can not.			

## Interdependent Relationships in Ecosystems

LS 2.1 Plan and conduct an investigation to determine if plants need water and sunlight to grow.			
LS 2.2 Develop a simple model that mimics the function of an animal in dispersing seeds or pollinating plants.			
LS 4.1 Make observations of plants and animals to compare the diversity of life in different habitats.			

## Earth Systems

ES 1.1 Use information from several sources to provide evidence that Earth events can occur quickly or slowly.			
ES 2.1 Compare multiple solutions designed to slow or prevent wind or water from changing the shape of the land.			
ES 2.2 Develop a model to represent the shapes and kinds of land and bodies of water in an area.			
ES2.3 Obtain information to identify where water is found on Earth and that it can be solid or liquid.			

# Engineering and Design

ETS 1.1 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.

ETS 1.2 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.

ETS 1.3 Analyze data from tests of two objects designed to solve the same problem. Compare the strengths and weaknesses of how each performs.

## Notes

# NGSS 3<sup>rd</sup> Grade Checklist

## Force and Motion

Standard	Date Taught	Date Assessed	Notes
PS 2.1 Plan and conduct an investigation to provide evidence of the effects of balanced and unbalanced forces on the motion of an object.			
PS 2.2 Make observations and/or measurements of an object's motion to provide evidence that a pattern can be used to predict future motion.			
PS 2.3 Ask questions to determine cause and effect relationships of electric or magnetic interactions between two objects not in contact with each other.			
PS 2.4 Define a simple design problem that can be solved by applying scientific ideas about magnets.			

## Ecosystems

LS 2.1 Construct an argument that some animals form groups that help members survive.			
LS 4.1 Analyze and interpret data from fossils to provide evidence of the organisms and the environment in which they lived long ago.			
LS 4.3 Construct an argument with evidence that in a particular habitat some organisms can survive well, some survive less well, and some cannot survive at all.			
LS 4.4 Make a claim about the merit of a solution to a problem caused when the environment changes and the types of plants and animals that live there may change.			

## Life Cycles and Traits

LS 1.1 Develop models to describe that organisms have unique and diverse life cycles but all have in common birth, growth, reproduction, and death.			
LS 3.1 Analyze and interpret data to provide evidence that plants and animals have traits inherited from parents and that variation of these traits exists in a group of similar organisms.			
LS 3.2 Use evidence to support the explanation that traits can be influenced by the environment.			
LS 4.2 Use evidence to construct an explanation for how the variations in characteristics among individuals of the same species may provide advantages in surviving, finding mates, and reproducing.			

## Weather and Climate

ES 2.1 Represent data in tables and graphical displays to describe typical weather conditions expected during a particular season.

ES 2.2 Obtain and combine information to describe climates in different regions of the world.

ES 3.1 Make a claim about the merit of a design solution that reduces the impacts of a weather-related hazard.

## Engineering and Design

ETS 1.1 Define a simple design problem reflecting a need or a want that includes specified criteria for success and constraints on materials, time, or cost.

ETS 1.2 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.

ETS 1.3 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.

## Notes

# NGSS 4<sup>th</sup> Grade Checklist

## Force and Motion

Standard	Date Taught	Date Assessed	Notes
PS 3.1 Use evidence to construct and explanation relating the speed of an object to the energy of that object.			
PS 3.3 Ask questions and predict out comes about the changes in energy (speed) when objects collide.			

## Energy and Waves

PS 3.2 Make observations to provide evidence that energy can be transferred from place to place by sound, heat, light, and electric currents.			
PS 3.4 Use scientific ideas to design test and refine a device that converts one type of energy to another.			
ES 3.1 Obtain and combine information to describe that energy and fuels are derived from natural resources and their use affects the environment.			
PS 4.1 Develop a model of waves to describe patterns in terms of amplitude and wavelength and that waves cause objects to move.			
PS 4.3 Generate and compare multiple solutions that use patterns to transfer information.			
PS 4.4 Develop a model to describe that light reflecting from objects and entering the eye allows objects to be seen.			

## Plant and Animal Adaptations

LS 1.1 Construct an argument that plants and animals have internal and external structures that function to support survival, growth, behavior and reproduction.			
LS 1.2 Use a model 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.			

## Earth's Surface

ES 1.1 Identify patterns in rock formations and fossils in rock layers to support an explanation for changes in the landscape over time.

ES 2.1 Make observations and or measurements to provide evidence of the effects of weathering and the rate of erosion by wind, water, ice, or vegetation.

ES 2.2 Analyze and interpret data from maps to describe patterns of earth's features.

ES 3.2 Generate and compare multiple solutions to reduce the impact of natural Earth processes (earthquake, volcano, flood, tsunami) on humans.

## Engineering and Design

ETS 1.1 Define a simple design problem reflecting a need or a want that includes specified criteria for success and constraints on materials, time, or cost.

ETS 1.2 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.

ETS 1.3 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.

## Notes

# NGSS 5<sup>th</sup> Grade Checklist

## Matter

Standard	Date Taught	Date Assessed	Notes
PS 1.1 Develop a model to describe that matter is made of particles too small to be seen. (Air in ball, dissolving sugar)			
PS 1.2 Measure and graph quantities to provide evidence that regardless of the type of change that occurs when heating, cooling or mixing substances, the total mass of the matter is conserved. (phase changes, dissolving, mixing matter)			
PS 1.3 Make observations and measurements to identify materials based on their properties.			
PS 1.4 Conduct an investigation to determine whether mixing two or more substances results in new substances.			

## Ecosystems

PS 3.1 Use models to describe that energy in animals' food (used for growth, body repair, motion and to maintain body warmth) was once energy from the sun.			
LS 1.1 Support an argument that plants get the materials they need for growth mostly from air and water (not soil).			
LS 2.1 Develop a model to describe the movement of matter among plants, animals, decomposers, and the environment.			

## Earth Systems

ES 2.1 Develop a model using an example to describe ways the geosphere, biosphere, hydrosphere, and atmosphere interact.			
ES 2.2 Describe and graph the amounts and percentages of water and fresh water in various reservoirs to provide evidence about the distribution of water on Earth			
ES 3.1 Obtain and combine information about ways individual communities use science ideas to protect Earth's resources and environment.			

## Space

PS 2.1 Support an argument that the gravitational force exerted by Earth on objects is directed down.

ES 1.1 Support an argument that the apparent brightness of the sun and stars is due to their relative distances from Earth.

ES1.2 Represent data in graphical displays to reveal patterns of daily changes in length and direction of shadows, day and night, and the season appearance of some stars in the night sky.

## Engineering and Design

ETS 1.1 Define a simple design problem reflecting a need or a want that includes specified criteria for success and constraints on materials, time, or cost.

ETS 1.2 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.

ETS 1.3 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.

## Notes