K-PS2-1 Motion and Stability: Forces and Interactions	
Performance Expectation	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.
Clarification Statement	Examples of pushes or pulls could include a string attached to an object being pulled, a person pushing an object, a person stopping a rolling ball, or two objects colliding and pushing on each other. Content includes contact forces with different relative strengths or different directions, but not both at the same time.
Science & Engineering Practices	1. Asking questions and defining problems 2. Developing and using models 3. Planning and carrying out investigations: Planning and carrying out investigations to answer questions (science) or test solutions (engineering) to problems in K-2 builds on prior experiences and progresses to simple investigations, based on fair tests, which provide data to support explanations or design solutions. □ With guidance, plan and conduct an investigation in collaboration with peers. 4. Analyzing and interpreting data 5. Using mathematics and computational thinking 6. Constructing explanations and designing solutions 7. Engaging in argument from evidence 8. Obtaining, evaluating, and communicating information
Disciplinary Core Ideas	Forces and Motion Pushes and pulls can have different strengths and directions. (LE.PS2A.a) Pushing or pulling on an object can change the speed or direction of its motion and can start or stop it. (LE.PS2A.b) Types of Interactions When objects touch or collide, they push on one another and can change motion. (LE.PS2B.a) Relationship Between Energy and Forces A bigger push or pull makes things speed up or slow down more quickly. (LE.PS3C.a)
Crosscutting Concepts	Cause and Effect Simple tests can be designed to gather evidence to support or refute student ideas about causes.

K-PS2-2 Motion and Stability: Forces and Interactions	
Performance Expectation	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.
Clarification Statement	Examples of problems requiring a solution could include having a marble or other object move a certain distance, follow a particular path, or knock down other objects. Examples of solutions could include tools such as a ramp to increase the speed of the object, a structure that would cause an object such as a marble or ball to turn or using a rope or string to pull an object. Content does not include friction as a mechanism for change in speed.
Science & Engineering Practices	1. Asking questions and defining problems 2. Developing and using models 3. Planning and carrying out investigations 4. Analyzing and interpreting data: Analyzing data in K-2 builds on prior experiences and progresses to collecting, recording, and sharing observations. □ Analyze data from tests of an object or tool to determine if it works as intended. 5. Using mathematics and computational thinking 6. Constructing explanations and designing solutions 7. Engaging in argument from evidence 8. Obtaining, evaluating, and communicating information
Disciplinary Core Ideas	Forces and Motion Pushes and pulls can have different strengths and directions. (LE.PS2A.a) Pushing or pulling on an object can change the speed or direction of its motion and can start or stop it. (LE.PS2A.b) Engineering Design A situation that people want to change or create can be approached as a problem to be solved through engineering. Such problems may have many acceptable solutions. (LE.ETS1A.a)
Crosscutting Concepts	Cause and Effect Simple tests can be designed to gather evidence to support or refute student ideas

K-PS3-1 Energy	
Performance Expectation	Make observations to determine the effect of sunlight on Earth's surface.
Clarification Statement	Sunlight heats Earth's natural surfaces including sand, soil, rocks, or water and the unnatural surfaces including man-made objects like plastics, asphalt, or concrete. Examples of observations could be relative changes in temperature of surfaces exposed to sunlight.
Science & Engineering Practices	1. Asking questions and defining problems 2. Developing and using models 3. Planning and carrying out investigations: Planning and carrying out investigations to answer questions or test solutions to problems in K-2 builds on prior experiences and progresses to simple investigations, based on fair tests, which provide data to support explanations or design solutions. □ Make observations (firsthand or from media) and/or measurements of a proposed object or tool or solution to determine if it solves a problem or meets a goal. 4. Analyzing and interpreting data 5. Using mathematics and computational thinking 6. Constructing explanations and designing solutions 7. Engaging in argument from evidence 8. Obtaining, evaluating, and communicating information
Disciplinary Core Ideas	**Conservation of Energy and Energy Transfer** Sunlight warms Earth's surface. (LE.PS3B.a)
Crosscutting Concepts	Cause and Effect Events have causes that generate observable patterns.

K-PS3-2 Energy	
Performance Expectation	Use tools and materials to design and build a structure that will reduce the warming effect of sunlight on an area.
Clarification Statement	Examples of structures could include umbrellas, canopies, or tents that minimize the warming effect of the sun.
Science & Engineering Practices	1. Asking questions and defining problems 2. Developing and using models 3. Planning and carrying out investigations 4. Analyzing and interpreting data 5. Using mathematics and computational thinking 6. Constructing explanations and designing solutions: Constructing explanations (science) and designing solutions (engineering) in K–2 builds on prior experiences and progresses to the use of evidence and ideas in constructing evidence-based accounts of natural phenomena and designing solutions. □ Use tools and/or materials to design and/or build a device that solves a specific problem or a solution to a specific problem. 7. Engaging in argument from evidence 8. Obtaining, evaluating, and communicating information
Disciplinary Core Ideas	Conservation of Energy and Energy Transfer Sunlight warms Earth's surface. (LE.PS3B.a) Engineering Design: Defining and Delimiting Engineering Problems Before beginning to design a solution, it is important to clearly understand the problem. (LE.ETS1A.c)
Crosscutting Concepts	Cause and Effect Simple tests can be designed to gather evidence to support or refute student ideas about causes.

K-LS1-1 From Molecules to Organisms: Structures and Processes	
Performance Expectation	Use observations to describe patterns of what plants and animals (including humans) need to survive.
Clarification Statement	Examples of patterns could include that plants make their own food while animals do not, the different kinds of food needed by different types of animals, the requirement of plants to have light, or that all living things need water.
Science & Engineering Practices	1. Asking questions and defining problems 2. Developing and using models 3. Planning and carrying out Investigations 4. Analyzing and interpreting data: Analyzing data in K-2 builds on prior experiences and progresses to collecting, recording, and sharing observations. □ Use observations to describe patterns and/or relationships in the natural and designed world(s) in order to answer scientific questions and solve problems. 5. Using mathematics and computational thinking 6. Constructing explanations and designing solutions 7. Engaging in argument from evidence 8. Obtaining, evaluating, and communicating information
Disciplinary Core Ideas	Organization for Matter and Energy Flow in Organisms All animals need food in order to live and grow. Animals obtain their food from plants or from other animals. Plants need water and light to live and grow. (LE.LS1C.a)
Crosscutting Concepts	Patterns Patterns in the natural and human designed world can be observed, used to describe phenomena, and used as evidence.

K-ESS2-1 Earth's Systems	
Performance Expectation	Use and share observations of local weather conditions to describe patterns over time.
Clarification Statement	Examples of qualitative observations could include descriptions of the weather (such as sunny, cloudy, rainy, or warm); examples of quantitative observations could include numbers of sunny, windy, or rainy days in a month. Examples of patterns could include that it is cooler in the morning than in the afternoon or the number of sunny days versus cloudy days in different months.
Science & Engineering Practices	1. Asking questions and defining problems 2. Developing and using models 3. Planning and carrying out investigations 4. Analyzing and interpreting data: Analyzing data in K-2 builds on prior experiences and progresses to collecting, recording, and sharing observations. □ Use observations to describe patterns and/or relationships in the natural and designed world(s) in order to answer scientific questions and solve problems. 5. Using mathematics and computational thinking 6. Constructing explanations and designing solutions 7. Engaging in argument from evidence 8. Obtaining, evaluating, and communicating information
Disciplinary Core Ideas	Weather and Climate Weather is the combination of sunlight, wind, snow or rain, and temperature in a particular region at a particular time. People measure these conditions to describe and record the weather and to notice patterns over time. (LE.ESS2D.a)
Crosscutting Concepts	Patterns Patterns in the natural and human designed world can be observed, used to describe phemonena, and used as evidence.

K-ESS2-2 Earth's System	
Performance Expectation	Construct an argument supported by evidence for how plants and animals (including humans) can change the environment to meet their needs.
Clarification Statement	Examples of plants and animals changing their environment could include a squirrel digging in the ground to hide its food, tree roots breaking concrete, or a dandelion spreading seeds to generate more dandelions.
Science & Engineering Practices	1. Asking questions and defining problems 2. Developing and using models 3. Planning and carrying out Investigations 4. Analyzing and interpreting data 5. Using mathematics and computational thinking 6. Constructing explanations and designing solutions 7. Engaging in argument from evidence: Engaging in argument from evidence in K–2 builds on prior experiences and progresses to comparing ideas and representations about the natural and designed world(s). □ Construct an argument with evidence to support a claim. 8. Obtaining, evaluating, and communicating information
Disciplinary Core Ideas	Biogeology Plants and animals can change their environment. (LE.ESS2E.a) Human Impacts on Earth Systems Things that people do to live comfortably can affect the world around them; but they can make choices that reduce their impacts on the land, water, air, and other living things. (LE.ESS3C.a)
Crosscutting Concepts	Systems and System Models Systems in the natural and designed world have parts that work together.

K-ESS3-1 Earth and Human Activity	
Performance Expectation	Use a model to represent the relationship between the needs of different plants or animals (including humans) and the places they live.
Clarification Statement	Examples of relationships could include that deer eat buds and leaves and therefore usually live in forested areas; grasses need sunlight so they often grow in meadows. Plants, animals, and their surroundings make up a system.
Science & Engineering Practices	1. Asking questions and defining problems 2. Developing and using models: Modeling in K-2 builds on prior experiences and progresses to include using and developing models (e.g., diagram, drawing, physical replica, diorama, dramatization, or storyboard) that represent concrete events or design solutions. □ Develop and/or use a model to represent amounts, relationships, relative scales (bigger, smaller), and/or patterns in the natural and designed world (s). 3. Planning and carrying out investigations 4. Analyzing and interpreting data 5. Using mathematics and computational thinking 6. Constructing explanations and designing solutions 7. Engaging in argument from evidence 8. Obtaining, evaluating, and communicating information
Disciplinary Core Ideas	Natural Resources Living things need water, air, and resources from the land, and they live in places that have the things they need. Humans use natural resources for everything they do. (LE.ESS3A.a)
Crosscutting Concepts	Systems and System Models Systems in the natural and designed world have parts that work together.

K-ESS3-2 Earth and Human Activity	
Performance Expectation	Ask questions to obtain information about the purpose of weather forecasting to prepare for and respond to severe weather.
Clarification Statement	Emphasis is on local forms of severe weather and safety precautions associated with that severe weather.
Science & Engineering Practices	1. Asking questions and defining problems: Asking questions (science) and defining problems (engineering) in K-2 builds on prior experiences and progresses to simple descriptive questions that can be tested. □ Ask questions based on observations to find more information about the natural and/or designed world(s). 2. Developing and using models 3. Planning and carrying out investigations 4. Analyzing and interpreting data 5. Using mathematics and computational thinking 6. Constructing explanations and designing solutions 7. Engaging in argument from evidence 8. Obtaining, evaluating, and communicating information
Disciplinary Core Ideas	Natural Hazards Some kinds of severe weather are more likely than others in a given region. Weather scientists forecast severe weather so that the communities can prepare for and respond to these events. (LE.ESS3B.a)
Crosscutting Concepts	Cause and Effect Events have causes that generate observable patterns.

K-ESS3-3 Earth and Human Activity	
Performance Expectation	Communicate solutions that will reduce the impact of humans on the land, water, air, and/or other living things in the local environment.
Clarification Statement	Examples of human impact on the land could include cutting trees to produce paper and using resources to produce bottles. Examples of solutions could include reusing paper and recycling cans and bottles.
Science & Engineering Practices	1. Asking questions and defining problems 2. Developing and using models 3. Planning and carrying out investigations 4. Analyzing and interpreting data 5. Using mathematics and computational thinking 6. Constructing explanations and designing solutions 7. Engaging in argument from evidence 8. Obtaining, evaluating, and communicating information: Obtaining, evaluating, and communicating information in K–2 builds on prior experiences and uses observations and texts to communicate new information. □ Communicate information or design ideas and/or solutions with others in oral and/or written forms using models, drawings, writing, or numbers that provide detail about scientific ideas, practices, and/or design ideas.
Disciplinary Core Ideas	Human Impacts on Earth Systems Things that people do to live comfortably can affect the world around them. But they can make choices that reduce their impacts on the land, water, air, and other living things. (LE.ESS3C.a) Developing Possible Solutions Designs can be conveyed through sketches, drawings, or physical models. These representations are useful in communicating ideas for a problem's solution(s) to other people. (LE.ETS1B.a)
Crosscutting Concepts	Cause and Effect Events have causes that generate observable patterns.