First Grade Kansas Next Generation Science Standards

Record keeping of implementation: PINK= WEEKLY (Once or Twice/Week) BLUE=DAILY (3 or MORE X/Week) ALL OTHERS=Dates Listed

1-PS4 Waves and their Applications in Technologies for Information Transfer																									
1-PS4-1	Plan and conduct investigations to provide evidence that vibrating materials can make sound and that sound can make materials vibrate.																								
dates ---->																									
1-PS4-2	Make observations to construct an evidence-based account that objects can be seen only when illuminated.																								
dates ---->																									
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.																								
dates ---->																									
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.*																								
dates ---->																									
1-LS1 From Molecules to Organisms: Structures and Processes																									
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.*																								
dates ---->																									
1-LS1-2	Read texts and use media to determine patterns in behavior of parents and offspring that help offspring survive.																								
dates ---->																									
1-LS3 Heredity: Inheritance and Variations of Traits																									
1-LS3-1	Make observations to construct an evidence-based account that young plants and animals are like, but not exactly like, their parents.																								
dates ---->																									
1-ESS1 Earth's Place in the Universe																									
1-ESS1-1	Use observations of the sun, moon, and stars to describe patterns that can be predicted.																								
dates ---->																									
1-ESS1-2	Make observations at different times of year to relate the amount of daylight to the time of year.																								
dates ---->																									
K-2-ETS1 Engineering Design																									
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.																								
dates ---->																									
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.																								
dates ---->																									
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.																								
dates ---->																									