Indiana Science/Computer Science Content Connectors

Kindergarten

Motion and Stability: Forces and Interactions	1	Conduct an investigation to identify the effect caused by different strengths or directions of pushes or pulls on the motion of an object. K-PS2-1A
	2	Analyze data to determine if a design solution causes the intended change in speed or direction of motion of an object. K-PS2-2A
Energy	1	Make observations to determine how sunlight affects Earth's surface. (E) K-PS3-1A
	2	Use tools and materials to design and/or build a structure (e.g., umbrella, canopy, tent) that can reduce warming caused by the sun. K-PS3-2A
From Molecules to Organisms: Structures and Processes	1	Compare and contrast what plants and animals, including humans, need to survive. (E) K-LS1-1A
Earth's Systems	1	Use observations of local weather conditions to describe weather patterns over time (e.g., day, week, month). (E) K-ESS2-1A
	2	Identify evidence to support the claim that 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 and tree roots can break concrete.] K-ESS2-2A
Earth and Human Activity	1	Use a model to match the needs of different animals (including humans) and plants to the places they live. K-ESS3-1A
	2	Ask questions and describe examples of how weather forecasting can help people prepare for, and respond to, severe weather. (E) K-ESS3-2A
	3	Identify ways that people can reduce their impact on the land, water, air, and/or other living things in the local environment. K-ESS3-3A
Engineering Design	1	Make observations to define a simple problem that can be solved through the development of a new or improved object or tool. K-ETS1-1A
	2	Use simple sketches, drawings, or physical models of an object to identify the relationship between the shape of the object and how it functions to solve a problem. K-2-ETS1-2A

3 **Compare the strengths and weaknesses of two objects designed to solve the same problem.** K-2-ETS1-3A