Next Generation Science Standards Science Performance Expectations

Grade K

Adopted 2013

Motion and Stability: Forces and Interactions K-PS2

Students who demonstrate understanding can:

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. K-PS2-1

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. K-PS2-2

Energy K-PS3

Students who demonstrate understanding can:

K-PS3-1. Make observations to determine the effect of sunlight on Earth's surface. K-PS3-1

K-PS3-2. Use tools and materials to design and build a structure that will reduce the warming effect of sunlight on an area. K-PS3-2

From Molecules to Organisms: Structures and Processes K-LS1

Students who demonstrate understanding can:

K-LS1-1. Use observations to describe patterns of what plants and animals (including humans) need to survive. K-LS1-1

Earth's Systems K-ESS2

Students who demonstrate understanding can:

K-ESS2-1. Use and share observations of local weather conditions to describe patterns over time. K-ESS2-1

K-ESS2-2. Construct an argument supported by evidence for how plants and animals (including humans) can change the environment to meet their needs. K-ESS2-2

Earth and Human Activity K-ESS3

Students who demonstrate understanding can:

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. K-ESS3-1

K-ESS3-2. Ask questions to obtain information about the purpose of weather forecasting to prepare for, and respond to, severe weather. K-ESS3-2

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. K-ESS3-3

Engineering Design K-2-ETS1

Students who demonstrate understanding can:

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. K-2-ETS1-1

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. K-2-ETS1-2

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. K-2-ETS1-3