

# Grade 3

Adopted 2018

## Motion and Stability: Forces and Interactions

**SES-3-PS2-1.** Demonstrate how the direction, or speed, of an object will change due to an outside force. [SES-3-PS2-1](#)

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**SES-3-PS2-2.** Make observations about the pattern(s) of an objects motion to predict future motion. [SES-3-PS2-2](#)

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**SES-3-PS2-3.** Demonstrate the effects of a magnetic, or electric, interaction between two objects not in contact with each other. [SES-3-PS2-3](#)

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**SES-3-PS2-4.** Given a simple design problem, explore ways to solve the problem using magnets. [SES-3-PS2-4](#)

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## From Molecules to Organisms: Structures & Processes

**SES-3-LS1-1.** Use a model to demonstrate the life cycle of an organism. [SES-3-LS1-1](#)

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## Ecosystems: Interactions, Energy, and Dynamics

**SES-3-LS2-1.** Use a model to demonstrate that some animals form groups. [SES-3-LS2-1](#)

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## Heredity: Inheritance and Variation of Traits

**SES-3-LS3-1.** Use evidence to show how offspring inherit physical traits that resemble those of their parents. [SES-3-LS3-1](#)

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**SES-3-LS3-2.** Make observations about how an organism's observable traits can be influenced by the environment. [SES-3-LS3-2](#)

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## Biological Evolution: Unity & Diversity

**SES-3-LS4-1.** Identify fossils as the remains of plants and animals that lived long ago. [SES-3-LS4-1](#)

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**SES-3-LS4-2.** Use models to identify characteristics that help organisms survive. [SES-3-LS4-2](#)

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**SES-3-LS4-3.** Determine whether or not an organism is able to survive in a given environment. [SES-3-LS4-3](#)

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**SES-3-LS4-4.** Identify what happens to organisms when there is a major environmental change. [SES-3-LS4-4](#)

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## Earth's Systems

**SES-3-ESS2-1.** Use a model to communicate typical weather conditions expected during a particular season. [SES-3-ESS2-1](#)

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**SES-3-ESS2-2.** Describe the local climate. [SES-3-ESS2-2](#)

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## Earth and Human Activity

**SES-3-ESS3-1.** Communicate a solution that reduces the impacts of weather. [SES-3-ESS3-1](#)

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## Engineering, Technology, & Applications of Science

**SES-3-5-ETS1-1.** Given a solution to a simple design problem, students are able to identify materials needed to solve a simple design problem, provided a variety of materials. [SES-3-5-ETS1-1](#)

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**SES-3-5-ETS1-2.** Generate more than one possible solution to a problem. [SES-3-5-ETS1-2](#)

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**SES-3-5-ETS1-3.** Determine whether or not an engineering design product meets criteria, and communicate failure point(s). [SES-3-5-ETS1-3](#)