



K-2

SCIENCE STANDARDS

Next Generation Science Standards (NGSS) are K-12 science standards that include three dimensions of learning science. The set of research-based standards were created with the goal to improve science education. Throughout this curriculum, NGSS standards are included to reinforce and foster continued learning in science literacy and other skills such as communication, collaboration, and problem solving.

	K-2-ETS1-1 Engineering design	K-LS1-1 From molecules to organisms	K-PS2-1 Motion and Stability	2-LS4-1 Biological evolution: Unity and diversity	1-LS1-2 From molecules to organisms: Structures & processes	2-PS1-1 Matter and its interactions
Lesson 1	X	X				
Lesson 2	X			X		
Lesson 3	X				X	
Lesson 4	X	X			X	
Lesson 5	X	X				
Lesson 6	X			X		
Lesson 7	X				X	
Lesson 8	X				X	
Lesson 9	X		X			
Lesson 10	X					X

Lesson 1	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.
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	K-LS1-1. Use observations to describe patterns of what plants and animals (including humans) need to survive.
Lesson 2	K-LS1-1. Use observations to describe patterns of what plants and animals (including humans) need to survive.
	2-LS4-1. Make observations of plants and animals to compare the diversity of life in different habitats.
Lesson 3	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.
	1-LS1-2. Read texts and use media to determine patterns in behavior of parents and offspring that help offspring survive.
Lesson 4	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.
	1-LS1-2. Read texts and use media to determine patterns in behavior of parents and offspring that help offspring survive.
Lesson 5	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.
	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.
Lesson 6	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.
Lesson 7	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.

	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.
Lesson 8	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.
Lesson 9	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.
Lesson 10	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.
	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.
	2-PS1-1. Plan and conduct an investigation to describe and classify different kinds of materials by their observable properties.