

Kindergarten Pacing Guide

Time for Science! Make it a Priority...

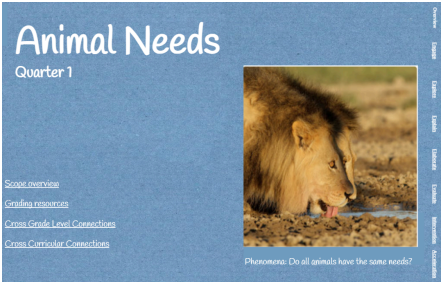
Every year we hear about both classrooms where science is enthusiastically taught and classrooms where it is avoided. **It is an expectation that science, following the scope and sequence for each grade level is taught! This is not negotiable.** If you are having difficulty fitting it into your day, work with your principal to problem solve. Every school's master schedule should have a dedicated time for science.

Here are the total number of 30 minute sessions required to deliver Science:

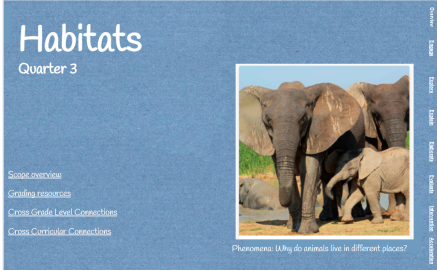
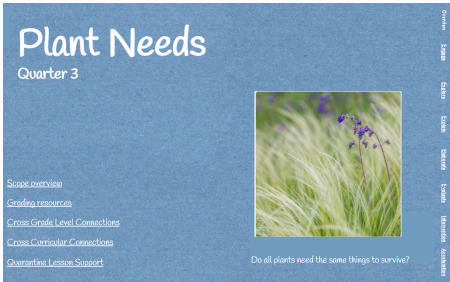
K	1	2	3	4	5
50* No STEM Field Study at this time	73	74	60* No STEM Field Study at this time	90	94

Number of 30 minute sessions (days) needed for science out of 180 school days. Total days **includes** STEM Field Studies.

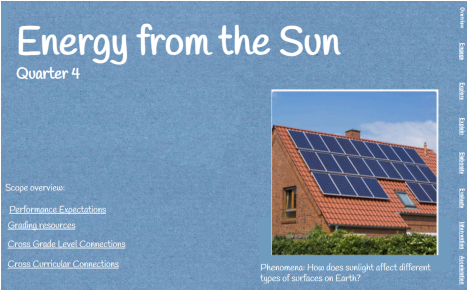
Learning Intentions (link): on this document you will find the scope, investigated phenomena and the learning intentions (targets) for all scopes taught in kindergarten.

Quarter	Number of days needed	Lesson Planner (Image is linked)
1	5	
2	6	

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2	6	
3	7	
3	4	
3	7	
4	4	
4	TBD	 A garden Adventure STEM Field Study Storyline and STEM Field Study coming soon

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4	7	 Energy from the Sun Quarter 4 Scope overview: Performance Expectations Grading resources Cross-Grade Level Connections Cross-Curricular Connections Phenomena: How does sunlight affect different types of surfaces on Earth?
4	5	 Weather Conditions Quarter 4 Scope overview: Performance Expectations Grading resources Cross-Grade Level Connections Cross-Curricular Connections Phenomena: What causes the weather to change each day?
Additional Optional scopes; may be used after core scopes have been instructed.	5	Weather Patterns
Additional Optional scopes; may be used after core scopes have been instructed. .	6	Weather Hazards
Additional Optional scopes; may be used after core scopes have been instructed.	5	Organisms Impact on Environments
Additional Optional scopes; may be used after core scopes have been instructed.	10	Push, Pull, Go
Additional Optional scopes; may be used after core scopes have been instructed.	7	Sunny Sandbox