

Main Criteria: Next Generation Science Standards (NGSS)
Secondary Criteria: California Content Standards, Pennsylvania Core and Academic Standards
Subject: Science
Grade: 1

Correlation Options: Show All

Main Criteria Standards	California Content Standards	Pennsylvania Core and Academic Standards
Science		
Grade 1		
PERFORMANCE EXPECTATION: 1-PS4-1. - Plan and conduct investigations to provide evidence that vibrating materials can make sound and that sound can make materials vibrate.	1-PS4-1. - Plan and conduct investigations to provide evidence that vibrating materials can 1-PS4-4. - Use tools and materials to design and build a device that uses light or sound to solve the problem of communicating over a distance.	
PERFORMANCE EXPECTATION: 1-PS4-2. - Make observations to construct an evidence-based account that objects can be seen only when illuminated.	1-PS4-2. - Make observations to construct an evidence-based account that objects can be seen only when illuminated. 1-PS4-4. - Use tools and materials to design and build a device that uses light or sound to solve the problem of communicating over a distance. 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.	
PERFORMANCE EXPECTATION: 1-PS4-3. - Plan and conduct an investigation to determine the effect of placing objects made with different materials in the path of a beam of light.	1-PS4-3. - Plan and conduct an investigation to determine the effect of placing objects made with different materials in the path of a beam of light.	3.2.1.B5. - Compare and contrast how light travels through different materials. Explore how mirrors and prisms can be used to redirect a light beam.
PERFORMANCE EXPECTATION: 1-PS4-4. - Use tools and materials to design and build a device that uses light or sound to solve the problem of communicating over a distance.	1-PS4-1. - Plan and conduct investigations to provide evidence that vibrating materials can make sound and that sound can make materials vibrate.	

	<p>1-PS4-2. - Make observations to construct an evidence-based account that objects can be seen only when illuminated.</p> <p>1-PS4-4. - Use tools and materials to design and build a device that uses light or sound to solve the problem of communicating over a distance.</p> <p>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.</p>	
<p>PERFORMANCE EXPECTATION: 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.</p>	<p>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.</p>	
<p>PERFORMANCE EXPECTATION: 1-LS1-2. - Read texts and use media to determine patterns in behavior of parents and offspring that help offspring survive.</p>	<p>1-LS1-2. - Read texts and use media to determine patterns in behavior of parents and offspring that help offspring survive.</p>	
<p>PERFORMANCE EXPECTATION: 1-LS3-1. - Make observations to construct an evidence-based account that young plants and animals are like, but not exactly like, their parents.</p>	<p>1-LS3-1. - Make observations to construct an evidence-based account that young plants and animals are like, but not exactly like, their parents.</p>	
<p>PERFORMANCE EXPECTATION: 1-ESS1-1. - Use observations of the sun, moon, and stars to describe patterns that can be predicted.</p>	<p>1-ESS1-1. - Use observations of the sun, moon, and stars to describe patterns that can be predicted.</p> <p>1-ESS1-2. - Make observations at different times of year to relate the amount of daylight to the time of year.</p>	
<p>PERFORMANCE EXPECTATION: 1-ESS1-2. - Make observations at different times of year to relate the amount of daylight to the time of year.</p>	<p>1-ESS1-1. - Use observations of the sun, moon, and stars to describe patterns that can be predicted.</p>	

	1-ESS1-2. - Make observations at different times of year to relate the amount of daylight to the time of year.	
PERFORMANCE EXPECTATION: 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. - 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.	SI.1. - Ask questions about objects, organisms, and events.
PERFORMANCE EXPECTATION: 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.	1-PS4-2. - Make observations to construct an evidence-based account that objects can be seen only when illuminated. 1-PS4-4. - Use tools and materials to design and build a device that uses light or sound to solve the problem of communicating over a distance. 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.	
PERFORMANCE EXPECTATION: 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. - Analyze data from tests of two objects designed to solve the same problem to compare the strengths and weaknesses of how each performs.	