

# Grade 1

## Waves and their Applications in Technologies for Information Transfer

- 1 Plan an investigation to provide evidence that vibrating materials can make sound. (E) 1-PS4-1A
- 2 Plan an investigation to provide evidence that sound can make materials vibrate. (E) 1-PS4-1B
- 3 Make observations to support a claim that objects are only visible when illuminated. 1-PS4-2A
- 4 Conduct an investigation to observe the effects of placing objects made with different materials in the path of a beam of light. 1-PS4-3A
- 5 Identify a problem related to communication over a distance and generate potential solutions to address it. 1-PS4-4A

## From Molecules to Organisms: Structures and Processes

- 1 Match a human solution (e.g., winter coat) with an external structure (e.g., fur) used to help an animal survive. (E) 1-LS1-1A
- 2 Match a human solution (e.g., digging a well) with an external structure (e.g., roots) used to help a plant survive. (E) 1-LS1-1B
- 3 Identify behaviors between parents and offspring that help the offspring survive (e.g., keeping offspring safe from predators). 1-LS1-2A

## Heredity: Inheritance and Variation of Traits

- 1 Identify a similarity or difference in an external feature between young animals or plants and their parents. 1-LS3-1A
- 2 Make observations of patterns in features between young animals or plants and their parents. 1-LS3-1B

## Earth's Place in the Universe

- 1 Use observations of the sun, moon, and stars to make predictions about future patterns. 1-ESS1-1A
- 2 Use observations to compare the relative amount of daylight during different seasons (winter, spring, summer, fall). (E) 1-ESS1-2A

## Engineering Design

- 1 Make observations and gather information to define a simple problem that can be solved through the development of a new or improved object or tool. 1-ETS1-1A

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**2 Use simple sketches, drawings, or physical models of an object to identify the relationship between the shape of the object and how it functions to solve a problem.** K-2-ETS1-2A

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**3 Compare the strengths and weaknesses of two objects designed to solve the same problem.** K-2-ETS1-3A