

# Grade 1

## Waves and Their Applications in Technologies for Information Transfer

- 1 Plan and conduct investigations to provide evidence that vibrating materials can make sound and that sound can make materials vibrate. 1-PS4-1
- 2 Make observations to construct an evidence-based account that objects in darkness can be seen only when illuminated. 1-PS4-2
- 3 Plan and conduct investigations to determine the effect of placing objects made with different materials in the path of a beam of light. 1-PS4-3
- 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-PS4-4

## From Molecules to Organisms: Structures and Processes

- 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. 1-LS1-1
- 2 Read texts and use media to determine patterns in behavior of parents and offspring that help offspring survive. 1-LS1-2

## Heredity: Inheritance and Variation of Traits

- 1 Make observations to construct an evidence-based account that young plants and animals are like, but not exactly like, their parents. 1-LS3-1

## Earth's Place in the Universe

- 1 Use observations of the sun, moon, and stars to describe patterns that can be predicted. 1-ESS1-1
- 2 Make observations at different times of year to relate the amount of daylight to the time of year 1-ESS1-2

## Engineering Design

- 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
- 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. K-2-ETS1-2
- 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