

Next Generation Science Standards for California Public Schools, Kindergarten through Grade Twelve

Grade Kindergarten Standards Arranged by Topic

California Department of Education

Clarification statements were created by the writers of NGSS to supply examples or additional clarification to the performance expectations and assessment boundary statements.

*The performance expectations marked with an asterisk integrate traditional science content with engineering through a Practice or Disciplinary Core Idea.

**California clarification statements, marked with double asterisks, were incorporated by the California Science Expert Review Panel. The section entitled “Disciplinary Core Ideas” is reproduced verbatim from *A Framework for K–12 Science Education: Practices, Cross-Cutting Concepts, and Core Ideas*. Revised March 2015.

K Interdependent Relationships in Ecosystems: Animals, Plants, and Their Environment

K Interdependent Relationships in Ecosystems: Animals, Plants, and Their Environment

Students who demonstrate understanding can:

- K-LS1-1.** Use observations to describe patterns of what plants and animals (including humans) need to survive. [Clarification Statement: Examples of patterns could include that animals need to take in food but plants do not; the different kinds of food needed by different types of animals; the requirement of plants to have light; and, that all living things need water.]
- K-ESS2-2.** Construct an argument supported by evidence for how plants and animals (including humans) can change the environment to meet their needs. [Clarification Statement: Examples of plants and animals changing their environment could include a squirrel digs in the ground to hide its food and tree roots can break concrete.]
- K-ESS3-1.** Use a model to represent the relationship between the needs of different plants or animals (including humans) and the places they live. [Clarification Statement: Examples of relationships could include that deer eat buds and leaves, therefore, they usually live in forested areas, and grasses need sunlight so they often grow in meadows. Plants, animals, and their surroundings make up a system.]
- K-ESS3-3.** Communicate solutions that will reduce the impact of humans on the land, water, air, and/or other living things in the local environment.* [Clarification Statement: Examples of human impact on the land could include cutting trees to produce paper and using resources to produce bottles. Examples of solutions could include reusing paper and recycling cans and bottles.]

The performance expectations above were developed using the following elements from the NRC document *A Framework for K–12 Science Education*:

Science and Engineering Practices	Disciplinary Core Ideas	Crosscutting Concepts
Developing and Using Models	LS1.C: Organization for Matter and	Patterns

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<p>Modeling in K–2 builds on prior experiences and progresses to include using and developing models (i.e., diagram, drawing, physical replica, diorama, dramatization, or storyboard) that represent concrete events or design solutions.</p> <ul style="list-style-type: none"> Use a model to represent relationships in the natural world. (K-ESS3-1) <p>Analyzing and Interpreting Data Analyzing data in K–2 builds on prior experiences and progresses to collecting, recording, and sharing observations.</p> <ul style="list-style-type: none"> Use observations (firsthand or from media) to describe patterns in the natural world in order to answer scientific questions. (K-LS1-1) <p>Engaging in Argument from Evidence Engaging in argument from evidence in K–2 builds on prior experiences and progresses to comparing ideas and representations about the natural and designed world(s).</p> <ul style="list-style-type: none"> Construct an argument with evidence to support a claim. (K-ESS2-2) <p>Obtaining, Evaluating, and Communicating Information Obtaining, evaluating, and communicating information in K–2 builds on prior experiences and uses observations and texts to</p>	<p>Energy Flow in Organisms</p> <ul style="list-style-type: none"> All animals need food in order to live and grow. They obtain their food from plants or from other animals. Plants need water and light to live and grow. (K-LS1-1) <p>ESS2.E: Biogeology</p> <ul style="list-style-type: none"> Plants and animals can change their environment. (K-ESS2-2) <p>ESS3.A: Natural Resources</p> <ul style="list-style-type: none"> Living things need water, air, and resources from the land, and they live in places that have the things they need. Humans use natural resources for everything they do. (K-ESS3-1) <p>ESS3.C: Human Impacts on Earth Systems</p> <ul style="list-style-type: none"> Things that people do to live comfortably can affect the world around them. But they can make choices that reduce their impacts on the land, water, air, and other living things. (K-ESS3-3) <p>ETS1.B: Developing Possible Solutions</p> <ul style="list-style-type: none"> Designs can be conveyed through sketches, drawings, or physical models. These representations are useful in communicating ideas for a 	<ul style="list-style-type: none"> Patterns in the natural and human designed world can be observed and used as evidence. (K-LS1-1) <p>Cause and Effect</p> <ul style="list-style-type: none"> Events have causes that generate observable patterns. (K-ESS3-3) <p>Systems and System Models</p> <ul style="list-style-type: none"> Systems in the natural and designed world have parts that work together. (K-ESS2-2),(K-ESS3-1)
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<p>communicate new information.</p> <ul style="list-style-type: none"> ▪ Communicate solutions with others in oral and/or written forms using models and/or drawings that provide detail about scientific ideas. (K-ESS3-3) <p align="center">-----</p> <p align="center">Connections to Nature of Science</p> <p>Scientific Knowledge is Based on Empirical Evidence</p> <ul style="list-style-type: none"> ▪ Scientists look for patterns and order when making observations about the world. (K-LS1-1) 	<p>problem’s solutions to other people. (secondary to K-ESS3-3)</p>	
<p><i>Connections to other DCIs in kindergarten:</i> K.ETS1.A (K-ESS3-3)</p>		
<p><i>Articulation of DCIs across grade-bands:</i> 1.LS1.A (K-LS1-1),(K-ESS3-1); 2.LS2.A (K-LS1-1); 2.ETS1.B (K-ESS3-3); 3.LS2.C (K-LS1-1); 3.LS4.B (K-LS1-1); 4.ESS2.E (K-ESS2-2); 4.ESS3.A (K-ESS3-3); 5.LS1.C (K-LS1-1); 5.LS2.A (K-LS1-1),(K-ESS3-1); 5.ESS2.A (K-ESS2-2),(K-ESS3-1); 5.ESS3.C (K-ESS3-3)</p>		
<p><i>California Common Core State Standards Connections:</i></p> <p><i>ELA/Literacy –</i></p> <p>RI.K.1 With prompting and support, ask and answer questions about key details in a text. (K-ESS2-2)</p> <p>W.K.1 Use a combination of drawing, dictating, and writing to compose opinion pieces in which they tell a reader the topic or the name of the book they are writing about and state an opinion or preference about the topic or book. (K-ESS2-2)</p> <p>W.K.2 Use a combination of drawing, dictating, and writing to compose informative/explanatory texts in which they name what they are writing about and supply some information about the topic. (K-ESS2-2),(K-ESS3-3)</p> <p>W.K.7 Participate in shared research and writing projects (e.g., explore a number of books by a favorite author and express opinions about them). (K-LS1-1)</p> <p>SL.K.5 Add drawings or other visual displays to descriptions as desired to provide additional detail. (K-ESS3-1)</p>		

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Mathematics –

- MP.2** Reason abstractly and quantitatively. (K-ESS3-1)
- MP.4** Model with mathematics. (K-ESS3-1)
- K.CC.1-3** Know number names and the count sequence. (K-ESS3-1),(K-ESS3-2)
- K.CC.4-5** Count to tell the number of objects. (K-ESS3-1),(K-ESS3-2)
- K.CC.6-7** Compare numbers. (K-ESS3-1),(K-ESS3-2)
- K.MD.2** Directly compare two objects with a measurable attribute in common, to see which object has “more of”/”less of” the attribute, and describe the difference. (K-LS1-1)

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Grade Kindergarten Standards Arranged by Topic

K Weather and Climate

K Weather and Climate		
Students who demonstrate understanding can:		
K-PS3-1.	Make observations to determine the effect of sunlight on Earth’s surface. [Clarification Statement: Examples of Earth’s surface could include sand, soil, rocks, and water] [Assessment Boundary: Assessment of temperature is limited to relative measures such as warmer/cooler.]	
K-PS3-2.	Use tools and materials to design and build a structure that will reduce the warming effect of sunlight on an area.* [Clarification Statement: Examples of structures could include umbrellas, canopies, and tents that minimize the warming effect of the sun.]	
K-ESS2-1.	Use and share observations of local weather conditions to describe patterns over time. [Clarification Statement: Examples of qualitative observations could include descriptions of the weather (such as sunny, cloudy, rainy, and warm); examples of quantitative observations could include numbers of sunny, windy, and rainy days in a month. Examples of patterns could include that it is usually cooler in the morning than in the afternoon and the number of sunny days versus cloudy days in different months.] [Assessment Boundary: Assessment of quantitative observations limited to whole numbers and relative measures such as warmer/cooler.]	
K-ESS3-2.	Ask questions to obtain information about the purpose of weather forecasting to prepare for, and respond to, severe weather.* [Clarification Statement: Emphasis is on local forms of severe weather.]	
The performance expectations above were developed using the following elements from the NRC document <i>A Framework for K–12 Science Education</i> :		
Science and Engineering Practices	Disciplinary Core Ideas	Crosscutting Concepts
Asking Questions and Defining Problems Asking questions and defining problems in grades K–2 builds on prior experiences and progresses to simple descriptive questions that can be tested.	PS3.B: Conservation of Energy and Energy Transfer <ul style="list-style-type: none"> Sunlight warms Earth’s surface. (K-PS3-1),(K-PS3-2) ESS2.D: Weather and Climate <ul style="list-style-type: none"> Weather is the combination of sunlight, 	Patterns <ul style="list-style-type: none"> Patterns in the natural world can be observed, used to describe phenomena, and used as evidence. (K-ESS2-1)

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<ul style="list-style-type: none"> ▪ Ask questions based on observations to find more information about the designed world. (K-ESS3-2) <p>Planning and Carrying Out Investigations Planning and carrying out investigations to answer questions or test solutions to problems in K–2 builds on prior experiences and progresses to simple investigations, based on fair tests, which provide data to support explanations or design solutions.</p> <ul style="list-style-type: none"> ▪ Make observations (firsthand or from media) to collect data that can be used to make comparisons. (K-PS3-1) <p>Analyzing and Interpreting Data Analyzing data in K–2 builds on prior experiences and progresses to collecting, recording, and sharing observations.</p> <ul style="list-style-type: none"> ▪ Use observations (firsthand or from media) to describe patterns in the natural world in order to answer scientific questions. (K-ESS2-1) <p>Constructing Explanations and Designing Solutions Constructing explanations and designing solutions in K–2 builds on prior experiences and progresses to the use of</p>	<p>wind, snow or rain, and temperature in a particular region at a particular time. People measure these conditions to describe and record the weather and to notice patterns over time. (K-ESS2-1)</p> <p>ESS3.B: Natural Hazards</p> <ul style="list-style-type: none"> ▪ Some kinds of severe weather are more likely than others in a given region. Weather scientists forecast severe weather so that the communities can prepare for and respond to these events. (K-ESS3-2) <p>ETS1.A: Defining and Delimiting an Engineering Problem</p> <ul style="list-style-type: none"> ▪ Asking questions, making observations, and gathering information are helpful in thinking about problems. (secondary to K-ESS3-2) 	<p>Cause and Effect</p> <ul style="list-style-type: none"> ▪ Events have causes that generate observable patterns. (K-PS3-1),(K-PS3-2),(K-ESS3-2) <p>-----</p> <p style="text-align: center;"><i>Connections to Engineering, Technology, and Applications of Science</i></p> <p>Interdependence of Science, Engineering, and Technology</p> <ul style="list-style-type: none"> ▪ People encounter questions about the natural world every day. (K-ESS3-2) <p>Influence of Engineering, Technology, and Science on Society and the Natural World</p> <ul style="list-style-type: none"> ▪ People depend on various technologies in their lives; human life would be very different without technology. (K-ESS3-2)
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evidence and ideas in constructing evidence-based accounts of natural phenomena and designing solutions.

- Use tools and materials provided to design and build a device that solves a specific problem or a solution to a specific problem. (K-PS3-2)

Obtaining, Evaluating, and Communicating Information

Obtaining, evaluating, and communicating information in K–2 builds on prior experiences and uses observations and texts to communicate new information.

- Read grade-appropriate texts and/or use media to obtain scientific information to describe patterns in the natural world. (K-ESS3-2)

Connections to Nature of Science

Scientific Investigations Use a Variety of Methods

- Scientists use different ways to study the world. (K-PS3-1)

Science Knowledge is Based on Empirical Evidence

- Scientists look for patterns and order

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when making observations about the world. (K-ESS2-1)		
<i>Connections to other DCIs in kindergarten:</i> K.ETS1.A (K-PS3-2),(K-ESS3-2); K.ETS1.B (K-PS3-2)		
<i>Articulation of DCIs across grade-bands:</i> 1.PS4.B (K-PS3-1),(K-PS3-2); 2.ESS1.C (K-ESS3-2); 2.ESS2.A (K-ESS2-1); 2.ETS1.B (K-PS3-2); 3.ESS2.D (K-PS3-1),(K-ESS2-1); 3.ESS3.B (K-ESS3-2); 4.ESS2.A (K-ESS2-1); 4.ESS3.B (K-ESS3-2); 4.ETS1.A (K-PS3-2)		
<i>California Common Core State Standards Connections:</i>		
<i>ELA/Literacy –</i>		
RI.K.1	With prompting and support, ask and answer questions about key details in a text. (K-ESS3-2)	
W.K.7	Participate in shared research and writing projects (e.g., explore a number of books by a favorite author and express opinions about them). (K-PS3-1),(K-PS3-2),(K-ESS2-1)	
SL.K.3	Ask and answer questions in order to seek help, get information, or clarify something that is not understood. (K-ESS3-2)	
<i>Mathematics –</i>		
MP.2	Reason abstractly and quantitatively. (K-ESS2-1)	
MP.4	Model with mathematics. (K-ESS2-1),(K-ESS3-2)	
K.CC.1-3	Know number names and the count sequence. (K-ESS3-1),(K-ESS3-2)	
K.CC.4-5	Count to tell the number of objects. (K-ESS3-1),(K-ESS3-2)	
K.CC.6-7	Compare numbers. (K-ESS3-1),(K-ESS3-2)	
K.MD.1	Describe measurable attributes of objects, such as length or weight. Describe several measurable attributes of a single object. (K-ESS2-1)	
K.MD.2	Directly compare two objects with a measurable attribute in common, to see which object has “more of”/”less of” the attribute, and describe the difference. (K-PS3-1),(K-PS3-2)	
K.MD.3	Classify objects into given categories; count the number of objects in each category and sort the categories by count. (K-ESS2-1)	

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K Forces and Interactions: Pushes and Pulls

K Forces and Interactions: Pushes and Pulls

Students who demonstrate understanding can:

- K-PS2-1.** Plan and conduct an investigation to compare the effects of different strengths or different directions of pushes and pulls on the motion of an object. [Clarification Statement: Examples of pushes or pulls could include a string attached to an object being pulled, a person pushing an object, a person stopping a rolling ball, and two objects colliding and pushing on each other.] [Assessment Boundary: Assessment is limited to different relative strengths or different directions, but not both at the same time. Assessment does not include non-contact pushes or pulls such as those produced by magnets.]
- K-PS2-2.** Analyze data to determine if a design solution works as intended to change the speed or direction of an object with a push or a pull.* [Clarification Statement: Examples of problems requiring a solution could include having a marble or other object move a certain distance, follow a particular path, and knock down other objects. Examples of solutions could include tools such as a ramp to increase the speed of the object and a structure that would cause an object such as a marble or ball to turn.] [Assessment Boundary: Assessment does not include friction as a mechanism for change in speed.]

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Science and Engineering Practices	Disciplinary Core Ideas	Crosscutting Concepts
<p>Planning and Carrying Out Investigations Planning and carrying out investigations to answer questions or test solutions to problems in K–2 builds on prior experiences and progresses to simple investigations, based on fair tests, which provide data to support explanations or</p>	<p>PS2.A: Forces and Motion</p> <ul style="list-style-type: none"> ▪ Pushes and pulls can have different strengths and directions. (K-PS2-1),(K-PS2-2) ▪ Pushing or pulling on an object can change the speed or direction of its motion and can start or stop it. (K-PS2-1),(K-PS2-2) 	<p>Cause and Effect</p> <ul style="list-style-type: none"> ▪ Simple tests can be designed to gather evidence to support or refute student ideas about causes. (K-PS2-1),(K-PS2-2)

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<p>design solutions.</p> <ul style="list-style-type: none"> ▪ With guidance, plan and conduct an investigation in collaboration with peers. (K-PS2-1) <p>Analyzing and Interpreting Data Analyzing data in K–2 builds on prior experiences and progresses to collecting, recording, and sharing observations.</p> <ul style="list-style-type: none"> ▪ Analyze data from tests of an object or tool to determine if it works as intended. (K-PS2-2) <p align="center">-----</p> <p align="center">Connections to Nature of Science</p> <p>Scientific Investigations Use a Variety of Methods</p> <ul style="list-style-type: none"> ▪ Scientists use different ways to study the world. (K-PS2-1) 	<p>PS2.B: Types of Interactions</p> <ul style="list-style-type: none"> ▪ When objects touch or collide, they push on one another and can change motion. (K-PS2-1) <p>PS3.C: Relationship Between Energy and Forces</p> <ul style="list-style-type: none"> ▪ A bigger push or pull makes things speed up or slow down more quickly. (secondary to K-PS2-1) <p>ETS1.A: Defining Engineering Problems</p> <ul style="list-style-type: none"> ▪ A situation that people want to change or create can be approached as a problem to be solved through engineering. Such problems may have many acceptable solutions. (secondary to K-PS2-2) 	
<p><i>Connections to other DCIs in kindergarten:</i> K.ETS1.A (K-PS2-2); K.ETS1.B (K-PS2-2)</p>		
<p><i>Articulation of DCIs across grade-bands:</i> 2.ETS1.B (K-PS2-2); 3.PS2.A (K-PS2-1),(K-PS2-2); 3.PS2.B (K-PS2-1); 4.PS3.A (K-PS2-1); 4.ETS1.A (K-PS2-2)</p>		
<p><i>California Common Core State Standards Connections:</i></p> <p><i>ELA/Literacy –</i></p> <p>RI.K.1 With prompting and support, ask and answer questions about key details in a text. (K-PS2-2)</p> <p>W.K.7 Participate in shared research and writing projects (e.g., explore a number of books by a favorite author and express opinions about them). (K-PS2-1)</p> <p>SL.K.3 Ask and answer questions in order to seek help, get information, or clarify something that is not understood. (K-PS2-2)</p>		

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Grade Kindergarten *Standards Arranged by Topic*

Mathematics –

MP.2 Reason abstractly and quantitatively. (K-PS2-1)

K.MD.1-2 Describe and compare measurable attributes. (K-PS2-1)

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K–2 Engineering Design

K–2 Engineering Design		
Students who demonstrate understanding can:		
<p>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.</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>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.</p>		
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<p style="text-align: center;">Science and Engineering Practices</p> <p>Asking Questions and Defining Problems Asking questions and defining problems in K–2 builds on prior experiences and progresses to simple descriptive questions.</p> <ul style="list-style-type: none"> ▪ Ask questions based on observations to find more information about the natural and/or designed world. (K–2-ETS1-1) ▪ Define a simple problem that can be solved through the development of a new or improved object or tool. (K–2-ETS1-1) <p>Developing and Using Models Modeling in K–2 builds on prior experiences and progresses to include using and developing models (i.e., diagram, drawing,</p>	<p style="text-align: center;">Disciplinary Core Ideas</p> <p>ETS1.A: Defining and Delimiting Engineering Problems</p> <ul style="list-style-type: none"> ▪ A situation that people want to change or create can be approached as a problem to be solved through engineering. (K–2-ETS1-1) ▪ Asking questions, making observations, and gathering information are helpful in thinking about problems. (K–2-ETS1-1) ▪ Before beginning to design a solution, it is important to clearly understand the problem. (K–2-ETS1-1) <p>ETS1.B: Developing Possible</p>	<p style="text-align: center;">Crosscutting Concepts</p> <p>Structure and Function</p> <ul style="list-style-type: none"> ▪ The shape and stability of structures of natural and designed objects are related to their function(s). (K–2-ETS1-2)

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<p>physical replica, diorama, dramatization, or storyboard) that represent concrete events or design solutions.</p> <ul style="list-style-type: none"> Develop a simple model based on evidence to represent a proposed object or tool. (K–2-ETS1-2) <p>Analyzing and Interpreting Data Analyzing data in K–2 builds on prior experiences and progresses to collecting, recording, and sharing observations.</p> <ul style="list-style-type: none"> Analyze data from tests of an object or tool to determine if it works as intended. (K–2-ETS1-3) 	<p>Solutions</p> <ul style="list-style-type: none"> Designs can be conveyed through sketches, drawings, or physical models. These representations are useful in communicating ideas for a problem’s solutions to other people. (K–2-ETS1-2) <p>ETS1.C: Optimizing the Design Solution</p> <ul style="list-style-type: none"> Because there is always more than one possible solution to a problem, it is useful to compare and test designs. (K–2-ETS1-3) 	
<p><i>Connections to K–2-ETS1.A: Defining and Delimiting Engineering Problems include:</i> Kindergarten: K-PS2-2, K-ESS3-2</p> <p><i>Connections to K–2-ETS1.B: Developing Possible Solutions to Problems include:</i> Kindergarten: K-ESS3-3, First Grade: 1-PS4-4, Second Grade: 2-LS2-2</p> <p><i>Connections to K–2-ETS1.C: Optimizing the Design Solution include:</i> Second Grade: 2-ESS2-1</p>		
<p><i>Articulation of DCIs across grade-bands: 3–5.ETS1.A (K–2-ETS1-1),(K–2-ETS1-2),(K–2 -ETS1-3); 3–5.ETS1.B (K–2-ETS1-2),(K–2-ETS1-3); 3–5.ETS1.C (K–2-ETS1-1),(K–2-ETS1-2),(K–2-ETS1-3)</i></p>		
<p><i>California Common Core State Standards Connections:</i> <i>ELA/Literacy –</i></p> <p>RI.2.1 Ask and answer such questions as <i>who, what, where, when, why,</i> and <i>how</i> to demonstrate understanding of key details in a text. (K–2-ETS1-1)</p> <p>W.2.6 With guidance and support from adults, use a variety of digital tools to produce and publish writing, including in collaboration with peers. (K–2-ETS1-1),(K–2-ETS1-3)</p> <p>W.2.8 Recall information from experiences or gather information from provided sources to answer a question. (K–2-ETS1-1),</p>		

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The section entitled “Disciplinary Core Ideas” is reproduced verbatim from *A Framework for K–12 Science Education: Practices, Cross-Cutting Concepts, and Core Ideas*.

Next Generation Science Standards for California Public Schools, Kindergarten through Grade Twelve

Grade Kindergarten *Standards Arranged by Topic*

SL.2.5	(K–2-ETS1-3) Create audio recordings of stories or poems; add drawings or other visual displays to stories or recounts of experiences when appropriate to clarify ideas, thoughts, and feelings. (K–2-ETS1-2)
<i>Mathematics</i> –	
MP.2	Reason abstractly and quantitatively. (K–2-ETS1-1),(K–2-ETS1-3)
MP.4	Model with mathematics. (K–2-ETS1-1),(K–2-ETS1-3)
MP.5	Use appropriate tools strategically. (K–2-ETS1-1),(K–2-ETS1-3)

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