

GSE Science Kindergarten Pacing Guide

These are bundles of core ideas from the Georgia Standards of Excellence related to an anchoring phenomenon.

This document is part of a framework that includes lessons and resources.

Instructional	Physical Attributes	Motion	Living/Non-Living	Earth Materials	Time Patterns and Organisms
Segment					
Estimated	7 weeks	7 weeks	6 weeks	7 weeks	9 weeks
Time					
Crosscutting	• Patterns	• Patterns	• Patterns	• Patterns	• Patterns
Concepts	• Scale, Proportion, and	◆ Cause and Effect	Energy and Matter	Energy and Matter	• Cause and Effect
	Quantity	Energy and Matter	 Structure and Function 	 Structure and Function 	 System and System Models
		System and System Models	Stability and Change		• Structure and Function
Anchoring	Aircraft Carrier	Motion Animation	Living Plant, Previously Living	Bucket Wheel Excavator	Day and Night Time lapse,
Phenomenon			Plant, Fake Plant		Mother and Baby Elephant Photo
Core Ideas	 Properties of Matter 	• Objects pull or push each other	• All animals need food to live	• Rocks, soils, and sand	•Patterns of the motion of the Sun,
	 Physical Attributes 	when they collide or are	and grow.	 Plants and animals (including 	moon, and stars in the sky, can be
	 Floating and Sinking 	connected.	• Plants need water and light to	humans) depend on the land,	observed, described, and predicted.
		 Pushes and pulls can have 	live and grow.	water, and air to live and grow.	•Some events on Earth occur in cycles,
		different strengths and	• Animals can move around, but	 Living things need water, air, 	like day & night
		directions.	plants cannot.	and resources from the land, and	• Animals and plants have different parts.
		Pushing or pulling on an	• Living things can survive only	they try to live in places that	 Plants and animals have predictable
		object can change the speed or	where their needs are met.	have the things they need. (Will	characteristics at different stages of
		direction of its motion and can	• Living things exist in different	connect to life science.)	development. Plants and animals grow
		start or stop it.	places on land and in water.		and change. Adult plants and animals
					can have young.
Science and	 Asking questions and 	 Planning and carrying out 	 Asking questions 	• Asking questions	 Asking questions
Engineering	defining problems	investigations	 Developing and using models 	●Planning and carrying out	 Developing and using models
Practices	 Planning and carrying 	 Developing and using models 	 Planning and carrying out 	investigations	 Planning and carrying out
	out investigation	● Engaging in argument from	investigations	 Constructing explanations 	investigations
	Constructing	evidence	 Engaging in argument from 	●Engaging in argument from	• Engaging in argument from evidence
	explanations and	 Obtaining, evaluating, and 	evidence	evidence	 Obtaining, evaluating, and
	designing solutions	communicating	Obtaining, evaluating, and	Obtaining, evaluating, and	communicating
	 Obtaining, evaluating, 		communicating	communicating	
	and communicating				
GSE	SKP1a, b, c	SKP2a, b	SKL1a, b	SKE2 a, b, c	SKE1 a, b; SKL2 a, b, c