

Science Standards - Grades K/1

YEAR 1

Weather

- Create Local News Report
- Songs & Pictures
- Observation
- Types in Gorge

Grade 1 ESS1.2	Make observations at different times of year to relate the amount of daylight to the time of year.
Grade K ESS2.1	Use and share observations of local weather conditions to describe patterns over time.
Grade K ESS3.2	Ask questions to obtain information about the purpose of weather forecasting to prepare for, and respond to, severe weather

Sound & Light

- Experiments in FOSS kit

Grade PS4.1	Plan and conduct investigations to provide evidence that vibrating materials can make sound and that sound can make materials vibrate.
Grade 1 PS4.2	Make observations to construct an evidence-based account that objects can be seen only when illuminated.
Grade 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.
Grade 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.

YEAR 2

Salmon Lifecycle

- Story & Myth
- Connection to Chinook People
- Class Mural
- Relationship to Ecosystem

Grade 1 LS1.2	Read texts and use media to determine patterns in behavior of parents and offspring that help offspring survive.
Grade 1 LS3.1	Make observations to construct an evidence-based account that young plants and animals are like, but not exactly like, their parents.
Grade 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.
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Grade 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.

Gorge Animals in Winter

- Animal Reports
- Picture Books
- Adaptation, migration, hibernation
- Chinook Village Simulation

Grade 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.
Grade K ESS2.2	Construct an argument supported by evidence for how plants and animals (including humans) can change the environment to meet their needs.
Grade 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.

Solar System

- Sun, Moon, Planets in Solar System
- Songs & Pictures
- Demonstrations
- Engineering & Design Scientific Inquiry

Grade 1 ESS1.1	Use observations of the sun, moon, and stars to describe patterns that can be predicted.
Grade K PS3.1	Make observations to determine the effect of sunlight on Earth's surface.
Grade K PS3.2	Use tools and materials to design and build a structure that will reduce the warming effect of sunlight on an area.

STEM

- Activities change throughout the year.

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 ETS1.2	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 ETS1.3	Analyze data from tests of two objects designed to solve the same problem to compare the strengths and weaknesses of how each performs.
Grade 3 ESS3.1	Make a claim about the merit of a design solution that reduces the impacts of a weather-related hazard.

Wildflowers

- Dissecting
- Identification
- Drawings (East vs. West)
- Myths

Grade K LS1.1	Use observations to describe patterns of what plants and animals (including humans) need to survive.
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.

Balance & Motion

- Foss Kit Experiments

Grade 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.
Grade 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.*

*For Clarification Statements, please reference [NGSS Grade School K-1](#)

**Both documents updated 6/2017