



JC Schools 1st Grade Yearly Science Standards

	Overarching Standards
	<p>1.ETS1.A.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>1.ETS1.B.1 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>1.ETS1.C.1 Analyze data from tests of two objects designed to solve the same problem to compare the strengths and weaknesses of how each performs</p>
Units	Priority Standards
<p>Unit 1</p> <p>Sound Energy</p> <p>15 Total Days</p>	<p>1.PS4.A.1 PLAN and CONDUCT investigations to provide evidence that vibrating materials can make sound and that <u>sound can make materials vibrate</u> [Clarification Statement: Examples of vibrating materials that make sound could include tuning forks and plucking a stretched string. Examples of how sound can make matter vibrate could include holding a piece of paper near a speaker making sound and holding an object near a vibrating tuning fork]</p>
<p>Unit 2</p> <p>Energy to Communicate</p> <p>23 Total Days</p>	<p>1.PS4.C.1 USE tools and materials to DESIGN and BUILD a device that uses light or sound to solve the problem of <u>communicating over a distance</u> [Clarification Statement: Examples of devices could include a light source to send signals, paper cup, and string “telephones,” and a pattern of drum beats]</p>

Unit 3 Earth and Space 28 Total Days	1.ESS1.A.1 DESCRIBE the <u>presence of the Sun, Moon, and stars in the sky over time</u> 1.ESS1.A.2 USE <u>observations of the sun, moon, and stars</u> to DESCRIBE <u>patterns that can be predicted.</u> <i>[Clarification Statement: Examples of patterns could include that the sun and moon appear to rise in one part of the sky, move across the sky, and set; and stars other than our sun are visible at night but not during the day]</i>
Unit 4 Plants and Animals Structure and Function 44 Total Days	1.LS1.A.1 Use materials to DESIGN a <u>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</u> <i>[Clarification Statement: Examples of human problems that can be solved by mimicking plant or animal solutions could include designing clothing or equipment to protect bicyclists by mimicking turtle shells, acorn shells, and animal scales; stabilizing structures by mimicking animal tails and roots on plants; keeping out intruders by mimicking thorns on branches and animal quills; and, detecting intruders by mimicking eyes and ears]</i>
Unit 5 Inheritance of Traits 56 Total Days	1.LS3.A.1 MAKE OBSERVATIONS to CONSTRUCT <u>an evidence-based account that young plants and animals are like, but not exactly like, their parents</u> <i>[Clarification Statement: Examples of patterns could include features plants or animals share Examples of observations could include leaves from the same kind of plant are the same shape but can differ in size; and, a particular breed of dog looks like its parents but is not exactly the same]</i>