		P. Physical Sciences	
Students wh	o demonstrate understanding can:		
P-PS1-1.	Ask questions and use observations to test the claim that different kinds of matter exist as either solid or liquid. [Clarification Statement: Emphasis should be on observing and describing similarities and differences between solids and liquids based on their physical properties. Solids and liquids can be compared and categorized (sorted) based on those properties.]		
P-PS2-1.			
		should be on developing an interest in investigating forces (pushes or pulls). a ramp to increase the speed of an object.] [Assessment Boundary: Assessment	
<mark>P-PS4-1.</mark>	Plan and conduct investigations to provide evidence that sound is produced by vibrating materials. [Clarification Statement: Examples of vibrating materials could include percussion instruments (e.g. drum, triangle), string instruments (e.g. guitar, piano), wind instruments (e.g. recorder, whistle), and audio speakers.]		
	The performance expectations above were de	eveloped using the following elements from the NRC document A Framework	for K-12 Science Education
Science	and Engineering Practices	Disciplinary Core Ideas	Crosscutting Concepts
Asking questions on prior experier questions that ca - Ask question information a Planning and Car or test solutions experiences and on fair tests, wh design solutions. - With guidano collaboration Analyzing and Analyzing data ir progresses to co - Record inforn (P-PS1-1) - Analyze data if it works a 	as based on observations to find more about the designed world. (P-PS1-1) Carrying Out Investigations rying out investigations to answer questions is o problems in PK-2 builds on prior progresses to simple investigations, based lich provide data to support explanations or ce, plan and conduct an investigation in n with peers. (P-PS2-1), (P-PS4-1) Interpreting Data n PK-2 builds on prior experiences and llecting, recording, and sharing observations. mation (observations, thoughts, and ideas). a from tests of an object or tool to determine is intended. (P-PS2-1) Innections to Nature of Science stigations Use a Variety of Methods e different ways to study the world. (P-PS2-	 PS1.A: Structure and Properties of Matter (NYSED) Different kinds of matter exist and many of them can be either solid or liquid. Matter can be described, categorized, and sorted by its observable properties. (P-PS1-1) PS2.A: Forces and Motion Pushes and pulls can have different strengths and directions. (P-PS2-1) Pushing or pulling on an object can change the speed or direction of its motion and can start or stop it. (P-PS2-1) PS3.C: Relationship Between Energy and Forces (NYSED) A push or a pull may cause stationary objects to move, and a stronger push or pull in the same or opposite direction makes an object in motion speed up or slow down more quickly. (secondary to P-PS2-1) PS4.A: Wave Properties Sound can make matter vibrate, and vibrating matter can make sound. (P-PS4-1) ETS1.A: Defining Engineering Problems 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. (P-PS2-1) 	 Patterns Patterns in the natural and human designed world can be observed and used as evidence. (P-PS1-1),(P-PS4-1) Cause and Effect Simple tests can be designed to gather evidence to support or refute student ideas about causes. (P-PS2-1),(P-PS4-1)
Connections to	other DCIs in prokindergerten, DIST & (DD)	C2 1), D C1 D (D DC4 1)	
	<i>other DCIs in prekindergarten:</i> P.LS1.A (P-PS DCIs across grades K-1: K.PS1.A (P-PS1-1); H	52-1);	-1)
	Next Generation Learning Standards Connec		· · · · · · · · · · · · · · · · · · ·
ELA/Literacy – PKR1	Participate in discussions about a text. (P-PS	1 1) (D DC2 1) (D DC4 1)	
PKR4	Exhibit an interest in learning new vocabular		
PKW2		I expression, and/or emergent writing to name a familiar topic and supply ir	nformation in child-centered, authentic,
PKW3	play-based learning. (P-PS1-1), (P-PS2-1), (P-F	2S4-1) I expression, and/or emergent writing to narrate an event or events in a sec	$(P_PS_1) (P_PS_2) (P_PS_2) (P_PS_2)$
PKW3		nation from experiences or provided resources. (P-PS1-1), (P-PS2-1), (P-PS4-	
PKSL2	Interact with diverse formats and texts. (P-P	S1-1),(P-PS2-1),(P-PS4-1)	
PKSL3	Identify the speaker. (P-PS1-1),(P-PS2-1),(P-PS4-1)		
PKSL5 Mathematics –	Create a visual display. (P-PS1-1), (P-PS2-1),	(F -F 34- 1)	
MP.4	Model with mathematics. (P-PS2-1)		
MP.5	Use appropriate tools strategically. (P-PS1-1),	(P-PS2-1), (P-PS4-1)	
MP.6 NY-PK.MD.1	Attend to precision. (P-PS2-1) Identify measurable attributes of objects, suc	h as length or weight, and describe them using appropriate vocabulary. (P-PS	\$2-1)
		It the objects in each category. 1 (limit category counts to be less than or equ	
NY-PK.G.3	· · · · · · · · · · · · · · · · · · ·	and use informal language to describe their similarities, differences, and other	attributes. (P-PS1-1)
NY-PK.G.4	Create and build shapes from components (e	.g., sticks and clay balls). (P-PS2-1)	
Connection boxe	es updated as of September 2018		

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<u></u>		P. Life Sciences	
	ho demonstrate understanding can:		
P-LS1-1.		als (including humans) and describe what they r	need to survive.
P-LS1-2.		determining what a variety of living organisms need to live and grow.] to determine how familiar plants and/or anima	ls use their external
F-LJ1-2 .		environment. [Clarification Statement: Emphasis should be on	
		ernal parts could include roots, stems, leaves for plants and eyes, ears,	
	animals.]		inoutil, unit, logo loi
P-LS3-1.	Develop a model to describe that	some young plants and animals are similar to, b	ut not exactly
	-	ent: Emphasis is on observation and pictorial representations of familia	-
		bed using the following elements from the NRC document A Framework	
Scie	nce and Engineering Practices	Disciplinary Core Ideas	Crosscutting Concepts
	nd Using Models	LS1.A: Structure and Function	Patterns
	-2 builds on prior experiences and progresses to	 All organisms have external parts. Different animals use their 	 Patterns in the natural and
	nd developing models (i.e., diagram, drawing,	body parts in different ways to see, hear, grasp objects,	human designed world can
	, diorama, dramatization, or storyboard) that	protect themselves, move from place to place, and seek,	be observed and used as
•	rete events or design solutions.	find, and take in food, water and air. Plants also have	evidence. (P-LS1-1), (P-LS3-1)
	nodels to identify common features and differences.	different parts (roots, stems, leaves, flowers, fruits) that help them survivo and grow (PLS1 2)	 Cause and Effect Events have causes that
(P-LS3-1) Develop a	simple model based on evidence to represent a	them survive and grow. (P-LS1-2) LS1.C: Organization for Matter and Energy Flow in	 Events have causes that generate observable
	bject or tool. (P-LS3-1)	Organisms	patterns. (P-LS1-2)
lanning and	Carrying Out Investigations	 (NYSED) All animals need food, air, and water in order to 	Systems and System Models
0	arrying out investigations to answer questions or	live, grow, and thrive. Animals obtain food from plants or	 Systems in the natural and
	o problems in PK–2 builds on prior experiences and simple investigations, based on fair tests, which	from other animals. Plants need water, air, and light to live, grow, and thrive. (P-LS1-1)	designed world have parts that work together. (P-LS1-
	support explanations or design solutions.	LS1.D: Information Processing	2)
	nce, plan and conduct an investigation in	 Animals have body parts that capture and convey different 	Structure and Function
	on with peers. (P-LS1-2)	kinds of information needed for growth and survival. Animals	 The shape and stability of
	d Interpreting Data	respond to these inputs with behaviors that help them	structures of natural and
	in PK-2 builds on prior experiences and progresses recording, and sharing observations.	survive. Plants also respond to some external inputs. (P- LS1-2)	designed objects are related to their function(s). (P-LS1-
	prmation (observations, thoughts, and ideas). (P-	LS3.A: Inheritance of Traits	2)
LS1- 1)		• (NYSED) Some young animals are similar to, but not exactly,	
	ta from tests of an object or tool to determine	like their parents. Some young plants are also similar to, but not	
	as intended. (P-PS2-1) raluating, and Communicating Information	exactly, like their parents. (P-LS3-1) LS3.B: Variation of Traits	
	uating, and communicating information in PK-2	 Individuals of the same kind of plant or animal are 	
	experiences and uses observations and texts to	recognizable as similar but can also vary in many ways. (P-	
	new information.	LS3-1)	
	ate solutions with others in oral and/or written		
	g models and/or drawings that provide detail ntific ideas. (P-LS1-1)		
	Connections to Nature of Science		
Scientific Inv	vestigations Use a Variety of Methods		
 Scientists 	use different ways to study the world. (P-LS1-2)		
	o other DCIs in prekindergarten: P.ESS2.D (P-LS1-1		
	r DCTs across grades K-T: K.LS1.C (P-LS1-1); K.ESS te Next Generation Learning Standards Connections:	3.C (P-LS1-1); 1.LS1.A (P-LS1-1); 1.LS1.D (P-LS1-2); 1.LS3.A (P-LS	3-1); 1.LS3.B (P-LS3-1)
LA/Literacy-	5		
KR1	Participate in discussions about a text. (P-LS1-1), (P-		
	Exhibit an interest in learning new vocabulary. (P-LS		
KW1		sion, and/or emergent writing to state an opinion about a familiar top	ic in child-centered, authentic,
KW2	play-based learning. (P-LS1-1), (P-LS1-2), (P-LS3-1)	sion, and/or emergent writing to name a familiar topic and supply inf	ormation in child-centered
	authentic, play-based learning. (P-LS1-1), (P-LS1-2),		
KW3	Use a combination of drawing, dictating, oral expres	ssion, and/or emergent writing to narrate an event or events in a seq	uence. (P-PS1-1),(P-PS2-1),(P-
	PS4-1)	, ,,, <i>,</i> ,,,, ,,,,,,,,,,,,,,,,,,,,,,,,	
KW7	00	om experiences or provided resources. (P-LS1-1), (P-LS1-2), (P-LS3-1)	
KSL2 KSL3	Interact with diverse formats and texts. (P-LS1-1), (Identify the speaker. (P-LS1-1), (P-LS1-2), (P-LS3-1)	r-L31-2),(r-L33-1)	
KSL5	Create a visual display. (P-LS1-1), (P-LS1-2), (P-LS3-7)	1)	
athematics –			
1P.1	Make sense of problems and persevere in solving the		
IP.5	Use appropriate tools strategically. (P-LS1-1), (P-LS1-2)		
		e patterns using concrete objects. (P-LS1-2),(P-LS3-1) ngth, and weight. Describe them using correct vocabulary (e.g., small,	hig short tall empty full beauty
F K. IVID. I	and light). (P-LS1-1), (P-LS1-2), (P-LS3-1)	ight, and weight. Describe them using correct vocabulary (e.g., Sillall,	big, short, tan, empty, tun, neavy,
IY-PK.MD.2		objects in each category. 1 (limit category counts to be less than or eq	ual to 10) (P-LS3-1)
	xes updated as of September 2018		

	P. Earth and Space Sciences			
	ho demonstrate understanding can:			
P-ESS1-1	patterns. [Clarification Statement: Example pathway; day and night follow predictable path	rent motions of the Sun, moon, and stars to r as of patterns could include that the Sun and moon appear to mo erns; seasons change in a cyclical pattern (e.g. summer follows sp attern; and stars other than our Sun can be visible at night deper	ve across the sky in a predictable pring, autumn follows summer); the	
P-ESS2-1				
<mark>P-PS3-1.</mark>				
	The performance expectations above were deve	eloped using the following elements from the NRC document <i>A Fra</i>	mework for K-12 Science Education:	
Scien	ce and Engineering Practices	Disciplinary Core Ideas	Crosscutting Concepts	
Asking question on prior experi questions that • Ask questic information Planning and c test solutions t and progresses which provide (• • With guida collaboratic • Make obsee data that c Analyzing and Analyzing data progresses to c • Use observ patterns in questions. • Analyze da it works as • C Scientific Inv • Scientists L	ns based on observations to find more about the designed world. (P-ESS2-1) Carrying Out Investigations arrying out investigations to answer questions or problems in PK–2 builds on prior experiences to simple investigations, based on fair tests, data to support explanations or design solutions. nce, plan and conduct an investigation in on with peers. (P-PS3-1) rvations (firsthand or from media) to collect an be used to make comparisons. (P-ESS2-1) d Interpreting Data in PK–2 builds on prior experiences and ollecting, recording, and sharing observations. ations (firsthand or from media) to describe the natural world in order to answer scientific	 PS3.B: Conservation of Energy and Energy Transfer Sunlight warms Earth's surface. (P-PS3-1) PS4.B: Electromagnetic Radiation Objects can be seen if light is available to illuminate them or if they give off their own light. (P-PS3-1) ESS1.A: The Universe and its Stars Patterns of the motion of the sun, moon, and stars in the sky can be observed, described, and predicted. (P-ESS1-1) ESS1.B: Earth and the Solar System Seasonal patterns of sunrise and sunset can be observed, described, and predicted. (P-ESS1-2) ESS2.D: Weather and Climate Weather is the combination of sunlight, 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. (P-ESS2-1) ESS3.B: Natural Hazards 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. (P-ESS2-1) 	 Patterns Patterns in the natural world can be observed, used to describe phenomena, and used as evidence. (P-ESS1-1), (P-ESS2-1) Cause and Effect Simple tests can be designed to gather evidence to support or refute student ideas about causes. (P-ESS2-1), (P-PS3-1) Connections to Engineering, Technology, and Applications of Science Interdependence of Science, Engineering, and Technology People encounter questions about the natural world every day. (P-ESS2-1) Influence of Engineering, Technology, and Science on Society and the Natural World People depend on various technologies in their lives; human life would be very different without technology. (P-ESS2-1) Scientific Knowledge Assumes an Order and Consistency in Natural Systems Science assumes natural events happen today as they happened in the past. (P-ESS1-1) Many events are repeated. (P-ESS1-1) 	
	pother DCIs in prekindergarten: P.PS2.A (P-ESS1	·		
Articulation of New York Stat ELA/Literacy – PKR1	<i>FDCIs across grades K-1:</i> K.PS3.B (P-ESS3-1); K. <i>te Next Generation Learning Standards Connection</i> Participate in discussions about a text. (P-ESS1-1) Exhibit an interest in learning new vocabulary. (P-	ESS2.D (P-ESS2-1); K.ESS3.B (P-ESS2-1); 1.ESS1.A (P-ESS1-1) ns:),(P-ESS2-1),(P-PS3-1) -ESS1-1),(P-ESS2-1),(P-PS3-1)		
PKW3	Use a combination of drawing, dictating, oral expression, and/or emergent writing to name a familiar topic and supply information in child-centered, authentic, play-based learning. (P-ESS1-1),(P-ESS2-1),(P-PS3-1) Use a combination of drawing, dictating, oral expression, and/or emergent writing to narrate an event or events in a sequence. (P-ESS1-1),(P-ESS2- 1),(P-PS3-1)			
PKSL2 PKSL3	Engage in a discussion using gathered information from experiences or provided resources. (P-ESS1-1),(P-ESS2-1),(P-PS3-1) Interact with diverse formats and texts. (P-ESS1-1),(P-ESS2-1),(P-PS3-1) Identify the speaker. (P-ESS1-1),(P-ESS2-1),(P-PS3-1) Create a visual display. (P-ESS1-1),(P-ESS2-1),(P-PS3-1)			
MP.1 MP.5	Make sense of problems and persevere in solving them. (P-ESS1-1).(P-ESS2-1) Use appropriate tools strategically. (P-ESS2-1) Identify whether the number of objects in one group is more, less, greater than, fewer, and/or equal to the number of objects in another group, e.g.,			
 by using matching and counting strategies. 1:1 (up to 5 objects) (P-ESS2-1) NY-PK.G.1 Describe objects in the environment using names of shapes, and describe the relative positions of these objects using terms such as top, bottom, up, down, in front of, behind, over, under, and next to. (P-ESS1-1) NY-PK.OA.2 Duplicate and extend (eg., What comes next?) simple patterns using concrete objects. (P-ESS1-1),(P-ESS2-1) NY-PK.G.3 Analyze, compare, and sort two- and three-dimensional shapes and objects, in different sizes, using informal language to describe their 				
NY-PK.G.4	Analyze, compare, and sort two- and three-dimen- similarities, differences, and other attributes (e.g., Create and build shapes from components (e.g., st kes updated as of September 2018	color, size, and shape). (P-PS3-1)	ige to describe their	
e performance e	xpectations marked with an asterisk integrate trad	litional science content with engineering through a Practice or Dis	ciplinary Core Idea. The text in the "Discipli	

*The performance expectations marked with an asterisk integrate traditional science content with engineering through a Practice or Disciplinary Core Idea. The text in the "Disciplinary Core Ideas" section is reproduced verbatim from A Framework for K-12 Science Education: Practices, Cross-Cutting Concepts, and Core Ideas unless it is preceded by (NYSED).

 $P_{age}3$

K. Matter and Its Interactions



age.

K. Forces and Interactions: Pushes and Pulls

 pushes and pulls on the motion to an object being pulled, a person pushin [Assessment Boundary: Assessment is liment include non-contact pushes or pulls suted to determine if object with a push or a pull.* object move a certain distance, follow a paincrease the speed of the object and a strunot include friction as a mechanism for characteristic public to the speed of the object and a strunot include friction as a mechanism for characteristic public to the speed of the object and the speed of the object	ation to compare the effects of different strengths of on of an object. [Clarification Statement: Examples of pushes or pu g an object, a person stopping a rolling ball, and two objects colliding and p litted to different relative strengths or different directions, but not both at the ich as those produced by magnets.] a design solution works as intended to change the s [Clarification Statement: Examples of problems requiring a solution could articular path, and knock down other objects. Examples of solutions could in ucture that would cause an object such as a marble or ball to turn.] [Assess	ulls could include a string attached pushing on each other.] he same time. Assessment does speed or direction of an d include having a marble or other nclude tools such as a ramp to ment Boundary: Assessment does
Science and Engineering Practices	Disciplinary Core Ideas	Crosscutting Concepts
 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. With guidance, plan and conduct an investigation in collaboration with peers. (K-PS2-1) Analyzing and Interpreting Data Analyzing data in K–2 builds on prior experiences and progresses to collecting, recording, and sharing observations. Analyze data from tests of an object or tool to determine if it works as intended. (K-PS2-2) 	 PS2.A: Forces and Motion 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) PS2.B: Types of Interactions When objects touch or collide, they push on one another and can change motion. (K-PS2-1) PS3.C: Relationship Between Energy and Forces A bigger push or pull makes things speed up or slow down more quickly. (secondary to K-PS2-1) ETS1.A: Defining Engineering Problems 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) 	Cause and Effect • Simple tests can be designed to gather evidence to support or refute student ideas about causes. (K-PS2- 1), (K-PS2-2)
Scientific Investigations Use a Variety of Methods Scientists use different ways to study the world. (K-PS2-1) 		
Connections to other DCIs in kindergarten: K.ETS1.A (K-P		
	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)
KSL3 Develop and answer questions to clarify what Mathematics – MP.2 Reason abstractly and quantitatively. (K-PS2- NY-K.MD.1 Describe measurable attributes of object(s), s Secribe measurable attributes of object(s), s	(K-PS2-2) research and exploration to answer questions and to build and share knowle t the speaker says. (K-PS2-2)	edge. (K-PS2-1)

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K-LS1-1. U [(by th K-ESS2-2. C c K-ESS3-1. U h	demonstrate understanding Jse observations to descr Clarification Statement: Examples o y different types of animals; the req	ibe patterns of what plants and animals (including f patterns could include that animals need to take in food but plants do no	g humans) need to survive.			
K-LS1-1. U [(by th K-ESS2-2. C c K-ESS3-1. U h	Jse observations to descu Clarification Statement: Examples o y different types of animals; the req	ibe patterns of what plants and animals (including f patterns could include that animals need to take in food but plants do no				
(C by th K-ESS2-2. C c er K-ESS3-1. U h	Clarification Statement: Examples o y different types of animals; the req	f patterns could include that animals need to take in food but plants do no				
K-ESS2-2. C c K-ESS3-1. U h	y different types of animals; the req		ot: the different kinds of food needed			
K-ESS2-2. C c er K-ESS3-1. U h		i service encountry and the service of the service	[Clarification Statement: Examples of patterns could include that animals need to take in food but plants do not; the different kinds of food needed			
K-ESS2-2. C c K-ESS3-1. U h	nrive.]	by different types of animals; the requirement of plants to have light; and that all living things need water and other materials to live, grow, and				
c er K-ESS3-1. U h	thrive.]					
c er K-ESS3-1. U h	Construct an argument supported by evidence for how plants and animals (including humans) can					
er K-ESS3-1. U h	change the environment to meet their needs. [Clarification Statement: Examples of plants and animals changing their					
K-ESS3-1. U h			ts and animals changing their			
h		digs in the ground to hide its food and tree roots can break concrete.]				
	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,					
		l areas, and grasses need sunlight so they often grow in meadows. Plants,				
	p a system.]					
		nat will reduce the impact of humans on living orga	anisms and non-living			
		nment. * [Clarification Statement: Examples of human impact on the				
		es to produce paper and using resources to produce bottles. Examples of	solutions could include reusing paper			
	nd recycling cans and bottles.]					
Th	he performance expectations above	were developed using the following elements from the NRC document A Fr	amework for K-12 Science Education:			
Science and	Engineering Practices	Disciplinary Core Ideas	Crosscutting Concepts			
Developing and U		LS1.C: Organization for Matter and Energy Flow in	Patterns			
Modeling in K-2 buil	lds on prior experiences and	Organisms	 Patterns in the natural and 			
progresses to includ	le using and developing models	 (NYSED) All animals need food, air, and water in order to live, 	human designed world can be			
(i.e., diagram, drawi	ing, physical replica, diorama,	grow, and thrive. Animals obtain food from plants or from other	observed and used as evidence.			
	oryboard) that represent	animals. Plants need water, air, and light to live, grow, and	(K-LS1-1)			
concrete events or d	3	thrive. (K-LS1-1)	Cause and Effect			
	represent relationships in	ESS2.E: Biogeology	 Events have causes that 			
the natural work		 Plants and animals can change their environment. (K-ESS2-2) 	generate observable patterns.			
Analyzing and Int	. ,	ESS3.A: Natural Resources	(K-ESS3-3)			
		 Living things need water, air, and resources from the land, and 				
	 2 builds on prior experiences ollecting, recording, and 	they live in places that have the things they need. Humans use	 Systems and System Models Systems in the natural and 			
	0	· · · · · · · · · · · · · · · · · · ·	3			
sharing observations	s. is (firsthand or from media) to	natural resources for everything they do. (K-ESS3-1)	designed world have parts that			
		ESS3.C: Human Impacts on Earth Systems	work together. (K-ESS2-2),(K- ESS3-1)			
	ns in the natural world in order	 Things that people do to live comfortably can affect the world around them. But they are make shallos that reduce their 	E333-1)			
	tific questions. (K-LS1-1)	around them. But they can make choices that reduce their				
	ment from Evidence	impacts on the land, water, air, and other living things.				
	ent from evidence in K–2	(secondary to K-ESS2-2), (K-ESS3-3)				
	riences and progresses to	ETS1.B: Developing Possible Solutions				
	d representations about the	 Designs can be conveyed through sketches, drawings, or 				
natural and designed		physical models. These representations are useful in				
	gument with evidence to	communicating ideas for a problem's solutions to other people.				
support a claim.		(secondary to K-ESS3-3)				
	ting, and Communicating					
	ining, evaluating, and					
	rmation in K–2 builds on prior					
	es observations and texts to					
communicate new in						
	olutions with others in oral					
	forms using models and/or					
	rovide detail about scientific					
ideas. (K-ESS3-3	3)					
Connectio	ons to Nature of Science					
Scientific Knowle	edge is Based on Empirical					
Evidence						
 Scientists look f 	for patterns and order					
	observations about the					
world. (K-LS1-1						
Composition in the						
	er DCIs in kindergarten: K.ETS1.A		(101 1) DICAD (K 101 4) A 5000 5 "			
	s across grade-levels: 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);	wt Consertion Logarity - Chard	Pannaatiana.				
	ext Generation Learning Standards (onnections:				
ELA/Literacy –						
KR1 Develop and answer questions about a text. (K-ESS2-2)						
		oral expression and/or emergent writing to state an opinion pieces about	a ramiliar topic, personal experience			
	state a reason to support that topic.		number (K ECCO 2) (K ECCO 2)			
		oral expression, and/or emergent writing to name a familiar topic and sup red research and exploration to answer questions and to build and share I				
			(N-L31-1)			
	ite anu/or utilize existing visual disp	lays to support descriptions. (K-ESS3-1)				
Mathematics –	on obstractly and manife the second					
	son abstractly and quantitatively. (K-E	:553-1)				
	el with mathematics. (K-ESS3-1)					
	nting and Cardinality (K-ESS3-1)					
NY-K.MD.2 Directly compare two objects with a common measurable attribute and describe the difference. (K-LS1-1)						
	Connection boxes updated as of September 2018					

*The performance expectations marked with an asterisk integrate traditional science content with engineering through a Practice or Disciplinary Core Idea. The text in the "Disciplinary Core Ideas" section is reproduced verbatim from A Framework for K-12 Science Education: Practices, Cross-Cutting Concepts, and Core Ideas unless it is preceded by (NYSED).

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		K. Weather and Climate	
K-ESS2-1. Use an Statemen quantitati in the mo quantitati K-ESS3-2. Ask qu respon	 dents who demonstrate understanding can: 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 coole 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 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 and local resources available for 		
K-PS3-1. Make of Earth's su	rface could include san	determine the effect of sunlight on Earth's surfa d, soil, rocks, and water] [Assessment Boundary: Assessment of temp	
on an a	ols and material	s to design and build a structure that will reduce tatement: Examples of structures could include umbrellas, canopies, a	u
sun.] The perfor	mance expectations ab	ove were developed using the following elements from the NRC docume	nt A Framework for K-12 Science Education:
cience and Engine	ering Practices	Disciplinary Core Ideas	Crosscutting Concepts
 Asking Questions and Def Asking questions and definitigrades K–2 builds on prior eprogresses to simple descripthat can be tested. Ask questions based on find more information al world. (K-ESS3-2) Planning and Carrying O Planning and Carrying O Planning and Carrying out in answer questions or test so problems in K–2 builds on p and progresses to simple invbased on fair tests, which prosupport explanations or desi Make observations (first media) to collect data th make comparisons. (K-FAnalyzing and Interpreti Analyzing data in K–2 builds experiences and progresses recording, and sharing obse Use observations (firstma media) to describe patter world in order to answe questions. (K-ESS2-1) Constructing Explanations as solutions in K–2 builds on prand progresses to the use o ideas in constructing evaluations and solutions. Use tools and materials design and build a device specific problem or a so specific problem or a so specific problem or a so specific problem. (K-PS Obtaining, Evaluating, ar Communicating Informa evaluating, and communicatin K–2 builds on prior experisons and texts to coinformation. Read grade-appropriate media to obtain scientifit describe patterns in theConnections to for X Scientists use different world. (K-PS3-1) Scientists look for patted order when making obseabout the world. (K-ESS) 	fining Problems ig problems in xperiences and tive questionsIig problems in xperiences and tive questionsIobservations to obout the designedIut Investigations to lutions to rior experiences restigations, ovide data to gn solutions. hand or from tat can be used to tS3-1)Iing Data on prior to collecting, rvations. and or from erns in the natural r scientificIing designing ior experiences f evidence and ce-based ena andIing information iences and uses mmunicate newItexts and/or use c. information to 	 PS3.B: Conservation of Energy and Energy Transfer. Sunlight warms Earth's surface. (K-PS3-1), (K-PS3-2). ESS2.D: Weather and Climate Weather is the combination of sunlight, 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) ESS3.B: Natural Hazards 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-ESS-2). ETS1.A: Defining and Delimiting an Engineering Problem Asking questions, making observations, and gathering information are helpful in thinking about problems. (secondary to K-ESS3-2). 	 Patterns Patterns in the natural world can be observed, used to describe phenomena, and used as evidence. (K-ESS2-1) Cause and Effect Events have causes that generate observable patterns. (K-PS3-1), (K-PS3-2), (K-ESS3-2) Connections to Engineering, Technology and Applications of Science Interdependence of Science, Engineering, and Technology People encounter questions about the natural world every day. (K-ESS3-2) Influence of Engineering, Technology, and Science on Society and the Natural World People depend on various technologies in their lives; human life would be very different without technology. (K-ESS3-2)

Connections to other DCIs in kindergarten: K.ETS1.A (K-PS3-2), (K-ESS3-2); K.ETS1.B (K-PS3-2)

*The performance expectations marked with an asterisk integrate traditional science content with engineering through a Practice or Disciplinary Core Idea. The text in the "Disciplinary Core Ideas" section is reproduced verbatim from A Framework for K-12 Science Education: Practices, Cross-Cutting Concepts, and Core Ideas unless it is preceded by (NYSED).

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	Articulation of DCIs across grade-levels: 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); 2.ESS2.A (K				
1); 3.ESS3.E	1); 3.ESS3.B				
New York St	ate Next Generation Learning Standards Connections:				
ELA/Literacy	-				
KR1	Develop and answer questions about a text. (K-ESS3-2)				
KW6	Develop questions and participate in shared research and exploration to answer questions and to build and share knowledge. (K-PS3-1), (K-PS3-2), (K-				
	ESS2-1)				
KSL3	Develop and answer questions to clarify what the speaker says. (K-ESS3-2)				
Mathematics	i-				
MP.2	Reason abstractly and quantitatively. (K-ESS2-1)				
MP.4	Model with mathematics. (K-ESS2-1),(K-ESS3-2)				
NY-K.CC	Counting and Cardinality (K-ESS2-1),(K-ESS3-2)				
NY-K.MD.1	Describe measurable attributes of objects, such as length or weight, using appropriate vocabulary. (K-ESS2-1)				
NY-K.MD.2 Directly compare two objects with a common measurable attribute and describe the difference. (K-PS3-1), (K-PS3-2)					
NY-K.MD.3	Classify objects into given categories; count the objects in each category and sort the categories by count. (K-ESS2-1)				
*Connection b	oxes updated as of September 2018				

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		1. Waves: Light and Sound		
Students wh	o demonstrate understanding car	ו:		
1-PS4-1.	Plan and conduct investigations to provide evidence that vibrating materials can make sound and that			
	sound can make materials vibrate. [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.]			
1-PS4-2.	Make observations (firsthand or from media) to construct an evidence-based account that objects can be			
		[Clarification Statement: Examples of observations could include		
		a flashlight. Illumination could be from an external light source or		
1-PS4-3.	Plan and conduct an investig	gation to determine the effect of placing object	cts made with different	
		eam of light. [Clarification Statement: Examples of materials		
		x paper), opaque (such as cardboard), and reflective (such as a mi	rror).] [Assessment Boundary: Assessment	
1 004 4	does not include the speed of light.]		und to only o the number of	
1-PS4-4.		lesign and build a device that uses light or sou	•	
		Ince.* [Clarification Statement: Examples of devices could inclu		
	communication devices work.]	f drum beats.] [Assessment Boundary: Assessment does not includ	ae technological details for now	
			A Framework for K 12 Colones Education	
		e developed using the following elements from the NRC document A	A Framework for K-12 Science Education:	
Science a		e developed using the following elements from the NRC document A Disciplinary Core Ideas	A Framework for K-12 Science Education: Crosscutting Concepts	
	The performance expectations above wer			
Planning and C Planning and car	The performance expectations above wer and Engineering Practices Carrying Out Investigations rying out investigations to answer	Disciplinary Core Ideas PS4.A: Wave Properties • Sound can make matter vibrate, and vibrating matter can	Crosscutting Concepts Cause and Effect • Simple tests can be designed to gather	
Planning and C Planning and car questions or tes	The performance expectations above wer and Engineering Practices Carrying Out Investigations rying out investigations to answer t solutions to problems in K–2 builds on	Disciplinary Core Ideas PS4.A: Wave Properties Sound can make matter vibrate, and vibrating matter can make sound. (1-PS4-1)	Crosscutting Concepts Cause and Effect • Simple tests can be designed to gather evidence to support or refute student	
Planning and C Planning and car questions or tes prior experiences	The performance expectations above wer and Engineering Practices Carrying Out Investigations rying out investigations to answer t solutions to problems in K–2 builds on s and progresses to simple investigations,	Disciplinary Core Ideas PS4.A: Wave Properties • Sound can make matter vibrate, and vibrating matter can make sound. (1-PS4-1) PS4.B: Electromagnetic Radiation	Crosscutting Concepts Cause and Effect • Simple tests can be designed to gather evidence to support or refute student ideas about causes. (1-PS4-1),(1-PS4-	
Planning and C Planning and car questions or tes prior experiences based on fair tes	The performance expectations above wer and Engineering Practices Carrying Out Investigations rying out investigations to answer t solutions to problems in K-2 builds on and progresses to simple investigations, its, which provide data to support	Disciplinary Core Ideas PS4.A: Wave Properties Sound can make matter vibrate, and vibrating matter can make sound. (1-PS4-1) PS4.B: Electromagnetic Radiation Objects can be seen if light is available to illuminate them	Crosscutting Concepts Cause and Effect • Simple tests can be designed to gather evidence to support or refute student	
Planning and C Planning and car questions or tes prior experiences based on fair tes explanations or c	The performance expectations above wer and Engineering Practices Carrying Out Investigations rying out investigations to answer t solutions to problems in K-2 builds on and progresses to simple investigations, its, which provide data to support	Disciplinary Core Ideas PS4.A: Wave Properties • Sound can make matter vibrate, and vibrating matter can make sound. (1-PS4-1) PS4.B: Electromagnetic Radiation	Crosscutting Concepts Cause and Effect • Simple tests can be designed to gather evidence to support or refute student ideas about causes. (1-PS4-1),(1-PS4-	
Planning and C Planning and car questions or tes prior experiences based on fair tes explanations or c • Plan and cor produce data	The performance expectations above wer and Engineering Practices Carrying Out Investigations rying out investigations to answer t solutions to problems in K–2 builds on s and progresses to simple investigations, its, which provide data to support design solutions. duct investigations collaboratively to a to serve as the basis for evidence to	Disciplinary Core Ideas PS4.A: Wave Properties Sound can make matter vibrate, and vibrating matter can make sound. (1-PS4-1) PS4.B: Electromagnetic Radiation Objects can be seen if light is available to illuminate them or if they give off their own light. (1-PS4-2) Some materials allow light to pass through them, others allow only some light through and others block all the light	Crosscutting Concepts Cause and Effect • Simple tests can be designed to gather evidence to support or refute student ideas about causes. (1-PS4-1),(1-PS4- 2),(1-PS4-3) Connections to Engineering, Technology,	
Planning and C Planning and car questions or tes prior experiences based on fair tes explanations or c • Plan and cor produce data answer a qu	The performance expectations above wer and Engineering Practices Carrying Out Investigations rying out investigations to answer t solutions to problems in K–2 builds on s and progresses to simple investigations, ts, which provide data to support design solutions. nduct investigations collaboratively to a to serve as the basis for evidence to estion. (1-PS4-1),(1-PS4-3)	Disciplinary Core Ideas PS4.A: Wave Properties • Sound can make matter vibrate, and vibrating matter can make sound. (1-PS4-1) PS4.B: Electromagnetic Radiation • Objects can be seen if light is available to illuminate them or if they give off their own light. (1-PS4-2) • Some materials allow light to pass through them, others allow only some light through and others block all the light and create a dark shadow on any surface beyond them,	Crosscutting Concepts Cause and Effect • Simple tests can be designed to gather evidence to support or refute student ideas about causes. (1-PS4-1),(1-PS4- 2),(1-PS4-3)	
Planning and C Planning and car questions or tes prior experiences based on fair tes explanations or c • Plan and cor produce data answer a qu Constructing E	The performance expectations above wer and Engineering Practices Carrying Out Investigations rying out investigations to answer t solutions to problems in K–2 builds on a and progresses to simple investigations, ts, which provide data to support design solutions. nduct investigations collaboratively to a to serve as the basis for evidence to estion. (1-PS4-1), (1-PS4-3) xplanations and Designing	Disciplinary Core Ideas PS4.A: Wave Properties • Sound can make matter vibrate, and vibrating matter can make sound. (1-PS4-1) PS4.B: Electromagnetic Radiation • Objects can be seen if light is available to illuminate them or if they give off their own light. (1-PS4-2) • Some materials allow light to pass through them, others allow only some light through and others block all the light and create a dark shadow on any surface beyond them, where the light cannot reach. Mirrors can be used to	Crosscutting Concepts Cause and Effect • Simple tests can be designed to gather evidence to support or refute student ideas about causes. (1-PS4-1),(1-PS4- 2),(1-PS4-3) 	
Planning and C Planning and car questions or tes prior experiences based on fair tes explanations or c • Plan and cor produce data answer a qu Constructing E Solutions Com	The performance expectations above wer and Engineering Practices Carrying Out Investigations rying out investigations to answer t solutions to problems in K-2 builds on a and progresses to simple investigations, its, which provide data to support design solutions. Induct investigations collaboratively to a to serve as the basis for evidence to estion. (1-PS4-1), (1-PS4-3) xplanations and Designing structing explanations and designing	Disciplinary Core Ideas PS4.A: Wave Properties Sound can make matter vibrate, and vibrating matter can make sound. (1-PS4-1) PS4.B: Electromagnetic Radiation Objects can be seen if light is available to illuminate them or if they give off their own light. (1-PS4-2) Some materials allow light to pass through them, others allow only some light through and others block all the light and create a dark shadow on any surface beyond them, where the light cannot reach. Mirrors can be used to redirect a light beam. (Boundary: The idea that light travels	Crosscutting Concepts Cause and Effect • Simple tests can be designed to gather evidence to support or refute student ideas about causes. (1-PS4-1),(1-PS4- 2),(1-PS4-3) Connections to Engineering, Technology,	
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Planning and C Planning and car questions or tes prior experiences based on fair tes explanations or c • Plan and cor produce data answer a qu Constructing E Solutions Cor solutions in K–2 progresses to th constructing evic	The performance expectations above wer and Engineering Practices Carrying Out Investigations rying out investigations to answer t solutions to problems in K–2 builds on s and progresses to simple investigations, its, which provide data to support design solutions. duct investigations collaboratively to a to serve as the basis for evidence to estion. (1-PS4-1), (1-PS4-3) xplanations and Designing structing explanations and designing builds on prior experiences and e use of evidence and ideas in dence-based accounts of natural	Disciplinary Core Ideas PS4.A: Wave Properties • Sound can make matter vibrate, and vibrating matter can make sound. (1-PS4-1) PS4.B: Electromagnetic Radiation • Objects can be seen if light is available to illuminate them or if they give off their own light. (1-PS4-2) • Some materials allow light to pass through them, others allow only some light through and others block all the light and create a dark shadow on any surface beyond them, where the light cannot reach. Mirrors can be used to redirect a light beam. (Boundary: The idea that light travels from place to place is developed through experiences with light sources, mirrors, and shadows, but no attempt is made to discuss the speed of light.) (1-	Crosscutting Concepts Cause and Effect Simple tests can be designed to gather evidence to support or refute student ideas about causes. (1-PS4-1),(1-PS4- 2),(1-PS4-3) Connections to Engineering, Technology, and Applications of Science Influence of Engineering, Technology, and Science, on Society and the Natural World People depend on various technologies in	
Planning and C Planning and car questions or tes prior experiences based on fair tes explanations or c • Plan and cor produce data answer a qu Constructing E Solutions Com solutions in K–2 progresses to the constructing evic phenomena and	The performance expectations above wer and Engineering Practices Carrying Out Investigations rying out investigations to answer t solutions to problems in K–2 builds on s and progresses to simple investigations, ts, which provide data to support design solutions. nduct investigations collaboratively to a to serve as the basis for evidence to estion. (1-PS4-1),(1-PS4-3) xplanations and Designing structing explanations and designing builds on prior experiences and e use of evidence and ideas in lence-based accounts of natural designing solutions.	Disciplinary Core Ideas Disciplinary Core Ideas PS4.A: Wave Properties • Sound can make matter vibrate, and vibrating matter can make sound. (1-PS4-1) PS4.B: Electromagnetic Radiation • Objects can be seen if light is available to illuminate them or if they give off their own light. (1-PS4-2) • Some materials allow light to pass through them, others allow only some light through and others block all the light and create a dark shadow on any surface beyond them, where the light cannot reach. Mirrors can be used to redirect a light beam. (Boundary: The idea that light travels from place to place is developed through experiences with light sources, mirrors, and shadows, but no attempt is made to discuss the speed of light.) (1-PS4-3)	Crosscutting Concepts Cause and Effect • Simple tests can be designed to gather evidence to support or refute student ideas about causes. (1-PS4-1),(1-PS4- 2),(1-PS4-3) Connections to Engineering, Technology, and Applications of Science Influence of Engineering, Technology, and Science, on Society and the Natural World • People depend on various technologies in their lives; human life would be very	
Planning and C Planning and car questions or tes prior experiences based on fair tes explanations or c • Plan and cor produce data answer a qu Constructing E Solutions Com solutions in K–2 progresses to the constructing evic phenomena and • Make observ	The performance expectations above wer and Engineering Practices Carrying Out Investigations rying out investigations to answer t solutions to problems in K–2 builds on s and progresses to simple investigations, its, which provide data to support design solutions. duct investigations collaboratively to a to serve as the basis for evidence to estion. (1-PS4-1), (1-PS4-3) xplanations and Designing structing explanations and designing builds on prior experiences and e use of evidence and ideas in dence-based accounts of natural	Disciplinary Core Ideas PS4.A: Wave Properties • Sound can make matter vibrate, and vibrating matter can make sound. (1-PS4-1) PS4.B: Electromagnetic Radiation • Objects can be seen if light is available to illuminate them or if they give off their own light. (1-PS4-2) • Some materials allow light to pass through them, others allow only some light through and others block all the light and create a dark shadow on any surface beyond them, where the light cannot reach. Mirrors can be used to redirect a light beam. (Boundary: The idea that light travels from place to place is developed through experiences with light sources, mirrors, and shadows, but no attempt is made to discuss the speed of light.) (1-	Crosscutting Concepts Cause and Effect • Simple tests can be designed to gather evidence to support or refute student ideas about causes. (1-PS4-1),(1-PS4- 2),(1-PS4-3) 	
Planning and C Planning and car questions or tes prior experiences based on fair tes explanations or c • Plan and cor produce data answer a qu Constructing E Solutions Com solutions in K–2 progresses to the constructing evic phenomena and • Make observ	The performance expectations above wer and Engineering Practices Carrying Out Investigations rying out investigations to answer t solutions to problems in K-2 builds on a and progresses to simple investigations, its, which provide data to support design solutions. aduct investigations collaboratively to a to serve as the basis for evidence to estion. (1-PS4-1),(1-PS4-3) xplanations and Designing structing explanations and designing builds on prior experiences and e use of evidence and ideas in lence-based accounts of natural designing solutions. ations (firsthand or from media) to evidence-based account for natural	Disciplinary Core Ideas PS4.A: Wave Properties • Sound can make matter vibrate, and vibrating matter can make sound. (1-PS4.1) PS4.B: Electromagnetic Radiation • Objects can be seen if light is available to illuminate them or if they give off their own light. (1-PS4-2) • Some materials allow light to pass through them, others allow only some light through and others block all the light and create a dark shadow on any surface beyond them, where the light cannot reach. Mirrors can be used to redirect a light beam. (Boundary: The idea that light travels from place to place is developed through experiences with light sources, mirrors, and shadows, but no attempt is made to discuss the speed of light.) (1-PS4-3) PS4.C: Information Technologies and	Crosscutting Concepts Cause and Effect • Simple tests can be designed to gather evidence to support or refute student ideas about causes. (1-PS4-1),(1-PS4- 2),(1-PS4-3) Connections to Engineering, Technology, and Applications of Science Influence of Engineering, Technology, and Science, on Society and the Natural World • People depend on various technologies in their lives; human life would be very	

People also use a variety of devices to communicate (send and receive information) over long distances. (1-PS4-4)

Connections to Nature of Science Scientific Investigations Use a Variety of Methods Science investigations begin with a question. (1-PS4-1) Scientists use different ways to study the world. (1-PS4-1) Connections to other DCIs in first grade: N/A Articulation of DCIs across grade-levels: K.ETS1.A (1-PS4-4); 2.PS1.A (1-PS4-3); 2.ETS1.B (1-PS4-4); 4.PS4.C (1-PS4-4); 4.PS4.B (1-PS4-2); 4.ETS1.A (1-PS4-4); 4.PS4.B (1-PS4-4); 4.PS4. New York State Next Generation Learning Standards Connections: ELA/Literacy 1W2 Write an informative/explanatory text to introduce a topic, supplying some facts to develop points, and provide some sense of closure. (1-PS4-2),(1-PS4-1), (1-PS4-2), (1-PS4-3), (1-PS4-4) 1W6 Develop questions and participate in shared research and explorations to answer questions and to build knowledge. (1-PS4-1),(1-PS4-2),(1-PS4-3) 1W7 Recall and represent relevant information from experiences or gather information from provided sources to answer a question in a variety of ways. (1-PS4-1),(1-PS4-2),(1-PS4-3) 1SL1 Participate in collaborative conversations with diverse peers and adults (e.g., in small and large groups and during play). (1-PS4-1),(1-PS4-2),(1-PS4-3) Mathematics

MP.5 Use appropriate tools strategically. (1-PS4-4)

NY-1.MD.1 Order three objects by length; compare the lengths of two objects indirectly by using a third object. (1-PS4-4)

NY-1.MD.2 Measure the length of an object using same-size "length units" placed end to end with no gaps or overlaps. Express the length of an object as a whole number of "length units". (1-PS4-4)

Connection boxes updated as of September 2018

Use tools and materials provided to design a

device that solves a specific problem. (1-PS4-4)



1. Structure, Function, and Information Processing

	1. S	tructure, Function, and Information Processing	
	o demonstrate understanding can:		
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.* [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.]		
1-LS1-2.		letermine patterns in behavior of parents and offs	pring that help offspring
1-LS3-1.	survive. [Clarification Statement: Exam vocalizations) and the responses of the pare Make observations to constru- to, but not exactly like, their Examples of observations could include leave	ples of patterns of behaviors could include the signals that offspring make ents (such as feeding, comforting, and protecting the offspring).] Inct an evidence-based account that some young pl parents. [Clarification Statement: Examples of patterns could include res from the same kind of plant are the same shape but can differ in size; resessment Boundary: Assessment does not include inheritance or animals	e (such as crying, cheeping, and other ants and animals are similar e features plants or animals share. and, a particular breed of dog looks like
	The performance expectations above were d	eveloped using the following elements from the NRC document A Framew	vork for K-12 Science Education.
Science	and Engineering Practices	Disciplinary Core Ideas	Crosscutting Concepts
Constructing expl builds on prior ex- evidence and ide of natural phenor • Make observa construct an natural phen • Use material specific prob (1-LS1-1)	xplanations and Designing Solutions lanations and designing solutions in K–2 kperiences and progresses to the use of as in constructing evidence-based accounts mena and designing solutions. ations (firsthand or from media) to evidence-based account for nomena. (1-LS3-1) s to design a device that solves a olem or a solution to a specific problem.	 LS1.A: Structure and Function All organisms have external parts. Different animals use their body parts in different ways to see, hear, grasp objects, protect themselves, move from place to place, and seek, find, and take in food, water and air. Plants also have different parts (roots, stems, leaves, flowers, fruits) that help them survive and grow. (1-LS1-1) LS1.B: Growth and Development of Organisms Adult plants and animals can have young. In many kinds of animals, parents and the offspring themselves engage in behaviors that help the offspring to survive. (1-LS1-2) LS1.D: Information Processing 	Patterns Patterns in the natural world can be observed, used to describe phenomena, and used as evidence. (1-LS1-2), (1-LS3- 1) Structure and Function The shape and stability of structures of natural and designed objects are related to their function(s). (1-LS1-1)
 K-2 builds on pri texts to commun Read grade-a obtain scient the natural v 		 Animals have body parts that capture and convey different kinds of information needed for growth and survival. Animals respond to these inputs with behaviors that help them survive. Plants also respond to some external inputs. (1-LS1-1) LS3.A: Inheritance of Traits (NYSED) Some young animals are similar to, but not exactly, like their parents. Some young plants are also similar to, but not exactly, like their parents. Some young plants are also similar to, but not exactly, like their parents. (1-LS3-1) LS3.B: Variation of Traits Individuals of the same kind of plant or animal are recognizable as similar but can also vary in many ways. (1-LS3-1) 	Connections to Engineering, Technology and Applications of Science Influence of Engineering, Technology, and Science on Society and the Natural World • Every human-made product is designed by applying some knowledge of the natural world and is built by using materials derived from the natural world.
Scientists loof observations <u>Connections to C</u> Articulation of L	ledge is Based on Empirical Evidence k for patterns and order when making about the world. (1-LS1-2) other DCIs in first grade: N/A DCIs across grade-levels: K.ETS1.A (1-LS1-	1); 3.LS2.D (1-LS1-2) 3.LS3.A (1-LS3-1); 3.LS3.B (1-LS3-1); 4.LS1.A (1	(1-LS1-1) -LS1-1); 4.LS1.D (1-LS1-1); 4.ETS1.A
(1-LS1-1) New York State	Next Generation Learning Standards Connec	tions:	
1R2 10 1W6 D 1W7 R Mathematics - MP.2 Re MP.5 US NY-1.NBT.3 C NY-1.NBT.4 A dr tw ex NY-1.NBT.5 G NY-1.NBT.6 S Va	Recall and represent information from experies eason abstractly and quantitatively. (1-LS3-1) se appropriate tools strategically. (1-LS3-1) ompare two two-digit numbers based on the dd within 100, including adding a two-digit nur rawings and strategies based on place value, wo-digit numbers, one adds tens and tens, on xplain the reasoning uses. (1-LS1-2) iven a two-digit number, mentally find 10 mo ubtract multiples of 10 from the range 10-90		1-LS3-1) with the symbols >, =, and <. (1-LS1-2) tiple of 10. Use concrete models or bitraction. Understand that in adding strategy to a written method and ning used. (1-LS1-2) gs, and strategies based on place
	rder three objects by length; compare the ler es updated as of September 2018	gths of two objects indirectly by using a third object. (1-LS3-1)	

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1. Space Systems: Patterns and Cycles

Students v	vho demonstrate understanding can:			
	 Examples of patterns could include that the along the western horizon; and stars other during the day.] [Assessment Boundary: As Make observations at different Statement: Emphasis is on relative comparis 	moon, and stars to describe patterns that ca Sun and moon appear to rise along the eastern horizon, move i han our Sun are visible at night depending on weather and othe sessment of star patterns is limited to stars being seen at night t times of year to relate the amount of dayl sons of the amount of daylight in the winter to the amount in the 'daylight, not quantifying the hours or time of daylight.]	n a predictable pathway across the sky, and set er conditions such as light pollution but not visible and not during the day.] ight to the time of year. [Clarification	
	The performance expectations above were d	eveloped using the following elements from the NRC document A	Framework for K-12 Science Education.	
Scienc	ce and Engineering Practices	Disciplinary Core Ideas	Crosscutting Concepts	
Planning and Planning and questions or the prior experient investigations, support explait • Make obset collect dat (1-ESS1-2 Analyzing dat progresses to observations. • Use obser patterns scientific of	d Carrying Out Investigations carrying out investigations to answer test solutions to problems in K-2 builds on ces and progresses to simple based on fair tests, which provide data to nations or design solutions. ervations (firsthand or from media) to ta that can be used to make comparisons.) and Interpreting Data a in K-2 builds on prior experiences and collecting, recording, and sharing vations (firsthand or from media) to describe in the natural world in order to answer questions. (1-ESS1-1)	 ESS1.A: The Universe and its Stars Patterns of the motion of the sun, moon, and stars in the sky can be observed, described, and predicted. (1-ESS1-1) ESS1.B: Earth and the Solar System Seasonal patterns of sunrise and sunset can be observed, described, and predicted. (1-ESS1-2) 	Patterns Pat	
	to other DCIs in first grade: N/A			
	of DCIs across grade-levels: 3.PS2.A (1-ESS1-1 ate Next Generation Learning Standards Connec); 5.PS2.B (1-ESS1-1),(1-ESS1-2) 5-ESS1.B (1-ESS1-1),(1-ESS)	1-2)	
ELA/Literacy 1W6 1W7	_ Develop questions and participate in shared res Recall and represent relevant information from ESS1-2)	earch and explorations to answer questions and to build knowle experiences or gather information from provided sources to ans		
Mathematics MP.2 MP.4 MP.5 NY-1.OA.1	MP.2Reason abstractly and quantitatively. (1-ESS1-2)MP.4Model with mathematics. (1-ESS1-2)MP.5Use appropriate tools strategically. (1-ESS1-2)			
NY-1.MD.4 *Connection bo		o to three categories; ask and answer questions about the total	number of data points, how many in each	

2. Structure and Properties of Matter

		2. Structure and Properties of Matter			
Students wh	o demonstrate understanding can:				
2-PS1-1.		n to describe and classify different kinds of n statement: Observations could include color, texture, hardness, a			
	similar properties that different materials share.]				
2-PS1-2.	Analyze data obtained from testing different materials to determine which materials have the properties that are best suited for an intended purpose.* [Clarification Statement: Examples of properties could include, strength, flexibility, hardness, turking, and shorthanny.] [Assessment of guardiant of guardiant is limited to leagth.]				
2-PS1-3.	texture, and absorbency.] [Assessment Boundary: Assessment of quantitative measurements is limited to length.] Make observations to construct an evidence-based account of how an object made of a small set of pieces				
231-3.	can be disassembled and made into a new object. [Clarification Statement: Examples of pieces could include blocks, building bricks, or other assorted small objects.]				
2-PS1-4.	Construct an argument with evidence that some changes caused by heating or cooling can be reversed and				
	could include cooking an egg.]	example of a reversible change could include freezing and meltin			
	The performance expectations above were develo	ped using the following elements from the NRC document A Fram	ework for K-12 Science Education:		
Scienc	e and Engineering Practices	Disciplinary Core Ideas	Crosscutting Concepts		
Planning and carr test solutions to jprogresses to sin provide data to s • Plan and com data to serve (2-PS1-1) Analyzing and Analyzing data in to collecting, reco • Analyze data works as inte Constructing exp prior experiences in constructing exp prior experiences and designing so • Make observe evidence-bas Engaging in Arg Engaging in Arg Engaging in argu experiences and representations a	 Farrying Out Investigations Frying out investigations to answer questions or problems in K–2 builds on prior experiences and pple investigations, based on fair tests, which upport explanations or design solutions. duct an investigation collaboratively to produce as the basis for evidence to answer a question. Interpreting Data K–2 builds on prior experiences and progresses ording, and sharing observations. from tests of an object or tool to determine if it ended. (2-PS1-2) xplanations and Designing Solutions lanations and designing solutions in K–2 builds on an orgenses to the use of evidence and ideas vidence-based accounts of natural phenomena plutions. ations (firsthand or from media) to construct an used account for natural phenomena. (2-PS1-3) ggument from Evidence ment from evidence in K–2 builds on prior progresses to comparing ideas and about the natural and designed world(s). argument with evidence to support a claim. 	 PS1.A: Structure and Properties of Matter Different kinds of matter exist and many of them can be either solid or liquid, depending on temperature. Matter can be described and classified by its observable properties. (2-PS1-1) Different properties are suited to different purposes. (2-PS1-2),(2-PS1-3) A great variety of objects can be built up from a small set of pieces. (2-PS1-3) PS1.B: Chemical Reactions Heating or cooling a substance may cause changes that can be observed. Sometimes these changes are reversible, and sometimes they are not. (2-PS1-4) 	 Patterns Patterns in the natural and human designed world can be observed. (2-PS1-1) Cause and Effect Events have causes that generate observable patterns. (2-PS1-4) Simple tests can be designed to gather evidence to support or refute student ideas about causes. (2-PS1-2) Energy and Matter Objects may break into smaller pieces and be put together into larger pieces, or change shapes. (2-PS1-3) Connections to Engineering, Technology, and Applications of Science Influence of Engineering, Technology, and Science on Society and the Natural World Every human-made product is designed by applying some knowledge of the natural world and is built using materials derived from the natural 		
Ca	onnections to Nature of Science				
Science Model	s, Laws, Mechanisms, and Theories Explain				
	mena arch for cause and effect relationships to ural events. (2-PS1-4)				
	other DCIs in second grade: N/A				
Articulation of L	DCIs across grade-levels: 4.ESS2.A (2-PS1-3); 5.	PS1.A (2-PS1-1),(2-PS1-2),(2-PS1-3); 5.PS1.B (2-PS1-4); 5.LS2.	A (2-PS1-3)		
New York State ELA/Literacy –	Next Generation Learning Standards Connections	2			
2R1 De	2R1 Develop and answer questions to demonstrate an understanding of key ideas and details in a text. (2-PS1-4)				
		ong ideas, concepts, or a series of events. (2-PS1-4) makes in a text are supported by relevant reasons. (2-PS1-2) (2-	-PS1-4)		
2W1 W di	Explain how specific points the author or illustrator makes in a text are supported by relevant reasons. (2-PS1-2),(2-PS1-4) Write an opinion about a topic or personal experience, using clear reasons and relevant evidence. Please note: Students in 2nd grade should understand the difference between opinions and arguments and begin to learn how to write arguments with claims and supporting reasons. (2-PS1-4)				
Mathematics –					
	MP.2 Reason abstractly and quantitatively. (2-PS1-2)				
	MP.4 Model with mathematics. (2-PS1-1), (2-PS1-2) MP.5 Use appropriate tools strategically. (2-PS1-2)				
NY-2.MD.10 D	IV-2.MD.10 Draw a picture graph and a bar graph (with single-unit scale) to represent a data set with up to four categories. Solve simple put-together, take-apart, and				
	compare problems using information presented in a picture graph or a bar graph. (2-PS1-1),(2-PS1-2) connection boxes updated as of September 2018				
2.51.10001011.0000					

		2. Interdependent Relationships in Ecosystems					
Students who	o demonstrate understanding car						
2-LS2-1.	5		ater to grow [Assessment				
2-232-1.	Plan and conduct an investigation to determine if plants need sunlight and water to grow. [Assessment Boundary: Assessment is limited to testing one variable at a time.]						
2-LS2-2.	Develop a simple model that illustrates how plants and animals depend on each other for survival.* [Clarification Statement: Examples could include animals dispersing seeds or pollinating plants, and plants providing food, shelter, and other materials						
2-LS4-1.	for animals.] Make observations of plants and animals to compare the diversity of life in different habitats. [Clarification Statement: Emphasis is on the diversity of living things in each of a variety of different habitats.] [Assessment Boundary: Assessment does not include specific animal and plant names in specific habitats.]						
	The performance expectations above were developed using the following elements from the NRC document <i>A Framework for K-12 Science Education</i> :						
Science a	and Engineering Practices	Disciplinary Core Ideas	Crosscutting Concepts				
 Developing and Using Models 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. Develop a simple model based on evidence to represent a proposed object or tool. (2-LS2-2) 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. Plan and conduct an investigation collaboratively to produce data to serve as the basis for evidence to answer a question. (2-LS2-1) Make observations (firsthand or from media) to collect data that can be used to make comparisons. (2-LS4-1) 		 LS2.A: Interdependent Relationships in Ecosystems Animals depend on plants or other animals for food. (2-LS2-2) (NYSED) Plants depend on water, light and air to grow. (2-LS2-1) (NYSED) Some plants depend on animals for pollination and for dispersal of seeds from one location to another. (2-LS2-2) LS4.D: Biodiversity and Humans There are many different kinds of living things in any area, and they exist in different places on land and in water. (2-LS4-1) ETS1.B: Developing Possible Solutions (NYSED) Designs can be conveyed through sketches, drawings, or physical models. These representations are useful in communicating ideas to other people (secondary to 2-LS2-2) 	 Cause and Effect Events have causes that generate observable patterns. (2-LS2-1) Structure and Function The shape and stability of structures of natural and designed objects are related to their function(s). (2-LS2-2) Patterns Similarities and differences in patterns can be used to sort and classify organisms. (2-LS4-1) 				
Scientific Know Evidence Scientists loo making obse LS4-1) Connections to C	Annections to Nature of Science vledge is Based on Empirical whether the state of	-1); K-ESS3.A (2-LS2-1); K.ETS1.A (2-LS2-2); 3.LS4.C (2-LS4-1); 3.LS4					
(2-LS2-2),(2-LS4		- 1), N-EOOO.A (2-LO2-1); N.ETOT.A (2-LO2-2); 3.LO4.6 (2-LO4-1); 3.LO4	μ.υ (2-L34-1); 5.L31. υ (2-L32-1); 5.L32.A				
New York State	Next Generation Learning Standards Con	nections:					
ELA/Literacy –	avelop guartiana and a stistists in t	I research and supportions to answer suppliers and to build the table	(2 52 1) (2 54 1)				
 2W6 Develop questions and participate in shared research and explorations to answer questions and to build knowledge. (2-LS2-1),(2-LS4-1) 2W7 Recall and represent relevant information from experiences or gather information from provided sources to answer a question. (2-LS2-1),(2-LS4-1) 							
Mathematics –							
MP.2 Reason abstractly and quantitatively. (2-LS2-1), (2LS4-1)							
MP.4Model with mathematics. (2-LS2-1),(2-LS2-2),(2-LS4-1)MP.5Use appropriate tools strategically. (2-LS2-1)							
NY-2.MD.10 Draw a picture graph and a bar graph (with single-unit scale) to represent a data set with up to four categories. Solve simple put-together, take-apart, and							
compare problems using information presented in a picture graph or a bar graph. (2-LS2-2) (2-LS4-1)							
*Connection boxe	es updated as of September 2018						

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2 Farth/s Sustance Descence that Share the Farth							
2. Earth's Systems: Processes that Shape the Earth							
 Students who demonstrate understanding can: 2-ESS1-1. Use information from several sources to provide evidence that Earth events can occur quickly or slowly. [Clarification Statement: Examples of events and timescales could include volcanic explosions and earthquakes, which happen quickly and weathering and erosion of rocks, which may occur slowly.] [Assessment Boundary: Assessment does not include quantitative measurements of timescales.] 2-ESS2-1. Compare multiple solutions designed to slow or prevent wind or water from changing the shape of the land.* [Clarification Statement: Examples of solutions could include different designs for using rocks, shrubs, grass, and trees to hold back wind, water, and land.] 2-ESS2-2. Develop a model to represent the shapes and kinds of land and bodies of water in an area. [Assessment Boundary: Assessment does not include quantitative scaling in models.] 2-ESS2-3. Obtain information to identify where water is found on Earth and that it can be solid or liquid. 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					
 Developing and Using Models 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. Develop a model to represent patterns in the natural world. (2-ESS2-2) Constructing Explanations and Designing Solutions Constructing explanations and designing solutions in K–2 builds on prior experiences and progresses to the use of evidence and ideas in constructing evidence-based accounts of natural phenomena and designing solutions. Make observations from several sources to construct an evidence-based account for natural phenomena. (2-ESS1-1) Compare multiple solutions to a problem. (2-ESS2-1) Obtaining, Evaluating, and Communicating Information Obtaining, evaluating, and communicate new information. Obtain information using various texts, text features (e.g., headings, tables of contents, glossaries, electronic menus, icons), and other media that will be useful in answering a scientific question. (2-ESS2-3) 	 ESS1.C: The History of Planet Earth Some events happen very quickly; others occur very slowly, over a time period much longer than one can observe. (2-ESS1-1) ESS2.A: Earth Materials and Systems Wind and water can change the shape of the land. (2-ESS2-1) ESS2.B: Plate Tectonics and Large-Scale System Interactions Maps show where things are located. One can map the shapes and kinds of land and water in any area. (2-ESS2-2) ESS2.C: The Roles of Water in Earth's Surface Processes Water is found in the ocean, rivers, lakes, and ponds. Water exists as solid ice and in liquid form. (2-ESS2-3) ETS1.C: Optimizing the Design Solution Because there is always more than one possible solution to a problem, it is useful to compare and test designs. (secondary to 2-ESS2-1) 	 Patterns Patterns in the natural world can be observed. (2-ESS2-2), (2-ESS2-3) Stability and Change Things may change slowly or rapidly. (2-ESS1-1), (2-ESS1-1), (2-ESS2-1) Connections to Engineering, Technology, and Applications of Science Influence of Engineering, Technology, and Science on Society and the Natural World Developing and using technology has impacts on the natural world. (2-ESS2-1) Connections to Nature of Science Science Addresses Questions About the Natural and Material World Scientists study the natural and material world. (2-ESS2-1) 					
• • •							
4.ETS1.A (2-ESS2-1); 4.ETS1.B (2-ESS2-1); 4.ETS1.C New York State Next Generation Learning Standards Cor	SS2-1); 3.LS2.C (2-ESS1-1); 4.ESS1.C (2-ESS1-1); 4.ESS2.A (2-E (2-ESS2-1); 5.ESS2.A (2-ESS2-1); 5.ESS2.C (2-ESS2-2);(2-ESS2						
2R3In literary texts, describe how characters model2W6Develop questions and participate in share2W7Recall and represent relevant information for2SL2Recount or describe key ideas or details or2SL5Include digital media and/or visual displayMP.2Reason abstractly and quantitatively. (2-ESMP.4Model with mathematics. (2-ESS1-1), (2-ESMP.5Use appropriate tools strategically. (2-ESS2-NY-2.NBTRead and write numbers to 1000 using base	s in presentations to clarify or support ideas, thoughts, and feelings (S2-1),(2-ESS2-1),(2-ESS2-2) (2-ESS2-2) (1) e-ten numerals, number names, and expanded form. (2-ESS2-2) solve word problems involving lengths that are given in the same u	nswer a question. (2-ESS1-1),(2-ESS2-3)					

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		K-2.Engineering Design				
	demonstrate understanding can: 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.	and weaknesses of how eac					
The perfo	ormance expectations above were develop	ped using the following elements from the NRC document A Framework for	K-12 Science Education:			
Science an	nd Engineering Practices	Disciplinary Core Ideas	Crosscutting Concepts			
 Asking Questions Asking questions an prior experiences ar questions. Ask questions bi information abo (K-2-ETS1-1) Define a simple the developmer (K-2-ETS1-1) Developing and U Modeling in K-2 bui progresses to includ diagram, drawing, p or storyboard) that solutions. Develop a simpl represent a proj Analyzing and Ini Analyzing data in K- progresses to collect observations. Analyze data from 	and Defining Problems in defining problems in K-2 builds on and progresses to simple descriptive based on observations to find more but the natural and/or designed world. problem that can be solved through and of a new or improved object or tool. Using Models Ilds on prior experiences and le using and developing models (i.e., obysical replica, diorama, dramatization, represent concrete events or design le model based on evidence to posed object or tool. (K-2-ETS1-2)	 ETS1.A: Defining and Delimiting Engineering Problems 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) ETS1.B: Developing Possible Solutions 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) ETS1.C: Optimizing the Design Solution Because there is always more than one possible solution to a problem, it is useful to compare and test designs. (K-2-ETS1-3) 	 Structure and Function The shape and stability of structures of natural and designed objects are related to their function(s). (K-2- ETS1-2) 			
Connections to K-2- Kindergarten: Connections to K-2- Kindergarten: Connections to K-2- Second Grade:	<i>ETS1.A: Defining and Delimiting Enginee</i> K-PS2-2, K-ESS3-2 <i>ETS1.B: Developing Possible Solutions to</i> K-ESS3-3, First Grade: 1-PS4-4, Secon <i>ETS1.C: Optimizing the Design Solution</i> 2-ESS2-1	n Problems include: ad Grade: 2-LS2-2	0. 2 5 ETS1 C (K 2 ETS1 1) (K 2			
ETS1-2), (K-2-ETS1-			, σ-σ. Εισι.ο (κ-2-∟ισι-ι),(κ-2-			
2R1 Deve 2W7 Recal	I and represent information from experier	nding of key ideas and details in a text. (K-2-ETS1-1) nces or gather information from provided sources to answer a question. (K- presentations to clarify ideas, thoughts, and feelings. (K-2-ETS1-2)	2-ETS1-1),(K-2-ETS1-3)			
MP.4 Mode MP.5 Use a NY-2.MD.10 Draw comp		rS1-3)	ple put-together, take-apart, and			

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