

Kindergarten

Forces and Interactions: Pushes and Pulls

- 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.
- 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.*

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

- K-LS1-1 Use observations to describe patterns of what plants and animals (including humans) need to survive.**
- K-ESS2-2 Construct an argument supported by evidence for how plants and animals (including humans) can change the environment to meet their needs.
- 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.
- 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.* **

Weather and Climate

- K-PS3-1 Make observations to determine the effect of sunlight on Earth's surface.
- K-PS3-2 Use tools and materials to design and build a structure that will reduce the warming effect of sunlight on an area.*
- K-ESS2-1 Use and share observations of local weather conditions to describe patterns over time.**
- K-ESS3-2 Ask questions to obtain information about the purpose of weather forecasting to prepare for, and respond to, severe weather.* **

* - Integrates traditional science content with engineering.




- Includes a Michigan specific performance expectation.

** - Allow for local, regional, or Michigan specific contexts or examples in teaching and assessment.

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Engineering Design

- 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.

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