

Kindergarten Kansas Next Generation Science Standards

Record keeping of implementation:

PINK= WEEKLY (Once or Twice/Week)

BLUE=DAILY (3 or MORE X/Week)

ALL OTHERS=Dates Listed

K-PS2 Motion and Stability: Forces and Interactions	
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.
dates ---->	
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.
dates ---->	
K-PS3 Energy	
K-PS3-1	Make observations to determine the effect of sunlight on Earth's surface.
dates ---->	
K-PS3-2	Use tools and materials to design and build a structure that will reduce the warming effect of sunlight on an area.
dates ---->	
K-LS1 From Molecules to Organisms: Structures and Processes	
K-LS1-1	Use observations to describe patterns of what plants and animals (including humans) need to survive.
dates ---->	
K-ESS2 Earth's Systems	
K-ESS2-1	Use and share observations of local weather conditions to describe patterns over time.
dates ---->	
K-ESS2-2	Construct an argument supported by evidence for how plants and animals (including humans) can change the environment to meet their needs.
dates ---->	
K-ESS3 Earth and Human Activity	
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.
dates ---->	
K-ESS3-2	Ask questions to obtain information about the purpose of weather forecasting to prepare for, and respond to, severe weather.
dates ---->	
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.
dates ---->	
K-2-ETS1 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.
dates ---->	
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.
dates ---->	
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.
dates ---->	