

# Kindergarten

## Motion and Stability: Forces and Interactions

- 1 Conduct an investigation to identify the effect caused by different strengths or directions of pushes or pulls on the motion of an object. [K-PS2-1A](#)
- 2 Analyze data to determine if a design solution causes the intended change in speed or direction of motion of an object. [K-PS2-2A](#)

## Energy

- 1 Make observations to determine how sunlight affects Earth's surface. (E) [K-PS3-1A](#)
- 2 Use tools and materials to design and/or build a structure (e.g., umbrella, canopy, tent) that can reduce warming caused by the sun. [K-PS3-2A](#)

## From Molecules to Organisms: Structures and Processes

- 1 Compare and contrast what plants and animals, including humans, need to survive. (E) [K-LS1-1A](#)

## Earth's Systems

- 1 Use observations of local weather conditions to describe weather patterns over time (e.g., day, week, month). (E) [K-ESS2-1A](#)
- 2 Identify evidence to support the claim that plants and animals, including humans, can change the environment to meet their needs. [Clarification Statement: Examples of plants and animals changing their environment could include a squirrel digging in the ground to hide its food and tree roots can break concrete.] [K-ESS2-2A](#)

## Earth and Human Activity

- 1 Use a model to match the needs of different animals (including humans) and plants to the places they live. [K-ESS3-1A](#)
- 2 Ask questions and describe examples of how weather forecasting can help people prepare for, and respond to, severe weather. (E) [K-ESS3-2A](#)
- 3 Identify ways that people can reduce their impact on the land, water, air, and/or other living things in the local environment. [K-ESS3-3A](#)

## Engineering Design

- 1 Make observations to define a simple problem that can be solved through the development of a new or improved object or tool. [K-ETS1-1A](#)
- 2 Use simple sketches, drawings, or physical models of an object to identify the relationship between the shape of the object and how it functions to solve a problem. [K-2-ETS1-2A](#)

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**3 Compare the strengths and weaknesses of two objects designed to solve the same problem.** K-2-ETS1-3A