New York Science

Grade K

Adopted 2016

Matter and Its Interactions	K-PS1-1.	Plan and conduct an investigation to test the claim that different kinds of matter exist as either solid or liquid, depending on temperature. K-PS1-1
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-PS2-1
	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. K-PS2-2
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-LS1-1
	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-ESS2-2
	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-ESS3-1
	K-ESS3-3.	Communicate solutions that will reduce the impact of humans on living organisms and non-living things in the local environment. K-ESS3-3
Weather and Climate	K-ESS2-1.	Use and share observations of local weather conditions to describe patterns over time. K-ESS2-1
	K-ESS3-2.	Ask questions to obtain information about the purpose of weather forecasting to prepare for, and respond to, severe weather. K-ESS3-2
	K-PS3-1.	Make observations to determine the effect of sunlight on Earth's surface. K-PS3-1
	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-PS3-2

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-ETS1-1

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-ETS1-2

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.** K-2-ETS1-3