

# Grade 1

Adopted 2016

**Waves and their Applications in Technologies for Information Transfer** 1-PS4

- 1-PS4-1.** Plan and conduct investigations to provide evidence that vibrating materials can make sound and that sound can make materials vibrate. 1-PS4-1

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- 1-PS4-2.** Make observations to construct an evidence-based account that objects can be seen only when illuminated. 1-PS4-2

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- 1-PS4-3.** Plan and conduct an investigation to determine the effect of placing objects made with different materials in the path of a beam of light. 1-PS4-3

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- 1-PS4-4.** Use tools and materials to design and build a device that uses light or sound to solve the problem of communicating over a distance. 1-PS4-4

**From Molecules to Organisms: Structures and Processes** 1-LS1

- 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. 1-LS1-1

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- 1-LS1-2.** Read texts and use media to determine patterns in behavior of parents and offspring that help offspring survive. 1-LS1-2

**Heredity: Inheritance and Variation of Traits** 1-LS3

- 1-LS3-1.** Make observations to construct an evidence-based account that young plants and animals are like, but not exactly like, their parents. 1-LS3-1

**Earth's Place in the Universe** 1-ESS1

- 1-ESS1-1.** Use observations of the sun, moon, and stars to describe patterns that can be predicted. 1-ESS1-1

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- 1-ESS1-2.** Make observations at different times of year to relate the amount of daylight to the time of year. 1-ESS1-2

**Engineering Design** K-2-ETS1

- 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

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**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

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**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