

# Grade 3

Adopted 2014

## Motion and Stability: Forces and Interactions 3-PS2

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- 3-PS2-1.** Plan and conduct an investigation to provide evidence of the effects of balanced and unbalanced forces on the motion of an object. 3-PS2-1
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- 3-PS2-2.** Make observations and/or measurements of an object's motion to provide evidence that a pattern can be used to predict future motion. 3-PS2-2
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- 3-PS2-3.** Ask questions to determine cause and effect relationships of electric or magnetic interactions between two objects not in contact with each other. 3-PS2-3
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- 3-PS2-4.** Define a simple design problem that can be solved by applying scientific ideas about magnets. 3-PS2-4
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## From Molecules to Organisms: Structures and Processes 3-LS1

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- 3-LS1-1.** Develop models to describe that organisms have unique and diverse life cycles but all have in common birth, growth, reproduction, and death. 3-LS1-1
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## Ecosystems: Interactions, Energy, and Dynamics 3-LS2

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- 3-LS2-1.** Construct an argument that some animals form groups that help members survive. 3-LS2-1
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## Heredity: Inheritance and Variation of Traits 3-LS3

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- 3-LS3-1.** Analyze and interpret data to provide evidence that plants and animals have traits inherited from parents and that variation of these traits exists in a group of similar organisms. 3-LS3-1
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- 3-LS3-2.** Use evidence to support the explanation that traits can be influenced by the environment. 3-LS3-2
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## Biological Evolution: Unity and Diversity 3- LS4

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- 3-LS4-1.** Analyze and interpret data from fossils to provide evidence of the organisms and the environments in which they lived long ago. 3-LS4-1
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- 3-LS4-2.** Use evidence to construct an explanation for how the variations in characteristics among individuals of the same species may provide advantages in surviving, finding mates, and reproducing. 3-LS4-2
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- 3-LS4-3.** Construct an argument with evidence that in a particular habitat some organisms can survive well, some survive less well, and some cannot survive at all. 3-LS4-3
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**3-LS4-4.** Make a claim about the merit of a solution to a problem caused when the environment changes and the types of plants and animals that live there may change. 3-LS4-4

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**Earth's Systems** 3-ESS2

**3-ESS2-1.** Represent data in tables and graphical displays to describe typical weather conditions expected during a particular season. 3-ESS2-1

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**3-ESS2-2.** Obtain and combine information to describe climates in different regions of the world. 3-ESS2-2

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**Earth and Human Activity** 3-ESS3

**3-ESS3-1.** Make a claim about the merit of a design solution that reduces the impacts of a weather-related hazard. 3-ESS3-1

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**Engineering Design** 3-5-ETS1

**3-5-ETS1-1.** Define a simple design problem reflecting a need or a want that includes specified criteria for success and constraints on materials, time, or cost. 3-5-ETS1-1

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**3-5-ETS1-2.** Generate and compare multiple possible solutions to a problem based on how well each is likely to meet the criteria and constraints of the problem. 3-5-ETS1-2

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**3-5-ETS1-3.** Plan and carry out fair tests in which variables are controlled and failure points are considered to identify aspects of a model or prototype that can be improved. 3-5-ETS1-3