KINDERGARTEN SCIENCE

Science and Engineering Practices
- Asking Questions or Defining Problems
- Developing and Using Models
- Planning and Carrying Out Investigations
- Analyzing and Interpreting Data
- Using Mathematics and Computational Thinking
- Constructing Explanations and Designing Solutions
- Engaging in Argument from Evidence
- Obtaining, Evaluating, and Communicating Information

Weather Patterns: Weather is the combination of sunlight, wind snow or rain, and temperature in a region and can be forecasted to prepare communities.

- Obtain, evaluate, and communicate information about local, observable weather conditions to describe patterns over time.
- Obtain, evaluate, and communicate information on the effect of forecasted weather patterns on human behavior.
- Carry out an investigation using the five senses, to determine the effect of sunlight on different surfaces and materials.
- Design a solution that will reduce the warming effect of sunlight on an area.

Living Things and Their Surroundings: Living things and their surroundings have an effect on one another.

- Obtain, evaluate, and communicate information to describe patterns of what living things (plants and animals, including humans) need to survive.
- Obtain, evaluate, and communicate information about patterns in the relationships between the needs of different living things (plants and animals, including humans) and the places they live.
- Obtain, evaluate, and communicate information about how living things (plants and animals, including humans) affect their surroundings to survive.
- Design and communicate a solution to address the effects that living things (plants and animals, including humans) experience while trying to survive in their surroundings.

Forces, Motion, and Interactions: The motion of objects can be observed and described by the strength and direction.
- Plan and conduct an investigation to compare the effects of different strengths or different directions of forces on the motion of an object.
- Analyze data to determine how a design solution causes a change in the speed or direction of an object with a push or a pull.

Davis School District
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