

Grade K			
Revised Report Card Standards			
Old Report Card	Revised Report Card	NGSS	
			Motion and Stability: Forces and interactions
describes and understands similarities and differences in objects.	Demonstrates understanding of push and pull forces on objects	Push and Pull	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.
describes and understands similarities and differences in living things.			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.*
describes and understands daily and seasonal weather conditions.			K-PS3 Energy
describes and understands the difference between natural and manmade objects.	Demonstrates understanding of the effects of sunlight on the earth	Weather	K-PS3-1. Make observations to determine the effect of sunlight on Earth's surface.
applies science inquiry skills			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-LS1 From Molecules to Organisms: Structures and Processes
	Demonstrates understanding of how plants and animals grow and survive	Plants and Animals	K-LS1-1. Use observations to describe patterns of what plants and animals (including humans) need to survive.
			K-ESS2 Earth's Systems
	Answer questions, make observations and gather information about their natural world		K-ESS2-1. Use and share observations of local weather conditions to describe patterns over time.
	Use tools and materials provided to solve a specific problem.		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-ESS3 Earth and Human Activity
			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-ESS3-2. Ask questions to obtain information about the purpose of weather forecasting to prepare for, and respond to, severe weather.
			K-ESS3-3. Communicate solutions that will reduce the impact of humans on the land, water, air, and/or other living things in the local environment.
			K-2-ETS1 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-ETS1-2. 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-ETS1-3. Analyze data from tests of two objects designed to solve the same problem to compare the strengths and weaknesses of how each performs.