

Wright City Science Curriculum
(Kindergarten)

Grade	Kindergarten
Unit of Study	Forces and Motion
Length of Unit	10 Days
Sample Essential Questions	Sample Corresponding Big Ideas
What is a push?	A push is moving an object away from you.
What is a pull?	A pull is moving an object toward you.
How can we cause an object to go faster or slower?	We can cause an object to move faster or slower by pushing or pulling it harder or softer.
How can we cause an object to change direction?	We can cause an object to change direction by placing obstacles in the path of movement.

Missouri Learning Standards	
Priority Standards	Supporting Standards
<u>K.PS2.A.1</u> : 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.	
<u>K.PS2.A.2</u> : Describe ways to change the motion of an object. (how to cause an object to go faster, slower, farther, change directions, stop)	
<u>K.ETS1.C.1</u> : Analyze data from tests of two objects designed to solve the same problem to compare the strengths and weaknesses of how each performs.	

Unit 1 Sequence			
MLS	Topic(s)	Learning Targets	Academic Vocabulary
K.PS2.A.1	Forces and Motion	I can plan and conduct an investigation to compare pushes and pulls on an object.	Plan, conduct, compare, push, pull
K.PS2.A.2	Forces and Motion	I can describe ways to change the motion of an object.	Describe, change, motion
K.ETS1.C.1	Engineering	I can analyze data and compare	Analyze, data, compare

MLS	Learning Activities	
	Day 1: Push	Must... ▾
	Day 2: Pull	Must... ▾
	Day 3: Pushes and Pulls Move Things	Must... ▾
	Day 4: Strong and Soft Pushes	Must... ▾
	Day 5: Strong and Soft Pushes	Must... ▾
	Day 6: Investigation Day	Must... ▾
	Day 7: Faster or Slower	Must... ▾
	Day 8: Stop or Turn	Must... ▾
	Day 9: Solve a Problem	Must... ▾
	Day 10: Show What You Know	Must... ▾
		Must... ▾

Assessments		
MLS	Description or Location	Rubric/Location
	KinderScience Unit 5	
	Push and Pull cards	

Additional Resources
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