



Student Standards
Science Grade K







Inspire Science

Grade K Version 2

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This exciting and easy-to-use K-5 science learning experience with integrated literacy and math will enable students to be a scientist while leveraging and honing their literacy and math skills. With *Inspire Science*, meeting science standards while reinforcing Common Core literacy and math requirements has never been easier. Each module provides an immersive, in-depth exploration that helps students grasp key science topics through an engaging and easy-to-use digital experience.

PERFORMANCE EXPECTATIONS	MODULE - LESSON
N AND STABILITY: FORCES AND INTERACTIONS	
<p>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.</p>	<p>MODULE-LESSON:</p> <p>Force and Motion>Lesson 2: When Objects Collide >Launch Presentation>>Elaborate>Inquiry Activity: Bottle Bowling</p> <p>Force and Motion>Lesson 2: When Objects Collide >Launch Presentation>>Evaluate>Performance Task: Balls Colliding</p> <p>Force and Motion>Lesson 2: When Objects Collide >Launch Presentation>>Explore>Inquiry Activity: Marbles Collide</p> <p>Force and Motion>Lesson 3: Direction and Force >Launch Presentation>>Explore>Inquiry Activity: Changing the Way an Object Goes</p>



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PERFORMANCE EXPECTATIONS	MODULE - LESSON
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.*	MODULE-LESSON: Force and Motion>Lesson 2: When Objects Collide >Launch Presentation>>Elaborate>Inquiry Activity: Bottle Bowling Force and Motion>Lesson 3: Direction and Force >Launch Presentation>>Explore>Inquiry Activity: Changing the Way an Object Goes
ENERGY	
Make observations to determine the effect of sunlight on Earth’s surface.	MODULE-LESSON: Energy and the Sun>Lesson 1: Sunlight and Earth’s Surface>Launch Presentation>>Elaborate>Inquiry Activity: Sunlight and Earth’s Surface Energy and the Sun>Lesson 1: Sunlight and Earth’s Surface>Launch Presentation>>Explore>Inquiry Activity: Sunlight and Water
Use tools and materials to design and build a structure that will reduce the warming effect of sunlight on an area.	MODULE-LESSON: Energy and the Sun>Lesson 1: Sunlight and Shade>Launch Presentation>>Evaluate>Performance Task: Draw and Animal Shelter Energy and the Sun>Module Wrap Up>Launch Presentation>>Performance Project: Design a Structure to Make Shade
FROM MOLECULES TO ORGANISMS: STRUCTURES AND PROCESSES	
Use observations to describe patterns of what plants and animals (including humans) need to survive.	MODULE-LESSON: Plants and Animals>Lesson 1: Plant and Animal Needs>Launch Presentation>>Evaluate>Performance Task: Create a Survival Graph Plants and Animals>Lesson 1: Plant and Animal Needs>Launch Presentation>>Explain>Inquiry Activity: Picture Cards Plants and Animals>Lesson 1: Plant and Animal Needs>Launch Presentation>>Explain>Talk About It: What needs of plants and animals are the same? What needs are different? Plants and Animals>Lesson 1: Plant and Animal Needs>Launch Presentation>>Explore>Inquiry Activity: Plant and Animal Needs

PERFORMANCE EXPECTATIONS	MODULE - LESSON
EARTH'S SYSTEMS	
Use and share observations of local weather conditions to describe patterns over time.	MODULE-LESSON: Weather>Lesson 1: Describe Weather>Launch Presentation>  >Explore>Inquiry Activity: Weather Graph
Construct an argument supported by evidence for how plants and animals (including humans) can change the environment to meet their needs.	MODULE-LESSON: Impacts on Earth's Systems>Lesson 1: Plants Change Environments>Launch Presentation>  >Explain>Quick Check: Cause and Effect Impacts on Earth's Systems>Lesson 1: Plants Change Environments>Launch Presentation>  >Explain>Talk About It: How do plants change... Impacts on Earth's Systems>Lesson 2: Animals Change Environments>Launch Presentation>  >Evaluate>Performance Task: Beaver Dam Impacts on Earth's Systems>Lesson 2: Animals Change Environments>Launch Presentation>  >Explore>Inquiry Activity: Ant Farm Impacts on Earth's Systems>Lesson 3: People Change Environments>Launch Presentation>  >Explore>Inquiry Activity: School Changes Impacts on Earth's Systems>Module Wrap Up >Launch Presentation>  >Performance Project: Create a Poster
EARTH AND HUMAN ACTIVITY	
Use a model to represent the relationship between the needs of different plants or animals (including humans) and the places they live.	MODULE-LESSON: Plants and Animals>Lesson 3: Places Animals Grow>Launch Presentation>  >Elaborate>Inquiry Activity: Things Humans Need Plants and Animals>Lesson 3: Places Animals Grow>Launch Presentation>  >Evaluate>Performance Task: Habitat Model Plants and Animals>Module Wrap Up>Launch Presentation>  >Performance Project: Make a Diorama
Ask questions to obtain information about the purpose of weather forecasting to prepare for, and respond to, severe weather.	MODULE-LESSON: Weather>Lesson 3: Forecasting Severe Weather>Launch Presentation>  >Evaluate>Performance Task: Make a Video Weather>Lesson 3: Forecasting Severe Weather>Launch Presentation>  >Explain>Slide Show: Forecasting Weather

PERFORMANCE EXPECTATIONS	MODULE - LESSON
<p>Communicate solutions that will reduce the impact of humans on the land, water, air, and/or other living things in the local environment.</p>	<p>MODULE-LESSON: Protecting Our Earth>Lesson 2: Help Save Natural Resources>Launch Presentation>☰>Evaluate>Performance Task: Help the Environment Protecting Our Earth>Lesson 3: Reduce, Reuse, Recycle>Launch Presentation>☰>Evaluate>Performance Task: Reduce Trash Poster Protecting Our Earth>Module Wrap Up>Launch Presentation>☰>Performance Project: What Natural Resources Do You Use?</p>