

### 3rd Grade Science Checklist

#### From Molecules to Organisms: Structures and Processes

- 3-LS1-1: I can describe the life cycles of different animals and flowering plants. I can talk about similarities and differences in the life cycles of different animals and flowering plants.

#### Ecosystems: Interactions, Energy, and Dynamics

- 3-LS2-1: I can give examples of animals that form groups that help members survive.

#### Heredity: Inheritance and Variation of Traits

- 3-LS3-1: I can provide evidence that plants and animals have traits inherited from parents. I can give examples of how these traits can be similar or different in siblings.
- 3-LS3-2: I can provide examples of traits that are influenced by the places that plants and animals inhabit.

#### Biological Evolution: Unity and Diversity

- 3-LS4-1: I can describe the information that I gather by looking at fossils. I can give information about organisms and their environments based on what I learn from looking at fossils.
- 3-LS4-2: I can explain how similarities and differences in characteristics among animals of the same species provide advantages for the survival of the species.
- 3-LS4-3: I can give reasons for why some organisms survive well in an environment while others do not.
- 3-LS4-4: I can discuss solutions to problems caused by environmental changes. I can talk about how environmental changes can cause problems for animals and plants that live in the environment.

#### Earth's Systems

- 3-ESS2-1: I can use tables and graphs to represent typical weather conditions for a given season.
- 3-ESS2-2: I can describe climates in different regions of the world.
- 3-ESS3-1: I can discuss solutions to dangers caused by extreme weather conditions. I can examine different solutions to the dangers and figure out whether or not they are good solutions.

#### Motion and Stability: Forces and Interactions

- 3-PS2-1: I can show the effects of balanced and unbalanced forces on the motion of an object.
- 3-PS2-2: I can use my observations of an object's motion to make predictions about the object's future motion.
- 3-PS2-3: I can give examples of cause and effect relationships of electric interactions between two objects that are not touching. I can give examples of cause and effect relationships of magnetic interactions between two objects that are not touching.
- 3-PS2-4: I can solve a problem using magnets.

#### Engineering Design

- 3-5-ETS1-1: I can find a design that needs to be fixed. I can define what a successful design would involve. I can plan the amount of materials, time, or money that it would take to complete the fix.
- 3-5-ETS1-2: I can evaluate possible solutions to a problem when presented with more than

one solution. I can discuss which solution would work best and tell you why.

- 3-5-ETS1-3: I can test a model or prototype so that I can figure out what improvements are needed.