

## Grade 1 Science Checklist

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### Related Schoolwide Learner Outcomes

#### **Physical Science: Waves and their Applications in Technologies for Information Transfer**

- ☐ 1-PS4-1: I can show you that vibrating materials can make sounds. I can show you that sound can make materials vibrate.
- ☐ 1-PS4-2: I can give examples that prove that objects can only be seen in the light or when an object is viewed with a light source.
- ☐ 1-PS4-3: I can show you what happens when you put different kinds of materials in the path of a beam of light. I can explain the difference between what happens with the different kinds of materials.
- ☐ 1-PS4-4: I can use light to communicate with people over a distance. I can use sound to communicate with people over a distance. I can explain how I used light or sound to communicate over a distance.

#### **Life Science: From Molecules to Organisms - Structure and Processes**

- ☐ 1-LS1-1: I can create a solution for a human problem by using what I know about how plants and animals use their external parts to help them survive, grow, and meet their needs.
- ☐ 1-LS1-2: I can tell you things that are similar and things that are different about the ways that parents help their babies survive.

#### **Life Science: Heredity - Inheritance and Variation in Traits**

- ☐ 1-LS1-3: I can tell you how young plants and animals are the same as their parents. I can tell you how young plants and animals are different from their parents.

#### **Earth and Space Science: Earth's Place in the Universe**

- ☐ 1-ESS1-1: I can use what I know about the sun, moon, and stars to find patterns that can be predicted.
- ☐ 1-ESS1-2: I can keep track of the amount of daylight at different times of the year.

## **Engineering Design**

- ☐ K-2-ETS1-1: I can find out about simple problems that people that I know what to change and figure out how to solve them. I can talk about how a problem can be fixed. I can talk about the solution that I have created and why it will help solve the problem.
- ☐ K-2-ETS1-2: I can create a drawing that shows how the shape of an object makes it work the way it is supposed to work.
- ☐ K-2-ETS1-3: I can compare two objects that were made to solve the same problem and talk about the strengths and weaknesses of both objects.