

NGSS Grade 1 Standards Conceptual Flow Map

*conceptual flow map is a working draft and subject to revisions throughout the year

Unit/Estimated Dates	Phenomena/ Topic	Standards
<p style="text-align: center;">Unit 1 Plant Shapes</p> <p style="text-align: center;">Dates</p>	<ul style="list-style-type: none"> ● Parts of Plants ● Parts of Animals ● Plant Survival ● Animal Survival ● Plant Trait Inheritance and Variation 	<p>1-LS1-1 Use materials to design a solution to a human problem by mimicking how plants and/or animals use their external parts to help them survive, grow, and meet their needs.*</p> <p>1-LS3-1 Make observations to construct an evidence-based account that young plants and animals are like, but not exactly like, their parents.</p> <p>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.</p>
<p style="text-align: center;">Unit 2 Animal Sounds</p> <p style="text-align: center;">Dates</p>	<ul style="list-style-type: none"> ● Sound ● Communication ● Protecting the Young ● Animal Trait Inheritance and Variation 	<p>1-PS4-1 Plan and conduct investigations to provide evidence that vibrating materials can make sound and that sound can make materials vibrate.</p> <p>1-PS4-4 Use tools and materials to design and build a device that uses light or sound to solve the problem of communicating over a distance.*</p> <p>1-LS1-2 Read texts and use media to determine patterns in behavior of parents and offspring that help offspring survive.</p> <p>1-LS3-1 Make observations to construct an evidence-based account that young plants and animals are like, but not exactly like, their parents.</p> <p>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.</p> <p>K-2-ETS1-2 Develop a simple sketch, drawing, or physical model to illustrate how the shape of an</p>

		<p>object helps it function as needed to solve a given problem.</p> <p>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.</p>
<p>Unit 3 Shadows and Light</p> <p>Dates</p>	<ul style="list-style-type: none"> • Behavior of Light 	<p>1-PS4-2 Make observations to construct an evidence-based account that objects can be seen only when illuminated.</p> <p>1-PS4-3 Plan and conduct investigations to determine the effect of placing objects made with different materials in the path of a beam of light.</p>
<p>Unit 4 Patterns of Motion of Objects in the Sky</p> <p>Dates</p>	<ul style="list-style-type: none"> • Patterns in Space • Seasonal Patterns 	<p>1-ESS1-1 Use observations of the sun, moon, and stars to describe patterns that can be predicted.</p> <p>1-ESS1-2 Make observations at different times of year to relate the amount of daylight to the time of year.</p>