

**Green Township School District
Grade 1 Marking Period Science Benchmarks**

Report Card Indicators				
1-PS4 Waves and their Applications in Technologies for Information Transfer		MP #1	MP #2	MP #3
1-PS4-1. Plan and conduct investigations to provide evidence that vibrating materials can make sound and that sound can make materials vibrate.	<ul style="list-style-type: none"> Plan and conduct investigations to provide evidence that vibrating materials can make sound. 			
	<ul style="list-style-type: none"> Plan and conduct investigations to provide evidence that sound can make materials vibrate. 			
1-PS4-2. Make observations to construct an evidence-based account that objects can be seen only when illuminated	<ul style="list-style-type: none"> Make observations to construct an evidence-based account that objects can be seen only when illuminated. 			
1-PS4-3. Plan and conduct an investigation to determine the effect of placing objects made with different materials in the path of a beam of light.	<ul style="list-style-type: none"> Plan an investigation to determine the effect of placing objects made with different materials in the path of a beam of light. 			
	<ul style="list-style-type: none"> Conduct an investigation to determine the effect of placing objects made with different materials in the path of a beam of light. 			
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.	<ul style="list-style-type: none"> Use tools and materials to design a device that uses light or sound to solve the problem of communicating over a distance. 			
	<ul style="list-style-type: none"> Use tools and materials to build a device that uses light or sound to solve the problem of communicating over a distance. 			
1-LS1 From Molecules to Organisms: Structures and Processes		MP #1	MP #2	MP #3

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.	<ul style="list-style-type: none"> Use materials to design a solution to a human problem by mimicking how animals use their external parts to help them survive, grow, and meet their needs. 			
	<ul style="list-style-type: none"> Use materials to design a solution to a human problem by mimicking how plants use their external parts to help them survive, grow, and meet their needs. 			
1-LS1-2. Read texts and use media to determine patterns in behavior of parents and offspring that help offspring survive	<ul style="list-style-type: none"> Read texts to determine patterns in behavior of parents and offspring that help offspring survive. 			
	<ul style="list-style-type: none"> Use media to determine patterns in behavior of parents and offspring that help offspring survive. 			
1-LS3 Heredity: Inheritance and Variation of Traits		MP #1	MP #2	MP #3
1-LS3-1. Make observations to construct an evidence-based account that young plants and animals are like, but not exactly like, their parents.	<ul style="list-style-type: none"> Make observations to construct an evidence-based account that young plants are like, but not exactly like, their parents. 			
	<ul style="list-style-type: none"> Make observations to construct an evidence-based account that young animals are like, but not exactly like, their parents. 			
1-ESS1 Earth's Place in the Universe		MP #1	MP #2	MP #3
1-ESS1-1. Use observations of the sun, moon, and stars to describe patterns that can be predicted.	<ul style="list-style-type: none"> Use observations of the sun to describe patterns that can be predicted. 			
	<ul style="list-style-type: none"> Use observations of the moon to describe patterns that can be predicted. 			
	<ul style="list-style-type: none"> Use observations of the stars to describe patterns that can be predicted. 			
1-ESS1-2. Make observations at different times of year to relate the amount of daylight to the time of year.	<ul style="list-style-type: none"> Make observations at different times of year to relate the amount of daylight to the time of year. 			

K-2-ETS1 Engineering Design		MP #1	MP #2	MP #3
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.	<ul style="list-style-type: none"> Ask questions 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. 			
	<ul style="list-style-type: none"> Make observations 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. 			
	<ul style="list-style-type: none"> 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. 			
K-2-ETS1-2. Develop a simple sketch, drawing, or physical model to illustrate how the shape of an object helps it function as needed to solve a given problem.	<ul style="list-style-type: none"> Develop a simple sketch or drawing to illustrate how the shape of an object helps it function as needed to solve a given problem. 			
	<ul style="list-style-type: none"> Develop a simple physical model to illustrate how the shape of an object helps it function as needed to solve a given problem. 			
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	<ul style="list-style-type: none"> Analyze data from tests of two objects designed to solve the same problem to compare the strengths and weaknesses of how each performs 			