

**Green Township School District
Kindergarten Marking Period Science Benchmarks**

Report Card Indicators				
K-PS2 Motion and Stability: Forces and interactions		MP #1	MP #2	MP #3
K-PS2-1. 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.	<ul style="list-style-type: none"> Plan an investigation to compare the effects of different strengths or different directions of pushes and pulls on the motion of an object. 			
	<ul style="list-style-type: none"> Conduct an investigation to compare the effects of strengths or different directions of pushes and pulls on the motion of an object. 			
K-PS2-2. 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.*	<ul style="list-style-type: none"> Analyze data to determine if a design solution works as intended to change the speed of an object with a push or a pull. 			
	<ul style="list-style-type: none"> Analyze data to determine if a design solution works as intended to change the of an object with a push or a pull. 			
K-PS3 Energy		MP #1	MP #2	MP #3
K-PS3-1. Make observations to determine the effect of sunlight on Earth's surface.	<ul style="list-style-type: none"> Make observations to determine the effects of sunlight on the earth's surface 			
K-PS3-2. Use tools and materials to design and build a structure that will reduce the warming effect of sunlight on an area.	<ul style="list-style-type: none"> Use tools design and build a structure that will reduce the warming effect of sunlight on an area. 			
	<ul style="list-style-type: none"> Use materials to design and build a structure that will reduce the warming effect of sunlight on an area. 			
K-LS1 From Molecules to Organisms: Structures and Processes		MP #1	MP #2	MP #3
K-LS1-1. Use observations to describe patterns of what	<ul style="list-style-type: none"> Use observations to describe patterns of what plants need to survive. 			
	<ul style="list-style-type: none"> Use observations to describe patterns of what animals (including humans) 			

plants and animals (including humans) need to survive.	need to survive.			
K-ESS2 Earth's Systems		MP #1	MP #2	MP #3
K-ESS2-1. Use and share observations of local weather conditions to describe patterns over time.	<ul style="list-style-type: none"> • Use observations of local weather conditions to describe patterns over time. 			
	<ul style="list-style-type: none"> • Share observations of local weather conditions to describe patterns over time. 			
K-ESS2-2. Construct an argument supported by evidence for how plants and animals (including humans) can change the environment to meet their needs	<ul style="list-style-type: none"> • Construct an argument supported by evidence for how plants can change the environment to meet their needs 			
	<ul style="list-style-type: none"> • Construct an argument supported by evidence for animals (including humans) can change the environment to meet their needs 			
K-ESS3 Earth and Human Activity		MP #1	MP #2	MP #3
K-ESS3-1. Use a model to represent the relationship between the needs of different plants or animals (including humans) and the places they live.	<ul style="list-style-type: none"> • Use a model to represent the relationship between the needs of different plants and the places they live. 			
	<ul style="list-style-type: none"> • Use a model to represent the relationship between the needs of different animals (including humans) and the places they live. 			
K-ESS3-2. Ask questions to obtain information about the purpose of weather forecasting to prepare for, and respond to, severe weather	<ul style="list-style-type: none"> • Ask questions to obtain information about the purpose of weather forecasting to prepare for severe weather 			
	<ul style="list-style-type: none"> • Ask questions to obtain information about the purpose of weather forecasting to prepare for severe weather 			
K-ESS3-3. Communicate solutions that will reduce the impact of humans on the land, water, air, and/or other living things in the local environment.	<ul style="list-style-type: none"> • Communicate solutions that will reduce the impact of humans on the land,. • Communicate solutions that will reduce the impact of humans on the water in the local environment. • Communicate solutions that will reduce the impact of humans on the air in the local environment. • Communicate solutions that will reduce the impact of humans on organisms 			

	in the local environment.			
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 			