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| 01 - Plan and conduct investigations to provide evidence that vibrating materials can make sound and that sound can make materials vibrate. |
| 01 - Make observations to construct an evidence-based account that objects can be seen only when illuminated.  |
| 01 - Plan and conduct an investigation to determine the effect of placing objects made with different materials in the path of a beam of light.  |
| 01 - Use tools and materials to design and build a device that uses light or sound to solve the problem of communicating over a distance.\*  |
| 01 - 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.\*  |
| 01 - Read texts and use media to determine patterns in behavior of parents and offspring that help offspring survive.  |
| 01 - Make observations to construct an evidence-based account that young plants and animals are like, but not exactly like, their parents.  |
| 01 - Use observations of the sun, moon, and stars to describe patterns that can be predicted.  |
| 01 - Make observations at different times of year to relate the amount of daylight to the time of year.  |
| 01 - 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. |
| 01 - Develop a simple sketch, drawing, or physical model to illustrate how the shapes of an object helps it function as needed to solve a given problem |
| 01 - Analyze data from tests to two objects designed to solve the same problem to compare the strengths and weaknesses of how each performs. |