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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. |