

**Sheridan County School District #3**  
**2019-2020**  
**1st Science Priority Standards**  
*(09/17/19)*

<b>Physical Science</b>		<b>1.PHY</b>
<i>Waves and their Application in Technologies for Information Transfer</i>		
1.PS4-1	Plan and conduct investigations to provide evidence that vibrating materials can make sound and that sound can make materials vibrate.	
1.PS4.-2	Make observations to construct and evidence-based account that objects in darkness can be seen only when illuminated.	
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.	
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.	
<b>Life Science</b>		<b>1.LS</b>
<i>From Molecules to Organisms: Structure and Processes</i>		
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.	
1.LS1-2	Read Texts and use media to determine patterns in behavior of parents and offspring that help offspring survive.	
<i>Heredity: Inheritance and Variation of Traits</i>		
1.LS3.-1	Make observations to construct an evidence-based account that young plants and animals are like, but not exactly like their parents.	
<b>Earth &amp; Space</b>		<b>1.ESS</b>
<i>Earth's Place in the Universe</i>		
1.ESS1-1	Use observations of the sun, moon, and 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.	
<b>Engineering, Technology and Applications of Science</b>		<b>K-2.ETS</b>
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.	
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.	
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.	