

Science Curriculum Map

Grade: 1

Solids and Liquids/ Physical Science

Enduring Understanding: Students will understand that materials can exist in different states of matter—solids, liquids, and gases. They will investigate and describe the properties of solids and liquids and observe interactions between various materials.

Priority EALRs/GLEs	Big Ideas	Materials/Resources	Assessment
<p>1.1 Properties of systems (PR) PR 1.1.1 Understand simple properties of common natural and manufactured materials and objects.</p> <ul style="list-style-type: none"> • Identify and describe a property of an object. • Sort common materials and objects using a simple property (e.g., texture, color, size, shape). • Sort common objects by multiple simple properties (e.g., texture and color; size and shape). • Identify and describe the differences between common natural and manufactured materials and objects using properties. <p>PR1.1.2 Understand the position and motion of common objects.</p> <ul style="list-style-type: none"> • Know that things may move in many different ways. (i.e. back and forth, fast and slow, round and round, straight) • Describe that the way to change how something is moving is to give it a push or pull. <p>PR 1.1.5 Nature and Properties of Earth Materials</p> <ul style="list-style-type: none"> • Illustrate and tell about the properties of water as a solid and liquid. 	<p>Classify, sort, categorize, illustrate</p> <p>Is there motion in the system?</p> <p>Properties of water</p>	<p>FOSS Kit</p> <p>www.k12.wa.us www.marcopolo.wednet.edu www.teachersdomain.org www.nettrekker.com www.fossweb.com www.enchantedlearning.com www.discoverykids.com www.BillNye.com www.UnitedStreaming.com</p> <p>See Grade Level Vocabulary List in Teachers Guide</p>	<p>FOSS Kit</p> <p>Key Concepts</p> <ul style="list-style-type: none"> • Change • Crystal • Dissolve • Evaporate • Foam • Layer • Liquid • Opaque • Property • Transparent • Viscous

<p>1.2 Structure of Systems (ST) ST 1.2.1 Systems Approach</p> <ul style="list-style-type: none"> • Describe how the parts of objects, organisms, and materials go together. • Construct simple devices to do common tasks using common materials and explain how the parts depend on each other (e.g. cardboard, wood, clay, rubber bands). <p>1.3 Changes in systems (CH) CH 1.3.3 Know that water can exist in different states: solid and liquid.</p> <ul style="list-style-type: none"> • Observe and record water changing from solid to liquid. • Describe the physical properties of water in solid and liquid states (e.g., hard, cold, wet). <p>2.1 Investigating Systems (IN) IN 2.1.1. Understand how to ask a question about objects, organisms, and events in the environment.</p> <ul style="list-style-type: none"> • Wonder and ask questions about objects, organisms, and events based on observations of the natural world. <p>IN 2.1.2. Understand how to plan and conduct simple investigations following all safety rules.</p> <ul style="list-style-type: none"> • Make observations and record characteristics or properties. • Make predictions of the results of an investigation. • Plan and conduct an observational investigation that collects information 	<p>Functions of a part, parts depend on each other, parts are missing, inputs outputs, inputs changed-outcome.</p> <p>“states of water”</p> <p>Questioning</p> <p>Plan and conduct safe investigations.</p>		
---	---	--	--

<p>measurement are used by scientists to describe the world.</p> <ul style="list-style-type: none"> • Raise questions about the natural world and seek answers by making careful observations and trying things out. • Make observations and measurements about natural phenomena. <p>IN 2.2.3. Understand that similar may not produce similar results.</p> <ul style="list-style-type: none"> • Observe the procedures of two similar investigations and explain that they produce different results. <p>IN 2.2.5. Know that ideas in science change as new scientific evidence arises.</p> <ul style="list-style-type: none"> • Tell how scientific inquiry results in facts, unexpected findings, ideas, evidence, and explanations. <p>3.1 Application (DE)</p> <p>DE 3.1.2. Understand how to construct and test a solution to a problem.</p> <ul style="list-style-type: none"> • Propose, construct, and test a solution to a problem. <ul style="list-style-type: none"> o Give examples of possible solutions to the problem o Select and construct a solution to the problem o Test a solution to the problem 	<p>Understand Scientific method.</p> <p>Design and test solutions.</p>		
--	--	--	--