

## Earth and Human Activity

Standard	Learning Objective	Clarification Statement
<p><b>K.ESS3.1</b> Use a model to represent the relationship between the needs of different plants or animals (including humans) and the places they live.</p> <p>Assessment Boundary: <i>None.</i></p>	<p><b>1.1</b> Relate the <b>needs of plants</b> to the places they live.</p> <p><b>1.2</b> Relate the <b>needs of animals</b> to the places they live.</p>	Examples of relationships could include that deer eat buds and leaves; therefore, they usually live in forested areas; and, grasses need sunlight so they often grow in meadows. Plants, animals, and their surroundings make up a system.
<p><b>K.ESS3.2</b> Ask questions to obtain information about the purpose of weather forecasting to prepare for, and respond to, severe weather.</p> <p>Assessment Boundary: <i>None.</i></p>	<p><b>2.0</b> Describe the <b>purpose of weather forecasting.</b></p>	Emphasis is on local forms of severe weather.
<p><b>K.ESS3.3</b> Communicate solutions that will reduce the impact of humans on the land, water, air, and/or other living things in the local environment.</p> <p>Assessment Boundary: <i>None.</i></p>	<p><b>3.0</b> Identify ways to reduce the <b>impact of humans on the environment.</b></p>	Examples of human impact on the land could include cutting trees to produce paper and using resources to produce bottles. Examples of solutions could include reusing paper and recycling cans and bottles.

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## Kindergarten – Engineering, Technology & Applications of Science

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## Engineering Design

Standard	Learning Objective	Clarification Statement
<p><b>K.ETS1.1</b> 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.</p> <p>Assessment Boundary: <i>None.</i></p>	<p><b>1.0</b> Develop a better way to <b>solve a problem.</b></p>	Not available.
<p><b>K.ETS1.2</b> 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.</p> <p>Assessment Boundary: <i>None.</i></p>	<p><b>2.0</b> Develop a model to illustrate <b>how the shape of an object helps it function.</b></p>	Not available.
<p><b>K.ETS1.3</b> Analyze data from tests of two objects designed to solve the same problem to compare the strengths and weaknesses of how each performs.</p> <p>Assessment Boundary: <i>None.</i></p>	<p><b>3.0</b> <b>Analyze data from tests of two objects designed to solve the same problem.</b></p>	Not available.