Pennsylvania Integrated Standards for Science, Environment, Ecology, Technology and Engineering (Grades K–5) ¹²

Kindergarten

Earth and Space Sciences

Earth and Human Activity

- 1. Use a model to represent the relationship between the needs of different plants or animals (including humans) and the places they live.
- 2. Ask questions to obtain information about the purpose of weather forecasting to prepare for, and respond to, severe weather.
- 3. Communicate solutions that will reduce the impact of humans on the land, water, air, and/or other living things in the local environment.

Earth's Systems

- 1. Use and share observations of local weather conditions to describe patterns over time.
- 2. Construct an argument supported by evidence for how plants and animals (including humans) can change the environment to meet their needs.

¹ Across grades K-5, all of the core ideas in Table 1 are covered, but not every discipline or core idea is reflected at every grade.

² The language of the standards is adapted, informed by or taken from the: National Research Council. (2012). *A framework for K-12 science education: Practices, crosscutting concepts, and core ideas*. North American Association for Environmental Education (2019) *K–12 environmental education: Guidelines for excellence;* International Society for Technology in Education Standards. (2019). *ISTE standards for students; International Technology and Engineering Educators Association (ITEEA) (2020); NGSS Lead States. (2013).* Next generation science standards: For states, by states; Standards for technological and engineering literacy: The role of technology and engineering in STEM education. National Council for Agricultural Education. (2015); International Society for Technology in Education. (2019). *ISTE Standards for students.* Agriculture, food and natural resources (AFNR) career cluster content standards; Pennsylvania State Board of Education. (2002). Academic standards for science and technology; Pennsylvania Department of Education. (2002). Safety guidelines for elementary and technology education teachers; Pennsylvania Department of Education. (n.d.). Pennsylvania career ready skills continuum; Standards for Technological and Engineering Literacy. (2020); Pennsylvania Association for Environmental Educators. (September 2015). Pennsylvania environmental literacy plan Pennsylvania State Board of Education. (2002). Academic standards for environment and ecology. North American Association for Environmental Education. (2014). State environmental literacy plans: 2014 status report.

Life Science

From Molecules to Organisms: Structures and Processes

1. Use observations to describe patterns of what plants and animals (including humans) need to survive.

Physical Science

Motion and Stability: Forces and Interactions

- 1. Plan and conduct an investigation to compare the effects of different strengths or different directions of pushes and pulls on the motion of an object.
- 2. Analyze data to determine if a design solution works as intended to change the speed or direction of an object with a push or a pull.

Energy

- 1. Make observations to determine the effect of sunlight on Earth's surface.
- 2. Use tools and materials to design and build a structure that will reduce the warming effect of sunlight on an area.

Grade 1

Earth and Space Sciences

Earth's Place in the Universe

- 1. Use observations of the sun, moon, and stars to describe patterns that can be predicted.
- 2. Make observations at different times of year to relate the amount of daylight to the time of year.

Life Science

From Molecules to Organisms: Structures and Processes

- 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.
- 2. Read texts and use media to determine patterns in behavior of parents and offspring that help offspring survive.

Heredity: Inheritance and Variation of Traits

1. Make observations to construct an evidence-based account that young plants and animals are like, but not exactly like, their parents.

Physical Science

Waves and Their Applications in Technologies for Information Transfer

- 1. Plan and conduct investigations to provide evidence that vibrating materials can make sound and that sound can make materials vibrate.
- Make observations to construct an evidence-based account that objects can be seen only when illuminated.
- 3. Plan and conduct an investigation to determine the effect of placing objects made with different materials in the path of a beam of light.
- 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.

Grade 2

Earth and Space Sciences

Earth's Place in the Universe

1. Use information from several sources to provide evidence that Earth events can occur quickly or slowly.

Earth's Systems

- 1. Compare multiple solutions designed to slow or prevent wind or water from changing the shape of the land.
- 2. Develop a model to represent the shapes and kinds of land and bodies of water in an area.
- 3. Obtain information to identify where water is found on Earth and that it can be solid or liquid.

Life Science

Ecosystems: Interactions, Energy, and Dynamics

- 1. Plan and conduct an investigation to determine if plants need sunlight and water to grow.
- 2. Develop a simple model that mimics the function of an animal in dispersing seeds or pollinating plants.

Biological Evolution: Unity and Diversity

1. Make observations of plants and animals to compare the diversity of life in different habitats.

Matter and its Interactions

1. Plan and conduct an investigation to describe and classify different kinds of materials by their observable properties.

- 2. Analyze data obtained from testing different materials to determine which materials have the properties that are best suited for an intended purpose.
- 3. Make observations to construct an evidence-based account of how an object made of a small set of pieces can be disassembled and made into a new object.
- 4. Construct an argument with evidence that some changes caused by heating or cooling can be reversed and some cannot.

Grade 3

Earth and Space Sciences

Earth's Systems

- 1. Represent data in tables and graphical displays to describe typical weather conditions expected during a particular season.
- 2. Obtain and combine information to describe climates in different regions of the world.

Earth and Human Activity

1. Make a claim supported by evidence about the merit of a design solution that reduces the impacts of a weather-related hazard.

Life Science

From Molecules to Organisms: Structures and Processes

1. Develop models to describe that organisms have unique and diverse life cycles but all have in common birth, growth, reproduction, and death.

Ecosystems: Interactions, Energy, and Dynamics

1. Construct an argument that some animals form groups that help members survive.

Heredity: Inheritance and Variation of Traits

- 1. Analyze and interpret data to provide evidence that plants and animals have traits inherited from parents and that variation of these traits exists in a group of similar organisms.
- 2. Use evidence to support the explanation that traits can be influenced by the environment.

Biological Evolution: Unity and Diversity

1. Analyze and interpret data from fossils to provide evidence of the organisms and the environments in which they lived long ago.

- Use evidence to construct an explanation for how the variations in characteristics among individuals of the same species may provide advantages in surviving, finding mates, and reproducing.
- 3. Construct an argument with evidence that in a particular habitat some organisms can survive well, some survive less well, and some cannot survive at all.
- 4. Make a claim supported by evidence about the merit of a solution to a problem caused when the environment changes and the types of plants and animals that live there may change.

Physical Science

Motion and Stability: Forces and Interactions

- 1. Plan and conduct an investigation to provide evidence of the effects of balanced and unbalanced forces on the motion of an object.
- 2. Make and communicate observations and/or measurements of an object's motion to provide evidence that a pattern can be used to predict future motion.
- 3. Ask questions to determine cause and effect relationships of electric or magnetic interactions between two objects not in contact with each other.
- 4. Define a simple design problem that can be solved by applying scientific ideas about magnets.

Grade 4

Earth and Space Sciences

Earth's Place in the Universe

1. Identify evidence from patterns in rock formations and fossils in rock layers to support an explanation for changes in a landscape over time.

Earth's Systems

- 1. Make observations and/or measurements to provide evidence of the effects of weathering or the rate of erosion by water, ice, wind, or vegetation.
- 2. Analyze and interpret data from maps to describe patterns of Earth's features.

Earth and Human Activity

- 1. Obtain and combine information to describe that energy and fuels are derived from natural resources and their uses affect the environment.
- 2. Generate and compare multiple solutions to reduce the impacts of natural Earth processes on humans.

Life Science

From Molecules to Organisms: Structures and Processes

- 1. Construct an argument that plants and animals have internal and external structures that function to support survival, growth, behavior, and reproduction.
- Use a model to describe that animals receive different types of information through their senses, process the information in their brain, and respond to the information in different ways.

Physical Science

Waves and Their Applications in Technologies for Information Transfer

- 1. Develop a model of waves to describe patterns in terms of amplitude and wavelength and that waves can cause objects to move.
- 2. Develop a model to describe that light reflecting from objects and entering the eye allows objects to be seen.
- 3. Generate and compare multiple solutions that use patterns to transfer information.

Energy

- 1. Use evidence to construct an explanation relating the speed of an object to the energy of that object.
- 2. Make and communicate observations to provide evidence that energy can be transferred from place to place by sound, light, heat, and electric currents.
- 3. Ask questions and predict outcomes about the changes in energy that occur when objects collide.
- 4. Apply scientific ideas to design, test, and refine a device that converts energy from one form to another.

Grade 5

Earth and Space Sciences

Earth's Place in the Universe

- 1. Support an argument that differences in the apparent brightness of the sun compared to other stars is due to their relative distances from Earth.
- Represent data in graphical displays to reveal patterns of daily changes in length and direction of shadows, day and night, and the seasonal appearance of some stars in the night sky.

Earth's Systems

- 1. Develop a model using an example to describe ways the geosphere, biosphere, hydrosphere, and/or atmosphere interact.
- 2. Describe and graph the amounts and percentages of water and fresh water in various reservoirs to provide evidence about the distribution of water on Earth.

Earth and Human Activity

- 1. Obtain and combine information about ways individual communities use science ideas to protect the Earth's resources and environment.
- 2. Generate and design possible solutions to a current environmental issue, threat, or concern.

Life Science

From Molecules to Organisms: Structures and Processes

1. Support an argument that plants get the materials they need for growth chiefly from air and water.

Ecosystems: Interactions, Energy, and Dynamics

1. Develop a model to describe the movement of matter among plants, animals, decomposers, and the environment.

Physical Science

Matter and Its Interactions

- 1. Develop a model to describe that matter is made of particles too small to be seen.
- 2. Measure and graph quantities to provide evidence that regardless of the type of change that occurs when heating, cooling, or mixing substances, the total weight of matter is conserved.
- 3. Make and communicate observations and measurements to identify materials based on their properties.
- 4. Conduct an investigation to determine whether the mixing of two or more substances results in new substances.
- 5. Interpret and analyze data to make decisions about how to utilize materials based on their properties.

Motion and Stability: Forces and Interactions

1. Support an argument that the gravitational force exerted by Earth on objects is directed down.

Energy	
	Use models to describe that energy in animals' food (used for body repair, growth, motion, and to maintain body warmth) was once energy from the sun.

Standards by Grade Band

Grades K–2: Environmental Literacy and Sustainability

Agricultural and Environmental Systems and Resources

- 1. Examine how people from different cultures and communities, including one's own, interact and express their beliefs about nature.
- 2. Categorize ways people harvest, re-distribute, and use natural resources.

Environmental Literacy Skills

- 1. Explain ways that places differ in their physical characteristics, their meaning, and their value and/or importance.
- 2. Plan and carry out an investigation to address an issue in their local environment and community.

Grades K-2: Technology and Engineering

Applying, Maintaining, and Assessing Technological Products and Systems

- 1. Analyze how things work.
- 2. Identify and use everyday symbols.
- 3. Describe qualities of everyday products.

Core Concepts of Technology and Engineering

- 1. Illustrate how systems have parts or components that work together to accomplish a goal.
- 2. Safely use tools to complete tasks.
- 3. Explain that materials are selected for use because they possess desirable properties and characteristics.
- 4. Develop a plan in order to complete a task.
- 5. Collaborate effectively as a member of a team.

Design in Technology and Engineering Education

- 1. Apply design concepts, principles, and processes through play and exploration.
- 2. Demonstrate that designs have requirements.
- 3. Explain that design is a response to wants and needs.
- 4. Discuss that all designs have different characteristics that can be described.

- 5. Illustrate that there are different solutions to a design and that none are perfect.
- 6. Demonstrate essential skills of the engineering design process.
- 7. Apply skills necessary for making in design.

History of Technology

1. Discuss how the way people live and work has changed throughout history because of technology.

Impacts of Technology

- 1. Explain ways that technology helps with everyday tasks.
- 2. Illustrate helpful and harmful effects of technology.
- 3. Compare simple technologies to evaluate their impacts.
- 4. Select ways to reduce, reuse, and recycle resources in daily life.
- 5. Design new technologies that could improve their daily lives.

Influence of Society on Technological Development

- 1. Explain the needs and wants of individuals and societies.
- 2. Explore how technologies are developed to meet individual and societal needs and wants.
- 3. Investigate the use of technologies in the home and community.

Integration of Knowledge, Technologies, and Practices

- 1. Apply concepts and skills from technology and engineering activities that reinforce concepts and skills across multiple content areas.
- 2. Draw connections between technology and human experiences.

Nature and Characteristics of Technology and Engineering

- 1. Compare the natural world and human-made world.
- 2. Explain the tools and techniques that people use to help them do things.
- 3. Demonstrate that creating can be done by anyone.
- 4. Discuss the roles of scientists, engineers, technologists and others who work with technology.

Grades 3–5: Environmental Literacy and Sustainability

Agricultural and Environmental Systems and Resources

- 1. Analyze how living organisms, including humans, affect the environment in which they live, and how their environment affects them.
- 2. Make a claim about the environmental and social impacts of design solutions and civic actions, including their own actions.

Environmental Literacy Skills

- Investigate how perspectives over the use of resources and the development of technology have changed over time and resulted in conflict over the development of societies and nations.
- 2. Develop a model to demonstrate how local environmental issues are connected to larger local environment and human systems.

Sustainability and Stewardship

- 1. Critique ways that people depend on and change the environment.
- 2. Examine ways you influence your local environment and community by collecting and displaying data.
- 3. Construct an argument to support whether action is needed on a selected environmental issue and propose possible solutions.

Grades 3-5: Technology and Engineering

Applying, Maintaining, and Assessing Technological Products and Systems

- 1. Follow directions to complete a technological task.
- 2. Use appropriate symbols, numbers and words to communicate key ideas about technological products and systems.
- 3. Identify why a product or system is not working properly.
- 4. Examine information to assess the trade-offs of using a product or system.

Core Concepts of Technology and Engineering

- 1. Describe how a subsystem is a system that operates as a part of another larger system.
- 2. Illustrate how, when parts of a system are missing, it may not work as planned.
- 3. Identify the resources needed to get a technical job done, such as people, materials, capital, tools, machines, knowledge, energy, and time.

- 4. Describe the properties of different materials.
- 5. Demonstrate how tools and machines extend human capabilities, such as holding, lifting, carrying, fastening, separating, and computing.
- 6. Describe requirements of designing or making a product or system.
- 7. Create a new product that improves someone's life.

Design in Technology and Engineering Education

- 1. Illustrate that there are multiple approaches to design.
- 2. Demonstrate essential skills of the engineering design process.
- 3. Evaluate designs based on criteria, constraints, and standards.
- 4. Interpret how good design improves the human condition.
- 5. Apply universal principles and elements of design.
- 6. Evaluate the strengths and weaknesses of existing design solutions, including their own solutions.
- 7. Practice successful design skills.
- 8. Apply tools, techniques, and materials in a safe manner as part of the design process.

History of Technology

1. Create representations of the tools people made, how they cultivated to provide food, made clothing, and built shelters to protect themselves.

Impacts of Technology

- 1. Describe the helpful and harmful effects of technology.
- 2. Judge technologies to determine the best one to use to complete a given task or meet a need.
- 3. Classify resources used to create technologies as either renewable or nonrenewable.
- 4. Explain why responsible use of technology requires sustainable management of resources.
- 5. Predict how certain aspects of their daily lives would be different without given technologies.

Influence of Society on Technological Development

- 1. Determine factors that influence changes in a society's technological systems or infrastructure.
- 2. Explain how technologies are developed or adapted when individual or societal needs and wants change.

Integration of Knowledge, Technologies, and Practices

1. Demonstrate how simple technologies are often combined to form more complex systems.

2. Explain how various relationships can exist between technology and engineering and other content areas.

Nature and Characteristics of Technology and Engineering

- 1. Compare how things found in nature differ from things that are human-made, noting differences and similarities in how they are produced and used.
- 2. Describe the unique relationship between science and technology, and how the natural world can contribute to the human-made world to foster innovation.
- 3. Differentiate between the role of scientists, engineers, technologists, and others in creating and maintaining technological systems.
- 4. Design solutions by safely using tools, materials, and skills.
- 5. Explain how solutions to problems are shaped by economic, political, and cultural forces.