



inquisitive

Oklahoma Academic Standards for Science

98% Inquisitive Alignment & Coverage

inquisitive

What does it mean to be Inquisitive?

Our mission is for teachers to enjoy teaching and for students to learn with purpose and depth. Inquisitive lessons inspire wonder, curiosity and engagement by introducing science and engineering through real world phenomena and relevant focus questions. That's what it means to be Inquisitive.

Open-and-Go Lessons

Inquisitive's open-and-go lessons clearly cover the three dimensions of the NGSS and Oklahoma Academic Standards for Science (2026) so teachers can easily see the lesson objectives and be confident while teaching standards-aligned science. Inquisitive strives to reduce teachers' planning time. Simple, easy to use, and a beautiful experience on any device. With integrated and varied stimulus in each unit, Inquisitive is a comprehensive phenomena-based curriculum, made easy.

Phenomena-Based

Experiencing science through the lens of true observable phenomena offers all students a deep and meaningful learning experience. Each Inquisitive lesson centers around a phenomenon and includes a variety of learning tools to help students make the link from science to the real world.

Inquisitive Oklahoma Crosswalk

This document maps Inquisitive content to the Oklahoma Academic Standards for Science (2026). We have included the relevant Inquisitive lesson learning targets, for ease of use and reference to the clarification statements.

Oklahoma Academic Standards for Science: 98% Inquisitive coverage

Oklahoma Academic Standards for Science				NGSS Code (s)	Inquisitive Lessons (Learning Targets)
Grade Level	Discipline	Standard	Clarification Statement		
K	Physical Science	K.PS2.1 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.	Example investigations include observing the movement of different objects being pulled by a string, observing different objects pushed on a surface and up and down a ramp, or observing how two objects (e.g., toy cars, balls) interact when they collide. Observations should be collected directly through exploratory play with opportunities to work with peers to share ideas for investigations and observations.	K-PS2-1. 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.	<u>K-PS2-1</u> <u>Push and Pull</u> ● Understand that pushes and pulls are used to start and stop the motion of objects. ● Identify and classify pushes and pulls. <u>Speed It Up! Slow It Down!</u> ● Demonstrate how pushes and pulls of different strengths can cause the speed of objects to change. <u>Which Way?</u> ● Demonstrate how pushes and pulls can cause the direction of objects to change. ● Explain that when objects collide, objects will move in different directions.
		K.PS2.2 Analyze data to determine if a design solution works as intended to change the speed or direction of an object with a push or pull.*	Data should be limited to recorded observations collected through exploration-based play of a problem. Example problems could include having an object (e.g., toy car or ball) move a certain distance, follow a particular path, or knock down other objects. Designed solutions could include using or building a ramp to increase the speed of an object, or using objects that would cause another object like a toy car or ball to follow a particular path. Emphasis is on basic play as a means to develop a designed solution and test that design.	K-PS2-2. 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. *	<u>K-PS2-2</u> <u>Does It Work?</u> ● Understand that there are several ways to solve a problem. ● Analyze data from a design solution and draw a conclusion. ● Explain how changing the force acting on an object changes the speed of its motion.

		K.PS3.1 Make observations to determine the effect of sunlight on Earth's surface.	Making observations should include opportunities to directly observe surfaces (e.g., sand, soil, rocks, or playground equipment) in direct sunlight, partial sunlight, and shade with opportunities to explore and discuss observed patterns of the Sun's impact on those surfaces. Opportunities to share noticings and wonderings should be encouraged.	K-PS3-1. Make observations to determine the effect of sunlight on Earth's surface.	<u>K-PS3-1</u> <u>Sunlight Warms Earth</u> • Describe the warming effect of the sun on Earth's surface.
		K.PS3.2 Use tools and materials to design and build a structure that will reduce the warming effect of sunlight on an area.*	Examples of structures could include forms of umbrellas, canopies, and tents developed through exploratory play with a variety of materials allowing for opportunities to build and test how designed structures might minimize the warming effect of the Sun. Effectiveness can be determined by placing rocks or sand under the structure and observing the warmth or coolness of the object.	K-PS3-2. Use tools and materials to design and build a structure that will reduce the warming effect of sunlight on an area.*	<u>K-PS3-2</u> <u>Shelter from the Sun</u> • Explain negative effects from too much sunlight and heat. • Plan, design, and build a structure to provide shade and protection from the sun's light and heat.

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K	Life Science	K.LS1.1 Use observations to describe patterns of what plants and animals (including humans) need to survive.	Examples of observable patterns could include that animals need to take in food but plants do not; the different kinds of food needed by different types of animals; the requirement of plants to have light; and that all living things need water. Observations could be collected through nature walks around the playground and videos. Patterns of similarities and differences among different animals or between plants and animals should be discussed.	K-LS1-1. Use observations to describe patterns of what plants and animals (including humans) need to survive.	<u>K-LS1-1</u> <u>Staying Alive</u> ● Identify living things and nonliving things. ● State that animals need food and water to survive. ● Describe the foods that different animals eat. <u>What do Plants Need?</u> ● Identify the needs of plants to live and grow.

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K	Earth and Space Science	K.ESS2.1 Use and share observations of local weather conditions to describe patterns over time.	Examples of qualitative observations could include descriptions of weather (such as sunny, cloudy, rainy, and warm); examples of quantitative observations could include numbers of sunny, windy, and rainy days in a month. Examples of patterns could include that it is usually cooler in the morning than in the afternoon and the number of sunny days versus cloudy days in different months.	K-ESS2-1. Use and share observations of local weather conditions to describe patterns over time.	<u>K-ESS2-1</u> <u>What is Weather?</u> ● Observe the current local weather. ● Describe the weather as a combination of different conditions at a particular time. <u>Watching the Weather</u> ● Recognize the symbols used to depict weather. ● Understand that the weather changes daily. ● Record weather over time and look for patterns.
		K.ESS2.2 Construct an argument supported by evidence for how plants and animals (including humans) can change the environment to meet their needs.	Arguments center on sharing examples of how plants and animals change their environments and discussing ideas as to why those changes meet a need of plants and animals (e.g., shelter, food, room to grow). Examples of arguments could include squirrels digging in the ground to hide food, tree roots breaking sidewalks, or birds building a nest to protect their young.	K-ESS2-2. Construct an argument supported by evidence for how plants and animals (including humans) can change the environment to meet their needs.	<u>K-ESS2-2</u> <u>Change, Change, Change!</u> ● Give an example of a living thing changing its environment and explain how and why it is doing so. ● Use evidence (in images) to decide whether or an animal or plant is changing its environment.
		K.ESS3.1 Use a model to represent the relationship between the needs of different plants or animals (including humans) and the places they live.	Plants, animals, and their surroundings make up a system. Models of these systems could include drawings, physical replicas, or dramatizations that show relationships between the needs of plants and animals, and their surroundings. Examples of relationships could include squirrels needing to eat nuts and seeds, therefore, they usually live near trees; or grasses need sunlight, so they often grow in meadows with little to no trees. Opportunities for students to share noticings and wonderings should be encouraged.	K-ESS3-1. Use a model to represent the relationship between the needs of different plants or animals (including humans) and the places they live.	<u>K-ESS3-1</u> <u>This Is Home</u> ● Describe the relationships among living things, the resources they need to survive, and where those things live. ● Use a model to describe how the needs of living things are met by the places in which they live and the resources found in those places.

		K.ESS3.2 Ask questions to understand the purpose of weather forecasting to prepare for and respond to severe weather.*	Questions may arise or be encouraged through observations, interests, text, or media. Emphasis is on forecasting of local weather and how weather forecasting can help people plan for, and respond to, specific types of local weather (e.g., staying indoors during severe weather, going to cool places during heat waves).	K-ESS3-2. Ask questions to obtain information about the purpose of weather forecasting to prepare for, and respond to, severe weather.*	<u>K-ESS3-2</u> <u>Weather Warning!</u> ● Ask questions about severe weather in their local area. Describe how people plan and prepare for severe weather.
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1	Physical Science	1.PS4.1 Plan and conduct investigations to provide evidence that vibrating materials can make sound and that sound can make materials vibrate.	Examples of vibrating materials that make sound could include tuning forks, kazoos, plucking a stretched string or rubber band, and stringed instruments. Examples of sound making matter vibrate could include holding a piece of paper near a speaker making sound, placing a hand on personal larynx or mouth while humming, and holding an object near a vibrating tuning fork.	1-PS4-1. Plan and conduct investigations to provide evidence that vibrating materials can make sound and that sound can make materials vibrate.	<u>1-PS4-1</u> <u>Good Vibrations</u> ● Identify what happens when materials vibrate. ● Investigate materials and their relationship with sound. ● Determine that vibrating materials make sound. <u>Move to the Sound</u> ● Identify what happens to materials when sound is played. ● Investigate sound and its relationship to materials. ● Determine that sound can make materials vibrate.
		1.PS4.2 Make observations to construct an evidence-based account that objects can be seen only when illuminated.	Examples of observations could include those made in a completely dark room or those made in a dark room with the door slightly opened. Illumination could be from an external light source or an object giving off its own light. This can be explored with string lights, projectors, and flashlights.	1-PS4-2. Make observations to construct an evidence-based account that objects can be seen only when illuminated.	<u>1-PS4-2</u> <u>Turn on the Light!</u> ● Identify that light can cause objects to be seen. ● Investigate what happens to the appearance of objects when they are illuminated. ● Determine that some objects give off their own light, and some objects can be seen if there is a light source available.
		1.PS4.3 Plan and conduct an investigation to determine the effect of placing objects made with different materials in the path of a beam of light.	Examples of materials could include those that are transparent (e.g., clear plastic), translucent (e.g., wax paper), opaque (e.g., cardboard), and reflective (e.g., mirror).	1-PS4-3. Plan and conduct an investigation to determine the effect of placing objects made with different materials in the path of a beam of light.	<u>1-PS4-3</u> <u>Beam of Light</u> ● Identify that a beam of light shines in one direction. ● Investigate what effects a beam of light has on objects made from different materials. ● Determine that some objects allow all light to pass through, some allow a portion of the light to pass through, and some block light and create shadows. <u>Mirror, Mirror</u> ● Identify how a beam of light can reflect off objects. ● Investigate what effects a beam of light has on objects made from different materials.

					Determine that some objects allow light to bounce off them and light their surrounding space.
		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.*	Examples of devices could include a light source to send signals (e.g., lighthouses), paper cup and string “telephones,” and a pattern of drum beats.	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.*	1-PS4-4 Sounds Signals ● Identify that devices allow us to communicate. ● Design and build a device that uses sound to communicate. ● Determine communication means to send and receive information. Light Signals ● Identify what devices allow us to communicate using light. ● Design and build a device that uses light to communicate. Determine communication means to send and receive information using light.

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1	Life Science	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.*	Examples of human problems that can be solved by mimicking plant or animal solutions could include designing clothing or equipment to protect bicyclists by mimicking turtle shells, acorn shells, and animal scales; stabilizing structures by mimicking animal tails and roots on plants; keeping out intruders by mimicking thorns on branches and animal quills; and detecting intruders by mimicking eyes and ears.	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.*	<u>1-LS1-1</u> <u>How Useful!</u> ● Identify that animals use their body parts in different ways. ● Identify that animals use their body parts to survive and grow. <u>Plant Parts</u> ● Identify that plants have different external structures (parts). ● Identify that plants use these external structures to survive and grow. <u>Scaredy-Cat!</u> ● Identify that animals have body parts that capture and convey different kinds of information needed for growth and survival. ● Identify that animals respond to these stimuli with behaviors that help them survive. ● Identify that plants also respond to some external stimuli. <u>Mimic Nature</u> ● Identify that plants and animals use their body parts to survive and grow. ● Use materials to design a solution to a human problem that mimics how plants or animals use their external parts. ● Recognize that the shape and stability of structures of natural and designed objects are related to their function.
		1.LS1.2 Obtain information from media and/or text to determine patterns in the behavior of plants and animals that help offspring survive.	Examples of patterns of behaviors could include the signals that offspring make (e.g., crying, cheeping, and other vocalizations) and the responses of the parents (e.g., feeding, comforting, and protecting the offspring). Information may be obtained through observations, media, and/or text.	1-LS1-2. Read texts and use media to determine patterns in the behavior of parents and offspring that help offspring survive.	<u>1-LS1-2</u> <u>Offspring</u> ● Identify behaviors of parents and offspring that help the offspring survive. ● Read grade-appropriate texts and use media to obtain scientific information. ● Determine patterns in the natural world.

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1	Earth and Space Science	1.ESS1.1 Use observations of the Sun, Moon, and stars to describe patterns that can be predicted.	Examples of patterns could include that the Sun and Moon appear to rise in one part of the sky, move across the sky, and set; and stars other than our Sun are visible at night but not during the day.	1-ESS1-1. Use observations of the sun, moon, and stars to describe patterns that can be predicted.	<u>1-ESS1-1</u> <u>The Sun Is Out</u> - Identify that when the sun appears in the sky, it is daylight. - Observe, describe, and predict the pattern of motion of the sun as it appears in the sky. <u>Bright Moon</u> - Identify that the moon appears brighter when it is nighttime. - Identify that the moon can appear at different times during the day and night. - Observe and describe that the moon's position in the sky appears to move. <u>Starry, Starry Night</u> - Understand that the appearance of stars in the sky can be observed and predicted. - Identify that stars (other than our own sun) are visible at night but not during the day.
		1.ESS1.2 Make observations at different times of year to relate the amount of daylight to the time of year	Emphasis is on relative comparisons of the amount of daylight in the winter to the amount in the spring, fall, or summer.		<u>1-ESS1-2</u> <u>Daylight and Nighttime</u> - Identify that there is more daylight in summer. - Identify that there is more nighttime in winter.

		1.ESS3.1 Communicate solutions that will reduce the impact of humans on the land, water, air, and/or other living things in the local environment.	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.	K-ESS3-3. Communicate solutions that will reduce the impact of humans on the land, water, air, and/or other living things in the local environment.*	<u>K-ESS3-3</u> <u>Helping Earth</u> • Describe how people affect the land, water, air, and other living things in the local environment in positive and negative ways. • Communicate solutions that will reduce the impact of humans on the land, water, air, and other living things in the local community.
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2	Physical Science	2.PS1.1 Plan and conduct an investigation to describe and classify different kinds of materials by their observable properties.	Observations could include color, texture, hardness, and flexibility. Patterns could include similar properties that different materials share. Investigations could include ice and snow melting or frozen objects thawing.	2-PS1-1. Plan and conduct an investigation to describe and classify different kinds of materials by their observable properties.	<u>2-PS1-1</u> <u>What IS This Stuff?</u> • Understand that matter is all of the substances we can see and feel. • Investigate the differences between solids and liquids. • Understand that solids keep their shape while liquids take the shape of their container. <u>Sorting Our Stuff</u> • Explain that matter has properties. • Classify matter by its properties. • Observe that the properties of matter can change when heated or cooled.
		2.PS1.2 Analyze data obtained from testing different materials to determine which materials have the properties that are best suited for the intended purpose.*	Examples of properties could include strength, flexibility, hardness, texture, and absorbency (e.g., paper towels could be utilized to measure absorbency and strength).	2-PS1-2. Analyze data obtained from testing different materials to determine which materials have the properties that are best suited for an intended purpose.	<u>2-PS1-2</u> <u>The Best Materials for the Job</u> • Explain how different materials have properties that make them suited for different purposes.
		2.PS1.3 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.	Examples of pieces could include building blocks, or other assorted small objects. Provide students with the same number of pieces to create a different object.	2-PS1-3. 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.	<u>2-PS1-3</u> <u>Building New Things from Parts</u> • Identify that objects are made from parts. • Explain that an object can be disassembled into parts, and these parts can be reassembled to make something new.

		2.PS1.4 Construct an argument with evidence that some changes caused by heating or cooling can be reversed and some cannot.	Demonstrations of reversible changes could include materials such as water, butter, or crayons at different temperatures. Demonstrations of irreversible changes could include cooking an egg, freezing a plant leaf, or heating paper. Arguments center on using first-hand observations as evidence to support a claim that a material can change and go back to its original form through heating and cooling.	2-PS1-4. Construct an argument with evidence that some changes caused by heating or cooling can be reversed and some cannot.	2-PS1-4 Changes from Heating and Cooling ● Explain that heating and cooling can change matter. ● Compare and contrast changes that can be undone and cannot be undone.
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2	Life Science	2.LS2.1 Plan and conduct an investigation to determine if plants need sunlight and water to grow.	Investigations should be limited to testing one variable at a time.	2-LS2-1. Plan and conduct an investigation to determine if plants need sunlight and water to grow.	<u>2-LS2-1 Growing Plants</u> - Plan and conduct an investigation. - Collect and interpret data about plant growth. - Understand that plants need water and sunlight to grow.
		2.LS2.2 Develop a simple model that mimics the function of an animal in dispersing seeds or pollinating plants.*	Examples of models could include placing socks on the outside of students' shoes and walking outside allows socks to gather seeds, or using a pipe cleaner to move powder (like flour) from one place to another emulating flowers being pollinated by bees or other insects.	2-LS2-2. Develop a simple model that mimics the function of an animal in dispersing seeds or pollinating plants.*	<u>2-LS2-2 Animal Helpers</u> - Understand that animals help to spread seeds from plants. - Develop a simple model to demonstrate how animals help spread seeds. <u>Unbelievable Bees!</u> - Understand that animals help spread pollen from one plant to another. - Use a simple model to demonstrate how bees help spread pollen.
		2.LS4.1 Make observations of plants and animals to compare the diversity of life in different habitats.	Emphasis is on the diversity of living things in different habitats. Students could explore different habitats such as a neighborhood park, ponds, and the school playground.	2-LS4-1. Make observations of plants and animals to compare the diversity of life in different habitats.	<u>2-LS4-1 Whose Habitat Is This?</u> - Identify and describe different habitats. - Describe living things in a certain habitat. - Compare the different plants and animals that live in a certain habitat.

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2	Earth and Space Science	2.ESS1.1 Use information from several sources to provide evidence that Earth events can occur quickly or slowly.	Examples of events and timescales could include volcanic explosions and earthquakes, which happen quickly, and erosion of rocks, which occurs slowly.	2-ESS1-1. Use information from several sources to provide evidence that Earth events can occur quickly or slowly.	<u>2-ESS1-1</u> <u>Earth Changes S-l-o-w-l-y</u> • Understand that elements and features on Earth (dirt, sand, rocks, hills, mountains, rivers, lakes, and seas) change over time. • Recognize that weathering and erosion are slow changes that transform Earth's surface over a long period of time. <u>Earth Changes Fast!</u> • Understand that elements and features on Earth (soil, sand, rocks, hills, mountains, rivers, lakes, and seas) change over time. • Recognize that volcanic eruptions, earthquakes, and floods are examples of changes that happen quickly, and transform Earth's surface suddenly.
		2.ESS2.1 Compare multiple solutions designed to slow or prevent wind or water from changing the shape of the land.*	Examples of solutions could include different designs of dikes and windbreaks to hold back wind and water, and different designs for using shrubs, grass, and trees to hold back the land. Students could explore these ideas with sand tables or soil and water in large containers.	2-ESS2-1. Compare multiple solutions designed to slow or prevent wind or water from changing the shape of the land.*	<u>2-ESS2-1</u> <u>The Power of Wind and Water</u> • Understand that sudden and slow changes caused by wind and water can change the shape of the land. • Examine and discuss solutions that engineers and scientists have designed to prevent this damage from happening. • Compare solutions designed to slow or prevent wind or water from changing the shape of the land.
		2.ESS2.2 Develop a model to represent the shapes and kind of land and bodies of water in an area.	Examples could include a diagram, physical replica, or three-dimensional diorama. Models can be based on photographs, virtual images, or in-person observations.	2-ESS2-2. Develop a model to represent the shapes and kinds of land and bodies of water in an area.	<u>2-ESS2-2</u> <u>Map It!</u> • Develop a model that identifies natural landforms and bodies of water. • Understand that maps can be used to represent many types of areas.

		2.ESS2.3 Obtain information to identify where water is found on Earth and that it can be solid or liquid.	Information can be obtained through text, media, or in-person observations. Patterns can be observed through identifying where solid water (ice) is found and where liquid water can be found.	2-ESS2-3. Obtain information to identify where water is found on Earth and that it can be solid or liquid.	<u>2-ESS2-3</u> <u>Water, Water Everywhere!</u> ● Identify where water is found on Earth. ● Understand that water can be found in liquid or solid (ice) form.
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3	Physical Science	3.PS2.1 Plan and conduct investigations on the effects of balanced and unbalanced forces on the motion of an object.	Examples could include that an unbalanced force on one side of a ball can make it start moving and balanced forces pushing on a box from opposite sides will not produce any motion at all.	3-PS2-1. Plan and conduct an investigation to provide evidence of the effects of balanced and unbalanced forces on the motion of an object.	<u>3-PS2-1</u> <u>Move It!</u> ● Identify a force as a push or a pull. ● Use arrows to represent the magnitude and direction of a force. <u>Falling With Style!</u> ● Describe the forces of gravity and air resistance. ● Use arrows to accurately represent gravity and air resistance in a specific situation. ● Explain how the shape of an object affects the amount of air resistance it experiences. <u>Balancing Forces</u> ● Identify when the forces on an object are balanced or unbalanced. ● Explain how balanced and unbalanced forces affect an object's motion. ● Use arrows to represent balanced and unbalanced forces. <u>Forceful Friction</u> ● Plan and conduct an investigation to provide evidence of the effects of balanced and unbalanced forces on the motion of an object. ● Describe and represent how friction affects the motion of an object. ● Use force concepts, including friction, to explain experimental observations.
		3.PS2.2 Make observations and/or measurements of an object's motion to provide evidence that a pattern can be used to predict future motion.	Examples of motion with a predictable pattern could include a child swinging in a swing (pendulum), an object rolling down a ramp from different heights, a ball rolling back and forth in a bowl, and two children on a see-saw.	3-PS2-2. Make observations and/or measurements of an object's motion to provide evidence that a pattern can be used to predict future motion.	<u>3-PS2-2</u> <u>Patterns in Motion</u> ● Identify patterns in motion and use these patterns to predict future motion. ● Make observations and measurements to produce data that serves as the basis for evidence for an explanation of an observed phenomenon.

		3.PS2.3 Ask questions to determine cause and effect relationships of electric or magnetic interactions between two objects not in contact with each other.	Examples of an electric force could include the force on hair from an electrically charged balloon, and the electrical forces between a charged rod and pieces of paper. Examples of magnetic force could include the force between two permanent magnets, the force between an electromagnet and steel paper clips, and the force exerted by one magnet versus the force exerted by two magnets. Examples of cause and effect relationships could include how the distance between objects affects strength of the force and how the orientation of magnets affects the direction of the magnetic force.	3-PS2-3. Ask questions to determine cause-and-effect relationships of electric or magnetic interactions between two objects not in contact with each other.	3-PS2-3 Hair Raising! ● Identify electrostatic force as a non-contact force. ● Describe the interaction between two charged objects in terms of a cause and effect relationship. It's Magnetic! ● Identify when a magnetic force is at work and what types of materials are magnetic. ● Describe the interaction between two magnetic objects in terms of a cause and effect relationship.
		3.PS2.4 Define a simple design problem that can be solved by applying scientific ideas about magnets.*	Examples of problems could include a door that will not stay closed, a toy box lid that won't stay closed, or two objects that keep colliding.	3-PS2-4. Define a simple design problem that can be solved by applying scientific ideas about magnets.*	3-PS2-4 What's the Problem? ● Identify and define a problem that can be solved using magnets. ● Use their knowledge of magnets and magnetic force to design a solution to the problem.

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3	Life Science	3.LS1.1 Develop and use models to describe that organisms have unique and diverse life cycles but all have a common pattern of birth, growth, reproduction, and death.	Changes different organisms go through during their life form a pattern. Organism life cycles that can be studied include mealworms, dandelions, lima beans, dogs, and butterflies.	3-LS1-1. Develop models to describe that organisms have unique and diverse life cycles but all have in common birth, growth, reproduction, and death.	<u>3-LS1-1</u> Plant Life-From Seed to Seed ● Produce an informative model that shows the key stages in the life cycle of a plant. Animal Life Cycles ● Produce an informative model that shows the key stages in the life cycle of a chosen animal.
		3.LS2.1 Construct an argument that some animals form groups that help members survive.	Arguments could include examples of group behavior such as division of labor in a bee colony, flocks of birds staying together to confuse or intimidate predators, or wolves hunting in packs to more efficiently catch and kill prey. When animals are no longer part of their group, they may not survive as well.	3-LS2-1. Construct an argument that some animals form groups that help members survive.	<u>3-LS2-1</u> Group Work ● Construct an argument with evidence that animals form groups for different reasons. ● Understand that being part of a group helps animals survive.
		3.LS3.1 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.	Patterns are the similarities and differences in traits shared between offspring and their parents, or among siblings. Emphasis is on organisms other than humans.	3-LS3-1. 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.	<u>3-LS3-1</u> Variation of Traits ● Analyze and interpret data to provide evidence of the shared traits and variations in traits that occur in a species. Inherited Traits ● Identify and use evidence to support the idea that offspring inherit traits from their parents. ● Identify and use evidence to support the idea that siblings with the same parents will have variations in their traits.

		3.LS3.2 Use evidence to support the explanation that traits can be influenced by the environment.	Examples of the environment affecting a trait could include that normally tall plants grown with insufficient water are stunted; a pet dog that is given too much food and little exercise may become overweight; and animals who teach their offspring skills like hunting.	3-LS3-2. Use evidence to support the explanation that traits can be influenced by the environment.	3-LS3-2 Can the Environment Affect Traits? ● Identify and use evidence to support the idea that the environment of a living thing can affect both its physical and behavioral traits.
		3.LS4.1 Analyze and interpret data from fossils to provide evidence of the organisms and the environments in which they lived long ago.	Examples of data could include type, size, and distribution of fossil organisms. Examples of fossils and environments could include marine fossils found on dry land, tropic plant fossils found in Arctic areas, and fossils of extinct organisms.	3-LS4-1. Analyze and interpret data from fossils to provide evidence of the organisms and the environments in which they lived long ago.	3-LS4-1 Fossil Stories ● Describe what a fossil is and name an example of one. ● Give a simple explanation of how fossils are formed. ● Give an example of the type of information we can obtain from a fossil. ● Explain how the locations of fossils can tell us about changes to the environment over time.
		3.LS4.2 Use evidence to construct an explanation for how the variations in characteristics among individuals of the same species may provide advantages in surviving and reproducing.	Examples of cause and effect relationships could be plants that have larger thorns than other plants may be less likely to be eaten by predators; and animals that have better camouflage coloration than other animals may be more likely to survive and therefore more likely to leave offspring.	3-LS4-2. 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-LS4-2 What's My Advantage ● Use evidence to construct an explanation for why a variation in a trait gives certain individuals in a species a survival advantage.

		3.LS4.3 Construct an argument with evidence that in a particular habitat some organisms can survive well, some less well, and some cannot survive at all.	Examples of evidence could include needs and characteristics of the organisms and habitats involved. The organisms and their habitat make up a system in which the parts depend on each other. At no time should animals be put in danger to collect evidence.	3-LS4-3. 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.	<u>3-LS4-3</u> Happy in My Habitat ● Describe what a habitat is and give some examples of different habitats. ● Describe the features an animal has that enable it to survive in its habitat. ● Explain why an animal could not live in a different habitat
		3.LS4.4 Make a claim 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.*	Examples of environmental changes could include changes in land characteristics, water distribution, temperature, food, and other organisms.	3-LS4-4. Make a claim 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.*	<u>3-LS4-4</u> What Happens When Environments Change? ● Describe some of the ways that environments can change. ● Describe how changes to an environment can affect the organisms that live there. ● Evaluate the effectiveness of a solution designed to solve a problem caused by changes to an environment

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Grade Level	Discipline	Standard	Clarification Statement		
3	Earth and Space Science	3.ESS2.1 Represent data in tables and graphical displays to describe typical weather conditions expected during a particular season.	Examples of data at this grade level could include average temperature, precipitation, and wind direction.	3-ESS2-1. Represent data in tables and graphical displays to describe typical weather conditions expected during a particular season.	<u>3-ESS2-1</u> <u>Weather Watching</u> - Describe some types of weather data and how they are collected. - Represent weather data as a bar graph. - Use weather data as evidence for decisions or explanations. <u>Weather Patterns and Predictions</u> - Draw tables and graphs to analyze weather data. - Use weather data to make a decision about when to hold an outdoor event. - Use weather data from previous years to make a prediction about future weather.
		3.ESS2.2 Obtain and combine information to describe climates in different regions of the world.	Information could include hours of daylight, amount of precipitation, temperature, seasons, and wind. Descriptions could include the use of frequency tables, line plots, pictographs, and single bar graphs. Climate data should include weather conditions over multiple years.	3-ESS2-2. Obtain and combine information to describe climates in different regions of the world.	<u>3-ESS2-2</u> <u>What's Your Climate?</u> - Differentiate between the terms "weather" and "climate." - Describe some of the climates found around the world.
		3.ESS3.1 Make a claim about the merit of a design solution that reduces the impacts of a weather-related hazard.*	Examples of design solutions to weather-related hazards could include barriers to prevent flooding, wind/hail resistant roofs/windows, textured walking surfaces for ice, tornado shelters, and lightning rods. While earthquakes, volcanoes, and tsunamis are natural hazards, they are not caused by weather phenomena.	3-ESS3-1. Make a claim about the merit of a design solution that reduces the impacts of a weather-related hazard. *	<u>3-ESS3-1</u> <u>Weatherproof!</u> - Give some examples of extreme weather and the problems they cause. - Make a claim about the effectiveness of a solution for a particular weather hazard and use evidence to support the claim.

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4	Physical Science	4.PS3.1 Use evidence to construct an explanation relating the speed of an object to the energy of that object.	Energy can be moved from place to place by moving objects (e.g., wind moving a sail then moving a boat, throwing a ball, or paddling a boat). As objects increase in speed they possess more energy (e.g., ball rolling down a ramp).	4-PS3-1. Use evidence to construct an explanation relating the speed of an object to the energy of that object.	<u>4-PS3-1</u> <u>Fast Energy</u> - State that objects that are moving faster have more energy. - Use practical examples or observations as evidence to support their statement.
		4.PS3.2 Make observations to provide evidence that energy can be transferred from place to place by sound, light, heat, and electric currents.	Light, heat, sound, and electric currents transfer energy. Examples of this can include sound from a radio, light from a flashlight, the Sun heating a window pane, and currents to electronic devices. When energy is transferred it can stay in the same form or change forms.	4-PS3-2. Make observations to provide evidence that energy can be transferred from place to place by sound, light, heat, and electric currents.	<u>4-PS3-2</u> <u>Sound Moves</u> - Explain how sound is produced. - State that sound travels from one place to another, and cite practical observations as evidence. <u>Heat Moves</u> - Use their measurements and observations to explain how heat moves. - Identify how heat moves from one object to another in familiar, real-life contexts. <u>Switch the Light On!</u> - Describe how light energy travels from one place to another. - Describe how to build a circuit that changes electrical energy into light energy.
		4.PS3.3 Ask questions and predict outcomes about the changes in energy that occur when objects collide.	Collisions include any interactions between objects when they come in contact with one another and transfer energy. Emphasis is on the change in energy due to the change in speed, not forces, as objects interact.	4-PS3-3. Ask questions and predict outcomes about the changes in energy that occur when objects collide.	<u>4-PS3-3</u> <u>When Objects Collide</u> - Identify and give examples of instances of how motion energy is transferred through collisions. - Explain that some of the motion energy in a collision is transformed into sound and heat.

		4.PS3.4 Apply scientific ideas to design, test, and refine a device that converts energy from one form to another.*	Examples of devices could include mousetrap cars, rubber band-powered vehicles, electric circuits that convert electrical energy into light, sound, or motion energy of a vehicle, and a passive solar heater that converts light into heat. Examples of constraints could include the materials, cost, or time to design the device.	4-PS3-4. Apply scientific ideas to design, test, and refine a device that converts energy from one form to another. *	<u>4-PS3-4</u> <u>Converting Energy</u> ● Explain, with an example, how energy can be converted from one form into another. ● Describe the criteria and constraints associated with the design of a solution to a problem. ● Use the engineering process in collaboration with others to design, build, test, and refine a solution to a problem.
		4.PS4.1 Develop and use a model of waves to describe patterns in terms of amplitude and wavelength and to show that waves can cause objects to move.	Examples of models could include diagrams, analogies, and physical models using items like stringed beads, rubber bands, Slinkys, or yarn to illustrate wavelength and amplitude of waves. Examples of wave patterns that cause objects to move up and down or side to side could include the vibrating patterns associated with sound, or the vibrating patterns of seismic waves produced by earthquakes.	4-PS4-1. Develop a model of waves to describe patterns in terms of amplitude and wavelength and that waves can cause objects to move.	<u>4-PS4-1</u> <u>Catch the Wave</u> ● Describe wave patterns found in nature. ● Describe differences in wave patterns in terms of their wavelength and amplitude. <u>Modeling Waves</u> ● Use a physical model to observe and analyze the natural phenomenon of wave motion. ● Develop a model to explain that waves can cause objects to move.
		4.PS4.2 Develop a model to describe the light reflecting from objects and entering the eye allows objects to be seen.	Models would identify components such as a source of the light, objects that are seen, the path of the light, and the eye. Models could be used to investigate what happens when one of the components changes (e.g., close the eyes, block the light, or change the light path).	4-PS4-2. Develop a model to describe that light reflecting from objects and entering the eye allows objects to be seen.	<u>4-PS4-2</u> <u>Eye, Eye!</u> ● State that light travels in straight lines called rays. ● Explain that we see objects when light rays reflect off them and into our eyes. ● Describe how mirrors change the path of light and help us to see things we cannot look at directly.

		4.PS4.3 Generate and compare multiple solutions that use patterns to transfer information.*	Examples of solutions could include drums sending coded information through sound waves, using a grid of 1's and 0's representing black and white to send information about a picture, QR codes, barcodes, and using Morse code to send a text.	4-PS4-3. Generate and compare multiple solutions that use patterns to transfer information.*	4-PS4-3 Sending Information ● Use a code to send and receive messages. ● Compare the effectiveness of different methods for sending and receiving encoded messages. ● Appreciate how today's technology is far more effective and efficient at sending and receiving information than what was used a hundred years ago. Get the Message ● Send and receive simple messages using a visual form of binary code. ● Understand that binary code is used by modern communication technologies to send and receive information.
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Oklahoma Academic Standards for Science				NGSS Code (s)	Inquisitive Lessons (Learning Targets)
Grade Level	Discipline	Standard	Clarification Statement		
4	Life Science	4.LS1.1 Construct an argument that plants and animals have internal and external structures that function to support survival, growth, behavior, and reproduction.	Examples of external structures could include thorns, stems, roots, colored petals, skin, teeth, and claws. Examples of internal structures could include heart, stomach, lungs, and brain.	4-LS1-1. Construct an argument that plants and animals have internal and external structures that function to support survival, growth, behavior, and reproduction.	<u>4-LS1-1 Plantific!</u> ● Identify important external structures of a plant and describe their function. ● Identify an important internal structure of a plant and describe its function. ● Understand that plant structures work together as a connected system. <u>Survivors</u> ● Identify different external structures of a variety of animals. ● Explain how an external structure helps an animal to survive. <u>The Inside Story!</u> ● Identify the position and the function of the heart, lungs, and brain in their body. ● Explain how these structures, along with the nerves, work together to aid growth and survival. ● Give examples of animals that have internal structures similar to and different from those in humans.
		4.LS1.2 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.	Emphasis is on systems of information transfer. Examples of response to stimuli include a dog is hot and lies in the shade, a rabbit hears a noise and runs away, and a person is cold so they put on a jacket.	4-LS1-2. 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.	<u>4-LS1-2 Sensing Information</u> ● Describe the senses as the ways in which an animal's brain receives information about the environment. ● Use a model to identify each stage in the sequence of events, that begins with a change in an animal's environment, and ends with the brain directing the body to respond.

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4	Earth and Space Science	4.ESS1.1 Identify evidence from patterns in rock formations and fossils in rock layers to support an explanation for changes in a landscape over time.	Examples of evidence from patterns could include rock layers with marine shell fossils above rock layers with plant fossils and no shells, indicating a change from land to water over time; and a canyon with different rock layers in the walls and a river in the bottom, indicating that over time a river cut through the rock.	4-ESS1-1. Identify evidence from patterns in rock formations and fossils in rock layers to support an explanation for changes in a landscape over time.	<u>4-ESS1-1</u> <u>Has the Earth Changed?</u> - Describe how Earth's surface changes over time. - Use rock layers and the fossils found in them as evidence of Earth's changes.
		4.ESS2.1 Plan and conduct an investigation to gather evidence on the effects of water, ice, wind, and vegetation on the rate of weathering and erosion.	Emphasis of variables to test could include angle of slope in the downhill movement of water, amount of vegetation, speed of wind, relative rate of deposition, cycles of freezing and thawing of water, cycles of heating and cooling, and volume of water flow.	4-ESS2-1. Make observations and/or measurements to provide evidence of the effects of weathering or the rate of erosion by water, ice, wind, or vegetation.	<u>4-ESS2-1</u> <u>Weathering</u> - Describe a process by which rocks become weathered. - Use observations from an investigation as evidence for an explanation of how weathering occurs. <u>Erosion</u> - Give an example of an erosion process and explain how it moves weathered rock. - Use practical observations as evidence for an explanation of how the slope of the land can affect the rate of erosion.
		4.ESS2.2 Analyze and interpret data from maps to describe patterns of Earth's features.	Maps can include topographic maps of Earth's land and ocean floor, as well as maps of locations of mountains, continental boundaries, volcanoes, and earthquakes.	4-ESS2-2. Analyze and interpret data from maps to describe patterns of Earth's features.	<u>4-ESS2-2</u> <u>Mapping Patterns</u> - Describe the positions of Earth's mountain ranges on the continents and the position of the ocean trenches. - Describe the locations of volcanoes and earthquake activity and note that they are similar.

		4.ESS3.1 Obtain and combine information to describe that energy and fuels are derived from renewable and non-renewable resources and how their uses affect the environment.	Examples of renewable energy resources could include wind energy, water behind dams, and sunlight; non-renewable energy resources could include fossil fuels (e.g., coal, oil, natural gas). Examples of environmental effects could include loss of habitat due to dams or surface mining, and air pollution from burning fossil fuels.	4-ESS3-1. Obtain and combine information to describe that energy and fuels are derived from natural resources and that their uses affect the environment.	<u>4-ESS3-1</u> <u>Energy Resources</u> ● Explain the difference between a renewable and a nonrenewable energy resource. ● Describe the effects of a particular energy resource on the environment.
		4.ESS3.2 Generate and compare multiple solutions to reduce the impacts of natural Earth processes on humans.*	Examples of solutions could include designing an earthquake resistant building, improving monitoring of volcanic activity, and constructing waterways for flood waters	4-ESS3-2. Generate and compare multiple solutions to reduce the impacts of natural Earth processes on humans. *	<u>4-ESS3-2</u> <u>Living With Earth's Hazards</u> ● Describe some natural hazards that cause problems for humans. ● Design and evaluate a potential solution to reduce harm caused by a natural hazard.

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5	Physical Science	5.PS1.1 Develop a model to describe that matter is made of particles too small to be seen.	Examples of evidence that could be utilized in building models include adding air to expand a basketball, compressing air in a syringe, dissolving sugar in water, and evaporating salt water.	5-PS1-1. Develop a model to describe that matter is made of particles too small to be seen.	<u>5-PS1-1</u> <u>Too Small to Be Seen</u> - State that all matter is made of particles too small to see. - Describe differences among the particles in solids, liquids, and gases. - Use the movement of particles to explain observations of matter.
		5.PS1.2 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.	Examples of reactions or changes could include phase changes, dissolving, and mixing that forms new substances. Measurements can be organized in tables, charts, and graphs and can be used as evidence that weight is conserved.	5-PS1-2. 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.	<u>5-PS1-2</u> <u>Weighing Matter</u> - Understand that the weight of matter is always conserved, even when that matter undergoes change. - Use their own observations and measurements as evidence to support a claim.
		5.PS1.3 Make observations and measurements to identify materials based on their properties.	Observations can be based on direct experiences with materials and comparisons of materials. Examples of materials to be identified could include powders (e.g., baking soda, cornstarch, sugar), metals, minerals, and liquids. Examples of properties could include color, hardness, reflectivity, electrical conductivity, thermal conductivity, response to magnetic forces, and solubility.	5-PS1-3. Make observations and measurements to identify materials based on their properties.	<u>5-PS1-3</u> <u>Material Properties</u> - Accurately describe the properties of common materials. - Use the results of testing for particular properties to identify a material.

		5.PS1.4 Conduct an investigation to determine whether the mixing of two or more substances results in new substances.	Examples of interactions forming new substances can include mixing baking soda and vinegar. Examples of interactions not forming new substances can include mixing baking soda and water.	5-PS1-4. Conduct an investigation to determine whether the mixing of two or more substances results in new substances.	<u>5-PS1-4</u> Mixing Matter ● Use experimental observations to determine whether mixing substances has produced a new substance. ● Identify variables that are changed or kept the same so that an experiment can be a fair test.
		5.PS2.1 Support an argument, with evidence, that Earth's gravitational force pulls objects downward toward the center of the Earth.	"Downward" is a local description of the direction that points toward the center of the spherical Earth. Earth applies a force on objects that pulls them towards its center, commonly referred to as "downward". Evidence could be drawn from diagrams, models, and data that are provided.	5-PS2-1. Support an argument that the gravitational force exerted by Earth on objects is directed down.	<u>5-PS2-1</u> Goin' Down! ● Explain that objects near Earth's surface fall downward because the force of gravity is pulling them toward the planet's center. ● Carry out an investigation and record observations. ● Make a claim and use evidence and reasoning to support it. ● Evaluate the validity of a claim based on evidence presented.
		5.PS3.1 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.	Examples of models could include diagrams and flow-charts.	5-PS3-1. 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.	<u>5-PS3-1</u> Energy for Living Things ● State reasons as to why animals need to eat food. ● Create an accurate model of a food chain. ● Identify that energy in animals' food was once energy from the sun.

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5	Life Science	5.LS1.1 Support an argument that plants get the materials they need for growth chiefly from air and water.	While energy for plant growth comes from the Sun, material for plant growth comes chiefly from air and water, not from the soil. Emphasis is on the idea that plant matter comes mostly from air and water, not from the soil.	5-LS1-1. Support an argument that plants get the materials they need for growth chiefly from air and water.	<u>5-LS1-1 Plant Matters</u> ● State the materials needed for a plant to grow. ● Use experimental data or observations as evidence to support their statement about the materials needed for a plant to grow.
		5.LS2.1 Develop a model to describe the movement of matter among plants, animals, decomposers, and the environment.	Emphasis is on the idea that matter in systems cycle among living and nonliving things (air, water, decomposed materials in soil). Examples of systems could include organisms, ecosystems, and Earth.	5-LS2-1. Develop a model to describe the movement of matter among plants, animals, decomposers, and the environment.	<u>5-LS2-1 Nature's Recyclers</u> ● Explain observations of rotting plant and animal matter as the actions of decomposers. ● Describe the important role decomposers play in recycling matter. <u>A Web of Life</u> ● Describe, with examples, how individual food chains connect to form food webs. ● Understand that food webs show the movement of matter through an ecosystem. <u>A Damaged Web</u> ● Describe, with examples, how removing a species from a food web damages an ecosystem. ● Describe, with examples, the effect on an ecosystem of introducing a new species.
		5.LS2.2 Use models to explain or predict factors that upset the stability of local ecosystems.	Explanatory models can include representations of relationships between and among organisms, or simulations can be used to predict how factors might impact an ecosystem. Factors that upset an ecosystem's stability include invasive species, drought, human development, and removal of predators.		<i>Inquisitive does not currently have content to meet this standard.</i>

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5	Earth and Space Science	5.ESS1.1 Support an argument with evidence that differences in the apparent brightness of the Sun compared to other stars is due to their relative distances from Earth.	Examples of scale could include relative distance of specific stars to Earth. Evidence to support arguments could come from data or models. Examples of stars could include Polaris, Sirius, and Betelgeuse.	5-ESS1-1. Support an argument that differences in the apparent brightness of the sun compared to other stars is due to their relative distances from Earth.	<u>5-ESS1-1 Hello Sun!</u> ● State that the sun is a star. ● Explain why the sun appears to be the biggest and brightest object in the sky.
		5.ESS1.2 Represent data in graphical displays to reveal patterns of daily changes in the length and direction of shadows, in addition to different positions of the Sun, Moon, and stars at different times of the day, month, and year.	Examples of patterns could include the position and motion of Earth with respect to the Sun, selected stars that are visible only in particular months, or the position of the Moon with respect to the Sun and Earth.	5-ESS1-2. Represent data in graphical displays to reveal patterns of daily changes in the length and direction of shadows, day and night, and the seasonal appearance of some stars in the night sky.	<u>5-ESS1-2 Day And Night - It's A Fine Line</u> ● Use a model to explain why we experience day and night. ● Graph data of the numbers of daylight hours and use their graphs to describe patterns. <u>Casting Shadows Great and Small</u> ● Understand that the shape and size of a shadow depends on the position and direction of the light source. ● Generate measurement data, use the data to create a graph, and analyze the graph to describe a pattern. ● Explain why their shadow changes over the course of a day. <u>Star Patterns</u> ● Explain that the apparent movement and changing position of the stars across the night sky is due to the rotation of Earth. ● Explain that different stars are visible at different times of the year because Earth revolves around the sun.

		5.ESS2.1 Develop a model to describe ways the geosphere, biosphere, hydrosphere, and/or atmosphere interact.	The geosphere, hydrosphere, atmosphere, and biosphere are each a system. Examples of system interactions could include the influence of the ocean on ecosystems, landform shape, and climates; the influence of the atmosphere on landforms and ecosystems through weather and climate; and the influence of mountain ranges on winds and clouds in the atmosphere.	5-ESS2-1. Develop a model using an example to describe ways the geosphere, biosphere, hydrosphere, and/or atmosphere interact.	<u>5-ESS2-1</u> <u>Earth's Spheres</u> - Describe each of the four systems that combine to make up Earth. - Give examples of things that form part of each system.
		5.ESS2.2 Describe and graph amounts of saltwater and freshwater in various reservoirs to provide evidence about the distribution of water on Earth.	Descriptions could include comparisons using graphs, charts, and tables. Quantities could include percentages, total volume, and amounts. Emphasis is on using amount or percentages of water to make comparisons. No attempt to calculate percentages should be made.	5-ESS2-2. Describe and graph the amounts and percentages of salt water and fresh water in various reservoirs to provide evidence about the distribution of water on Earth.	<u>5-ESS2-2</u> <u>Interacting Systems</u> - Describe how water evaporating and condensing in the atmosphere results in rainfall. - Develop a model to explain how changes in one of Earth's systems (spheres) results in a change to one (or more) of the other systems.
		5.ESS3.1 Obtain and combine information about ways individual communities use science ideas to protect the Earth's resources and environments.	Examples of information might include the use of natural fertilizers or biological pest control by farmers, replanting trees after cutting them by the logging industry, and the institution of recycling programs in cities.	5-ESS3-1. Obtain and combine information about solutions individual communities use to protect the Earth's resources and environment.*	<u>5-ESS3-1</u> <u>Water World</u> - Describe the relative amounts of salt water and freshwater found on Earth as well as the main sources of each. - Represent the actual amounts of Earth's salt water and freshwater in a graphical way. <u>Science to the Rescue!</u> - Describe the harmful effects on the environment of certain human activities. - Give an example of a science-based action that has repaired or protected the environment.