

Correlation of Resources to National Science Standards

Use the chart below to discover how selected Science A–Z resources in the Properties unit support certain Next Generation Science Standards* (NGSS). While a single reading resource, science activity, comprehension support, or lesson cannot satisfy an entire Performance Expectation, using these resources together can help students develop the understandings and abilities they will need in order to satisfy each standard listed below. Most standards cited align with the grade level of this Science A–Z unit. For a reverse correlation tool that connects the standards to resources, visit our NGSS correlations page: www.sciencea-z.com/main/NextGenerationScienceStandards.



Check the Performance Expectations Key below this chart for the complete text of the standards cited for each resource.

Resource Type	Resource Title	Performance Expectations
Unit Nonfiction Book	<i>How Things Are Different</i> (3 reading levels)	2-PS1-1; 2-PS1-2
Project-Based Learning Pack	<i>Properties of Dog Toys</i>	2-PS1-1; 2-PS1-2; 2-PS1-3; K-2-ETS1-1; K-2-ETS1-2
Interactive Science Lesson	<i>States of Matter</i> Part 1: What Is Matter? (2 reading levels)	2-PS1-1; K-2-ETS1-2
Interactive Science Lesson	<i>States of Matter</i> Part 2: States of Matter (2 reading levels)	2-PS1-1; K-2-ETS1-2
Interactive Science Lesson	<i>States of Matter</i> Part 3: Matter Changes States (2 reading levels)	2-PS1-1; 2-PS1-4
Process Activity	<i>Classifying Objects</i>	2-PS1-1
FOCUS Book	<i>I Made It!</i>	2-PS1-2; 2-PS1-3; K-2-ETS1-2
FOCUS Book	<i>Homes Around the World</i>	2-PS1-1; 2-PS1-2; K-2-ETS1-1; K-2-ETS1-2
FOCUS Book	<i>So Many Shoes!</i>	2-PS1-1; 2-PS1-2; K-2-ETS1-1; K-2-ETS1-2
FOCUS Book	<i>Yum! Yuck!</i>	2-PS1-1; 2-PS1-2; 2-PS1-4
FOCUS Book	<i>Let's Make Pictures!</i>	2-PS1-1; 2-PS1-2
Investigation Pack	<u>Topic:</u> Toys <u>I. Files:</u> <i>Blocks; Bubbles; Crayons; Jigsaw Puzzle; Spring Toys; Action Figures</i> <u>Mystery File:</u> <i>Putty</i>	K-PS2-1; 2-PS1-1; 2-PS1-2; 2-PS1-3; 3-PS2-2

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Debate	<i>House of Wood</i>	2-PS1-2; 2-PS1-3; K-2-ETS1-2
Science Video	<i>Does Toilet Paper Dissolve in Water?</i>	2-PS1-1
Resource Type	Resource Title	Performance Expectations
Science Video	<i>Paper Airplanes</i>	K-PS2-1; 2-PS1-1; 2-PS1-2; K-2-ETS1-2; K-2-ETS1-3; 3-PS2-2
Science Video	<i>Sorting by Properties</i>	2-PS1-1
Science Video	<i>What Shape Are You Making?</i>	2-PS1-1; 2-PS1-2; 2-PS1-3
Career Files	<i>Chemist; Ice Cream Maker; Painter</i>	2-PS1-2
Quick Read	<i>How Steel Is Made</i> (3 reading levels)	2-PS1-1; 2-PS1-2
Quick Read	<i>Super-Strong Spider Silk</i> (3 reading levels)	2-PS1-1; 2-PS1-2
Quick Read	<i>The Mohs Scale</i> (3 reading levels)	2-PS1-1; 2-PS1-2
Concept Books	<i>States of Matter; Shapes; Color; How Things Feel; Size</i>	2-PS1-1

Performance Expectations Key

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.

2-PS1-1. Plan and conduct an investigation to describe and classify different kinds of materials by their observable properties.

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.

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.

2-PS1-4. Construct an argument with evidence that some changes caused by heating or cooling can be reversed and some cannot.

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.

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.