

## Correlation of Resources to National Science Standards

Use the chart below to discover how selected Science A–Z resources in the Things Move 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](http://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>Things Move</i> (3 reading levels)	K-PS2-1; K-PS2-2; 2-PS1-1; 3-PS2-1; 3-PS2-2
Project-Based Learning Pack	<i>Forces That Make Things Move</i>	K-PS2-1; K-PS2-2; 3-PS2-1; 3-PS2-2
Interactive Science Lesson	<i>Motion</i> Part 1: Motion and Speed (2 reading levels)	K-PS2-1; 3-PS2-2
Interactive Science Lesson	<i>Motion</i> Part 2: The Direction of Motion (2 reading levels)	K-PS2-1; 3-PS2-2
Interactive Science Lesson	<i>Motion</i> Part 3: Describing Motion (2 reading levels)	K-PS2-1; K-PS2-2; 3-PS2-2
Process Activity	<i>Launch Weights with Rubber Bands</i>	K-PS2-1; K-PS2-2; K-2-ETS1-2; 3-PS2-1; 3-PS2-2;
Investigation Pack	<u>Topic</u> : People Movers <u>I. Files</u> : <i>Sled; Hang Glider; Skateboard;</i> <i>Jet Boat</i> <u>Mystery File</u> : <i>Video Game Car</i>	K-PS2-1; K-PS2-2; 2-PS1-2; 3-PS2-1; 3-PS2-2
Debate	<i>Hilly Bike Race</i>	K-PS2-1; 3-PS2-1
Science Video	<i>Pipe Dream, courtesy of Animusic</i>	K-PS2-1; 1-PS4-1
Science Video	<i>Slow-Motion Popcorn</i> (no audio)	3-PS2-1
Science Video	<i>What is Friction?</i>	K-PS2-1; K-PS2-2; 2-PS1-2

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Career Files	<i>Aerospace Engineer; Lock and Dam Operator; Roller Coaster Engineer</i>	K-PS2-1; K-PS2-2; K-2-ETS1-2
Quick Read	<i>Amusement Park Rides</i> (3 reading levels)	K-PS2-1; K-2-ETS1-2; 3-PS2-2
Resource Type	Resource Title	Performance Expectations
Quick Read	<i>Swings</i> (3 reading levels)	K-PS2-1; 3-PS2-2
Concept Books	<i>Move and Stop; Push and Pull; Slow and Fast; Direction</i>	K-PS2-1; K-PS2-2

**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.

**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.

**1-PS4-1.** Plan and conduct investigations to provide evidence that vibrating materials can make sound and that sound can make materials vibrate.

**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.

**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.

**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.

**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.