

Correlation of Resources to National Science Standards

Use the chart below to discover how selected Science A–Z resources in the Light 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>All About Light</i> (3 reading levels)	K-PS3-1; 1-PS4-2; 1-PS4-3; 4-PS4-2
Project-Based Learning Pack	<i>Properties of Light</i>	1-PS4-3; K-2-ETS1-1; 4-PS4-2
Process Activity	<i>Mixing Colors</i>	1-PS4-3; 2-PS1-1
FOCUS Book	<i>Fireflies</i>	1-PS4-4; K-2-ETS1-1; 4-PS4-2
FOCUS Book	<i>Color Blindness</i>	1-PS4-2
FOCUS Book	<i>Fun House Mirrors</i>	1-PS4-3; K-2-ETS1-1; 4-PS4-2
FOCUS Book	<i>Stained Glass</i>	1-PS4-3
FOCUS Book	<i>Light From Space</i>	1-PS4-2
Investigation Pack	<u>Topic:</u> Properties of Light <u>I. Files:</u> <i>Fish That Glow; Glow Sticks; Lighthouses; Neon Lights; Sports Lights; Candlelight</i> <u>Mystery File:</u> <i>Moonlight</i>	1-PS4-2; 1-PS4-3; 1-PS4-4; 1-LS1-1; 2-LS4-1
Debate	<i>Saving Energy</i>	K-PS3-1; 1-PS4-2
Science Video	<i>How Fast is Light?</i>	1-PS4-4
Science Video	<i>I Can See a Rainbow</i>	K-PS3-1; 1-PS4-3
Science Video	<i>Light and Shadows</i>	1-PS4-2; 1-PS4-3
Science Video	<i>Reflected Light</i>	K-PS3-1; 1-PS4-3
Science Video	<i>Shadow Puppets</i>	1-PS4-3
Career Files	<i>Laser Surgeon; Movie Lighting Technician; Skyscraper Light Bulb Changer</i>	1-PS4-2

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Resource Type	Resource Title	Performance Expectations
Quick Read	<i>How Rainbows Form</i> (3 reading levels)	K-PS3-1; 1-PS4-3
Quick Read	<i>Shadows Change Shape</i> (3 reading levels)	K-PS3-1; K-PS3-2; 1-PS4-3
Concept Books	<i>Where Light Comes From; How Light Moves; Light Makes Things Warm; Light Makes Shadows; Light Makes Colors</i>	K-PS3-1; K-PS3-2; 1-PS4-2; 1-PS4-3
Science Diagram	<i>How Light Interacts with Objects</i>	1-PS4-3
Science Diagram	<i>How Rainbows Form</i>	K-PS3-1; 1-PS4-3
Science Diagram	<i>Mixing Colors—Pigments and Light</i>	1-PS4-3; 2-PS1-1
Science Diagram	<i>The Sense of Sight</i>	1-PS4-2

Performance Expectations Key

K-PS3-1. Make observations to determine the effect of sunlight 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.

1-PS4-2. Make observations to construct an evidence-based account that objects can be seen only when illuminated.

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.

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-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.

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

2-LS4-1. Make observations of plants and animals to compare the diversity of life in different habitats.

4-PS4-2. Develop a model to describe that light reflecting from objects and entering the eye allows objects to be seen.