

Kindergarten Science Curriculum

	Bundle Focus Guiding Questions	Skills
September- November	<p>Bundle 1: Humans and the Needs of Organisms</p> <p>Guiding Questions:</p> <ul style="list-style-type: none"> ● What do animals need to survive? ● What things do plants need to survive? ● How do humans impact the environment? ● What are some positive impacts humans have on the environment? 	<ul style="list-style-type: none"> ● Create a poster to protect the plants and animals in the rainforest from being affected by a hotel being developed. ● Use observations to describe patterns of what plants and animals (including humans) need to survive. ● Analyze and interpret data. ● Construct an argument supported by evidence for how plants and animals (including humans) can change the environment to meet their needs. ● Communicate solutions that will reduce the impact of humans on the land, water, air, and/or other living things in the local environment. ● Develop a simple sketch, drawing, or physical model to illustrate how the shape of an object helps its function as needed to solve a given problem.
November- February	<p>Bundle 2: Dealing with the Weather</p> <p>Guiding Questions:</p> <ul style="list-style-type: none"> ● Yesterday the weather was ____. ● Today, the weather is ____. ● Tomorrow, I think the weather will be ____. ● When is the weather warmer each year? ● When is the weather colder each year? ● What season usually has more rain? ● What are some examples of severe weather? ● Where would we place an object to make it warm: where is sunny, or in the shade? 	<ul style="list-style-type: none"> ● Apply knowledge of weather conditions and the effects of the Sun in order to build a playground cover that protects against different types of weather. ● Use and share observations of local weather conditions to describe patterns over time. ● Analyze and interpret data. ● Ask questions to obtain information about the purpose of weather forecasting to prepare for, and respond to, severe weather.* ● 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. ● Make observations to determine the effect of sunlight on Earth's surface. ● Use tools and materials to design and build a structure that will reduce the warming effect of sunlight on an area.*

Kindergarten Science Curriculum

	Bundle Focus Guiding Questions	Skills
February- April	<p>Bundle 3: Living Things and Their Habitats Guiding Questions:</p> <ul style="list-style-type: none"> • What are some things found in an animal’s habitat? • What do animals need to survive? • Why do animals change their environment? • Natural resources come from the environment. Name some natural resources. 	<ul style="list-style-type: none"> • Write a story from the perspective of an animal moving into a new exhibit at the zoo. • Use a model to represent the relationship between the needs of different plants or animals (including humans) and the places they live. • 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.* • Analyze data from tests of two objects designed to solve the same problem to compare the strengths and weaknesses of how each performs.
April-June	<p>Bundle 4: Using Force to Change Motion Guiding Questions:</p> <ul style="list-style-type: none"> • What happens when you push or pull an object? • Where have you seen a push or a pull? • What are some words that describe speed? • What are some words we use to describe direction? 	<ul style="list-style-type: none"> • Create a game using pushes and pulls. • 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. • 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.* • 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.