

# First Grade NGSS to 2016 IAS Correlation Guide

Physical Science	
Next Generation Science Standards	2016 Indiana Academic Standards
	<b>1.PS.1</b> Characterize materials as solid, liquid, or gas and investigate their properties, record observations and explain the choices to others based on evidence (i.e., physical properties).
	<b>1.PS.2</b> Predict and experiment with methods (sieving, evaporation) to separate solids and liquids based on their physical properties.
1-PS4-1: Plan and conduct investigations to provide evidence that vibrating materials can make sound and that sound can make materials vibrate.	<b>1.PS.3</b> Plan and conduct investigations to provide evidence that vibrating materials can make sound and that sound can make materials vibrate.
1-PS4-2: Make observations to construct an evidence-based account that objects in darkness can be seen only when illuminated.	<b>1.PS.4</b> Make observations to collect evidence and explain that objects can be seen only when illuminated.

Earth and Space Science	
Next Generation Science Standards	2016 Indiana Academic Standards
1-ESS1-1: Use observations of the sun, moon and stars to describe patterns that can be predicted.	<b>1.ESS.1</b> Use observations of the sun, moon, and stars to describe patterns that can be predicted.
	<b>1.ESS.2</b> Observe and compare properties of sand, clay, silt, and organic matter. Look for evidence of sand, clay, silt, and organic matter as components of soil samples.
	<b>1.ESS.3</b> Observe a variety of soil samples and describe in words and pictures the soil properties in terms of color, particle size and shape, texture, and recognizable living and nonliving items.

# First Grade NGSS to 2016 IAS Correlation Guide

Life Science	
Next Generation Science Standards	2016 Indiana Academic Standards
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.	<b>1.LS.1</b> Develop representations to describe that organisms have unique and diverse life cycles but all have in common birth, growth, reproduction, and death.
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.	<b>1.LS.2</b> Develop a model mimicking how plants and/or animals use their external parts to help them survive, grow, and meet their needs. Explore how those external parts could solve a human problem.
2-LS4-1 Make observations of plants and animals to compare the diversity of life in different habitats.	<b>1.LS.3</b> Make observations of plants and animals to compare the diversity of life in different habitats.
K-ESS3-1: Use a model to represent the relationship between the needs of different plants and animals (including humans) and the places they live.	<b>1.LS.4</b> Use a model to represent the relationship between the needs of different plants and animals (including humans) and the places they live.

Engineering	
Next Generation Science Standards	2016 Indiana Academic Standards
<b>K-2.E.1</b> 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.	<b>K-2.E.1</b> Pose questions, make observations, and obtain information about a situation people want to change. Use this data to define a simple problem that can be solved through the construction of a new or improved object or tool.
<b>K-2.E.2</b> 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.	<b>K-2.E.2</b> Develop a simple sketch, drawing, or physical model to illustrate and investigate how the shape of an object helps it function as needed to solve an identified problem.
<b>K-2.E.3</b> Analyze data from tests of two objects designed to solve the same problem to compare the strengths and weaknesses of how each performs.	<b>K-2.E.3</b> Analyze data from the investigation of two objects constructed to solve the same problem to compare the strengths and weaknesses of how each performs.