

Iowa Common Core Standards for Science

4-H Youth Development Curriculum and Kits from Iowa State University Extension and Outreach, Scott County

Name	Target Grade	Number of Lessons	Iowa Core Content Anchor Standard in Science	Specific Standard(s)
STEM-Lit to Go!	K-3	12	Life Science Physical Science Engineering, Technology & Applications of Science	<p><u>Kindergarten</u> 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-PS2-1) 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. (K-PS2-2) Use observations to describe patterns of what plants and animals (including humans) need to survive. (2-LS1-1) 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-ETS1-1) 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-ETS1-2)</p> <p><u>Grade One</u> 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-PS4-3) 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-ETS1-1) 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-ETS1-2)</p> <p><u>Grade Two</u> Analyze data obtained from testing different materials to determine which materials have the properties that are best suited for an intended purpose. (2-PS1-2) 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-ETS1-1) 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-ETS1-2)</p>

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STEM-Lit To Go!	K-3	12	Life Science Physical Science Engineering, Technology & Applications of Science	<u>Grade Three</u> Make observations and/or measurements of an object's motion to provide evidence that a pattern can be used to predict future motion. (3-PS2-2) Develop models to describe that organisms have unique and diverse life cycles but all have in common birth, growth, reproduction, and death. (3-LS1-1) Define a simple design problem reflecting a need or a want that includes specified criteria for success and constraints on materials, time, or cost. (3-5-ETS1-1)

