

**A Correlation of**  
**Elevate Science**  
**Grade 1, ©2019**



**To the**  
**Oklahoma**  
**2020 Academic Standards for Science**  
**Grade 1**

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**Introduction**

The following document demonstrates how the ***Elevate Science***, ©2019 program supports Oklahoma 2020 Academic Standards for Science. Correlation references include the Student Edition, Teacher Edition, and online Realize™ digital resources.

***Elevate Science*** is a comprehensive K-5 science program that focuses on active, student-centered learning. It builds students' critical thinking, questioning, and collaboration skills, and fuels interest in STEM and creative problem solving while supporting literacy development for elementary-age learners. Developed to support Next Generation Science Standards (NGSS), ***Elevate Science*** integrates three-dimensional learning of the Scientific and Engineering Practices, Crosscutting Concepts (CCC), and Disciplinary Core Ideas (DCIs).

The ***Elevate Science*** blended **print** and **digital** curriculum engages students in phenomena-based inquiry and hands-on investigations.

- Problem-based learning Quests put students on a journey of discovery
- Engineering-focused features infuse STEM learning
- Coding and innovation engage students and build 21<sup>st</sup> century skills

The Teacher's Edition of ***Elevate Science*** helps elementary educators teach science with confidence: Scaffolding, ELD, differentiated instruction, and an instructional organization based upon the 5E learning model, (Engage, Explore, Explain, Extend/Elaborate, Evaluate), provide all the support needed for successful teaching practices. Professional development offers point-of-use support. A full-view approach to inquiry and testing provides new options for a variety of hands-on labs and assessments for three-dimensional learning.

***Elevate Science*** prepares students for the challenges of tomorrow, building strong reasoning skills and critical thinking strategies as they engage in explorations, formulate claims, and gather and analyze data that promote evidence-based argument. Designed for today's classroom, preparing students for tomorrow's world. ***Elevate Science*** promises to:

- Elevate thinking.
- Elevate learning.
- Elevate teaching.

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<b>Waves and Their Applications in Technologies for Information Transfer (PS4)</b>	
<b>Performance Expectation</b>	
1.PS4.1 Plan and conduct investigations to provide evidence that vibrating materials can make sound and that sound can make materials vibrate.	<p><b>SE/TE:</b>  uConnect Lab: How can a ruler make sound?, 4  uInvestigate Lab: How does size affect sound?, 7  uInvestigate Lab: How can you see sound?, 13  Making Sounds, 14  Quest Check-In Lab: How can Instruments Lab, 18-19  uInvestigate Lab: What does that sound say?, 21  Topic Assessment, 30-31  uDemonstrate Lab: Which instrument can you use to make sound?, 34-35</p> <p><b>Realize™ Digital Resources:</b>  <b>Sound</b>  &gt;Topic Launch&gt;Quest Kickoff: Sending Sound Messages  &gt;Lesson 2, Make Sound&gt;Interactivity: Length and Sound  &gt;Topic Close&gt;Quest Findings: Sending Sound Messages</p>
<b>Disciplinary Core Ideas</b>	
1.PS4.1.DCI.1 Sound can make matter vibrate, and vibrating matter can make sound.	<p><b>SE/TE:</b>  uConnect Lab: How can a ruler make sound?, 4  Sound, 8-9  Making Sounds, 14-15  Making Music, 16  Quest Connection, 17  uInvestigate Lab: What does that sound say?, 21  Topic Assessment, 30-31</p> <p><b>Realize™ Digital Resources:</b>  <b>Sound</b>  &gt;Topic Launch&gt;Quest Kickoff: Sending Sound Messages  &gt;Lesson 1, Describe Sound&gt;Video: Describe Sound;&gt;Interactivity: The Sound of Sounds  &gt;Lesson 2, Make Sound&gt;Interactivity: Length and Sound</p>

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<b>Science and Engineering Practices</b>	
1.PS4.1.SEP.1 Planning and Carrying Out Investigations: Plan and conduct investigations collaboratively to produce data to serve as the basis for evidence to answer a question.	<p><b>SE/TE:</b>  uConnect Lab: How can a ruler make sound?, 4  uInvestigate Lab: How does size affect sound?, 7  uInvestigate Lab: How can you see sound?, 13  Quest Check-In Lab: How can Instruments Lab, 18-19  uInvestigate Lab: What does that sound say?, 21  uDemonstrate Lab: Which instrument can you use to make sound?, 34-35</p> <p><b>Realize™ Digital Resources:</b>  <b>Sound</b>  &gt;Topic Launch&gt;Quest Kickoff: Sending Sound Messages  &gt;Topic Close&gt;Quest Findings: Sending Sound Messages</p>
<b>Crosscutting Concepts</b>	
1.PS4.1.CCC.1 Cause and Effect: Simple tests can be designed to gather evidence to support or refute student ideas about causes.	<p><b>SE/TE:</b>  uConnect Lab: How can a ruler make sound?, 4  uInvestigate Lab: How does size affect sound?, 7  uInvestigate Lab: How can you see sound?, 13  Lab: Which instrument can you use to make sound?, 34-35</p> <p><b>TE Only:</b>  Scaffolded Questions, 8  Focus on Mastery, 18</p>
<b>Performance Expectation</b>	
1.PS4.2 Make observations to construct an evidence-based account that objects can be seen only when illuminated.	<p><b>SE/TE:</b>  uConnect Lab: What do you need to see objects?, 40  Jumpstart Discovery, 42  Light and Darkness, 44  Quest Check-In, 47  Jumpstart Discovery!, 58  uInvestigate Lab: How can you use light to see?, 59  Engineering Practice Toolbox: Design Lights, 60  Uses of Light, 62  Quest Connection, 63  Topic Assessment, 68-69  Evidence-Based Assessment, 70-71</p> <p><b>Realize™ Digital Resources:</b>  <b>Light</b>  &gt;Lesson 1, Observe Light&gt;Interactivity: Light Helps Us See</p>

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<b>Disciplinary Core Ideas</b>	
1.PS4.2.DCI.1 Objects can be seen if light is available to illuminate them or if they give off their own light.	<p><b>SE/TE:</b>  uConnect Lab: What do you need to see objects?, 40  Jumpstart Discovery, 42  Light and Darkness, 44  Where Light Comes From, 45  Quest Check-In, 47  Jumpstart Discovery!, 58  Engineering Practice Toolbox: Design Lights, 60  Light and Mood, 60  Quest Connection, 63  Topic Assessment, 68-69  Evidence-Based Assessment, 70-71</p> <p><b>Realize™ Digital Resources:</b>  <b>Light</b>  &gt;Lesson 1, Observe Light&gt;Interactivity: Light Helps Us See</p>
<b>Science and Engineering Practices</b>	
1.PS4.2.SEP.1 Planning and Carrying Out Investigations: Plan and conduct investigations collaboratively to produce data to serve as the basis for evidence to answer a question.	<p><b>SE/TE:</b>  uConnect Lab: What do you need to see objects?, 40  uInvestigate Lab: What happens when an object blocks light?, 43  uInvestigate Lab: How do materials affect light?, 49  uInvestigate Lab: How can you use light to see?, 59  Quest Check-in Lab: How can you send secret messages?, 64-65  uDemonstrate Lab: How can I change a transparent material?, 72-73</p> <p><b>Realize™ Digital Resources:</b>  <b>Light</b>  &gt;Topic Launch&gt;Quest Kickoff: Help Send a Message</p>
<b>Crosscutting Concepts</b>	
1.PS4.2.CCC.1 Cause and Effect: Simple tests can be designed to gather evidence to support or refute student ideas about causes.	<p><b>SE/TE:</b>  uConnect Lab: What do you need to see objects?, 40  Reading Check: Cause and Effect, 41  Reading Check: Cause and Effect, 45  Literacy Toolbox: Cause and Effect, 53</p> <p><b>Realize™ Digital Resources:</b>  <b>Light</b>  &gt;Topic Launch&gt;Quest Kickoff: Help Send a Message</p>

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<b>Performance Expectation</b>	
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.	<p><b>SE/TE:</b>  uInvestigate Lab: What happens when an object blocks light?, 43  uInvestigate Lab: How do materials affect light?, 49  uInvestigate Lab: How can you use light to see?, 59  uDemonstrate Lab: How can I change a transparent material?, 72-73</p> <p><b>Realize™ Digital Resources:</b>  <b>Light</b>  &gt;Topic Launch&gt;Quest Kickoff: Help Send a Message  &gt;Lesson 2, Light and Matter&gt;Interactivity: Shine Light on Matter  &gt;Topic Close&gt;Quest Findings: Help Send a Message</p>
<b>Disciplinary Core Ideas</b>	
1.PS4.3.DCI.1 Some materials allow light to pass through them, others allow only some light through, and others block all the light and create a dark shadow on any surface beyond them, where the light cannot reach.	<p><b>SE/TE:</b>  uConnect Lab: What do you need to see objects?, 40  Jumpstart Discovery!, 42  uInvestigate Lab: What happens when an object blocks light?, 43  Shadows, 46  Math Toolbox, 46  Jumpstart Discovery!, 48  uInvestigate Lab: How do materials affect light?, 49  Blocked Light, 50  Light Goes Through, 51  Light Bounces Off, 52  Topic Assessment, 68-69  uDemonstrate Lab: How can I change a transparent material?, 72-73  uDemonstrate Lab: How do shadows change?, 108-109</p> <p><b>Realize™ Digital Resources:</b>  <b>Light</b>  &gt;Lesson 2, Light and Matter&gt;Interactivity: Shine Light on Matter</p>
1.PS4.3.DCI.2 Mirrors can be used to redirect a light beam. (Boundary: The idea that light travels from place to place is developed through experiences with light sources, mirrors, and shadows, but no attempt is made to discuss the speed of light.)	<p><b>SE/TE:</b>  Light Bounces Off, 52  Materials That Reflect, 53  Solve It with Science: How can you see what is behind you?, 55</p> <p><b>Realize™ Digital Resources:</b>  <b>Light</b>  &gt;Topic Launch&gt;Quest Kickoff: Help Send a Message  &gt;Lesson 2, Light and Matter&gt;Interactivity: Shine Light on Matter</p>

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<b>Science and Engineering Practices</b>	
<p>1.PS4.3.SEP.1 Planning and Carrying Out Investigations: Plan and conduct investigations collaboratively to produce data to serve as the basis for evidence to answer a question.</p>	<p><b>SE/TE:</b>  uConnect Lab: What do you need to see objects?, 40  uInvestigate Lab: What happens when an object blocks light?, 43  uInvestigate Lab: How do materials affect light?, 49  Quest Check-In, 54  uEngineer it!: Windshield Safety, 56-57  uInvestigate Lab: How can you use light to see?, 59  Quest Check-In Lab: How can you send secret messages?, 64-65  uDemonstrate Lab: How can I change a transparent material?, 72-73</p> <p><b>Realize™ Digital Resources:</b>  <b>Light</b>  &gt;Topic Launch&gt;Quest Kickoff: Help Send a Message  &gt;Lesson 2, Light and Matter&gt;Interactivity: Shine Light on Matter  &gt;Topic Close&gt;Quest Findings: Help Send a Message</p>
<b>Crosscutting Concepts</b>	
<p>1.PS4.3.CCC.1 Cause and Effect: Simple tests can be designed to gather evidence to support or refute student ideas about causes.</p>	<p><b>SE/TE:</b>  Jumpstart Discovery!, 42  uInvestigate Lab: What happens when an object blocks light?, 43  Jumpstart Discovery!, 48  uInvestigate Lab: How do materials affect light?, 49  uDemonstrate Lab: How can I change a transparent material?, 72-73</p> <p><b>Realize™ Digital Resources:</b>  <b>Light</b>  &gt;Lesson 2, Light and Matter&gt;Interactivity: Shine Light on Matter</p>



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<b>Performance Expectation</b>	
<p>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.</p>	<p><b>SE/TE:</b>            Quest Check-In Lab: How can instruments talk?, 18-19            uInvestigate Lab: What does that sound say?, 21            Quest Connection, 24            Quest Check-In Lab: How can an instrument send a secret?, 25            uEngineer It!: Alert! Alert!, 26-27            Quest Findings: Sending Sound Messages, 28            uDemonstrate Lab: Which instrument can you use to demonstrate sound?, 34-35            Quest Check-In: Give off Light, 47            Quest Check-In: Materials for a Light Signal, 54            Quest Check-In Lab: How can you send secret messages, 64-65</p> <p><b>Realize™ Digital Resources:</b>  <b>Sound</b>            &gt;Topic Launch&gt;Quest Kickoff: Sending Sound Messages            &gt;Lesson 3, Uses of Sound&gt;Interactivity: Sending Sounds to Communicate            &gt;Topic Close&gt;Quest Findings: Sending Sound Messages</p> <p><b>Light</b>            &gt;Topic Launch&gt;Quest Kickoff: Help Send a Message            &gt;Lesson 3, Uses of Light&gt;Interactivity: Light Keeps Us Safe;&gt;uEngineer It! Interactivity: Notify the Residents            &gt;Topic Close&gt;Quest Findings: Help Send a Message</p>
<b>Disciplinary Core Ideas</b>	
<p>1.PS4.4.DCI.1 People also use a variety of devices to communicate (send and receive information) over long distances.</p>	<p><b>SE/TE:</b>            uInvestigate Lab: What does that sound say?, 21            Using Sounds, 22-23            Commuting with Sound, 24            Communicate with Light, 61</p> <p><b>Realize™ Digital Resources:</b>  <b>Sound</b>            &gt;Topic Launch&gt;Quest Kickoff: Sending Sound Messages            &gt;Lesson 3, Uses of Sound&gt;Interactivity: Sending Sounds to Communicate            &gt;Topic Close&gt;Quest Findings: Sending Sound Messages</p> <p><b>Light</b>            &gt;Topic Launch&gt;Quest Kickoff: Help Send a Message            &gt;Topic Close&gt; Quest Findings: Help Send a Message</p>

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1.PS4.4.DCI.2 People depend on various technologies in their lives; human life would be very different without technology.	<p><b>SE/TE:</b> Using Sounds, 22-23 Communicating with Sound, 24 uEngineer It!: Alert! Alert!, 26-27 Engineering Practice Toolbox: Design Lights, 60 Communicate with Light, 61</p> <p><b>Realize™ Digital Resources:</b> Sound &gt;Lesson 3, Uses of Sound&gt;uEngineer It! Interactivity: Notify the Residents <b>Light</b> &gt;Lesson 2, Light and Matter&gt;Interactivity: Sending Sounds to Communicate;&gt;uEngineer It! Interactivity: Ask Questions about Materials and Light &gt;Lesson 3, Uses of Light&gt;Interactivity: Light Keeps Us Safe;&gt;uEngineer It! Interactivity: Notify the Residents</p>
<b>Science and Engineering Practices</b>	
1.PS4.4.SEP.1 Designing Solutions: Use tools and materials provided to design a device that solves a specific problem.	<p><b>SE/TE:</b> uInvestigate Lab: What does that sound say?, 21 Quest Check-In Lab: How can an instrument send a secret?, 25 uEngineer It!: Alert! Alert!, 26-27 Which Instrument can you use to make a sound?, 34-35 Quest Check-In: Give off Light, 47 Quest Check-In: Materials for Light Signal, 54 Quest Check-In Lab: How can you send secret messages, 64-65 Career Connection: Game Designer, 67</p> <p><b>Realize™ Digital Resources:</b> <b>Sound</b> &gt;Topic Launch&gt;Quest Kickoff: Sending Sound Messages &gt;Lesson 3, Uses of Sound&gt;uEngineer It! Interactivity: Notify the Residents &gt;Topic Close&gt;Quest Findings: Help Send a Message <b>Light</b> &gt;Topic Launch&gt;Quest Kickoff: Help Send a Message &gt;Topic Close&gt;Quest Findings: Help Send a Message</p>

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<b>Crosscutting Concepts</b>	
1.PS4.4.CCC.1 Structure and Function: The shape and stability of structures of natural and designed objects are related to their functions.	<p><b>SE/TE:</b>            Quest Check-In Lab: How can instruments talk?, 18-19            uEngineer It!: Alert! Alert!, 26-27            uEngineer It!: Windshield Safety, 56-57</p> <p><b>Realize™ Digital Resources:</b>  <b>Sound</b>            &gt;Lesson 3, Uses of Sound&gt;uEngineer It! Interactivity: Notify the Residents Light  <b>Light</b>            &gt;Lesson 2, Light and Matter&gt;uEngineer It! Interactivity: Ask Questions about Materials and Light</p>
<b>From Molecules to Organisms: Structure and Function (LS1)</b>	
<b>Performance Expectation</b>	
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.	<p><b>SE/TE:</b>            Quest Check-In: Roots Help Plants Survive, 153            Quest Check-In: Different Shapes, Different Uses, 159            uEngineer It!: Design a Tool, 160-161            uInvestigate Lab: What can people learn from an acorn shell?, 163            Quest Connection, 164            Quest Check-In: A Sticky Invention, 166            uDemonstrate Lab: How do the spines of cacti help them?, 182-183</p> <p><b>Realize™ Digital Resources:</b>  <b>Living Things</b>            &gt;Topic Launch&gt;Quest Kickoff: Nature Copycats            &gt;Lesson 2, Animal Parts&gt;uEngineer It! Video: Design a Tool            &gt;Topic Close&gt;Quest Findings: Nature Copycats</p>
<b>Disciplinary Core Ideas</b>	
1.LS1.1.DCI.1 All organisms have external parts.	<p><b>SE/TE:</b>            The Essential Question, 143            uInvestigate Lab: What do the parts of a plant look like?, 149            Roots, 150            Stems and Leaves, 151            Flowers and Fruits, 152            How Animals Move, 156            Body Coverings and Ways of Breathing, 157            uInvestigate Lab: What can people learn from an acorn shell?, 163</p>

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<p>1.LS1.1.DCI.2 Different animals use their body parts in different ways to see, hear, grasp objects, protect themselves, move from place to place, and seek, find, and take in food, water, and air.</p>	<p><b>SE/TE:</b>            The Essential Question, 143            Jumpstart Discovery!, 154            uInvestigate Lab: How do whiskers help a cat?, 155            How Animals Move, 156            Body Coverings and Ways of Breathing, 157            Animals' Sense and Responses, 158            Jumpstart Discovery!, 162            People Mimic Nature, 164-165            Quest Check-In Lab: How do snowshoe hares stay safe?, 174-175</p> <p><b>Realize™ Digital Resources:</b>  <b>Living Things</b>            &gt;Lesson 2, Animal Parts&gt;Interactivity: What are some parts of animals?</p>
<p>1.LS1.1.DCI.3 Plants also have different parts (roots, stems, leaves, flowers, fruits) that help them survive and grow.</p>	<p><b>SE/TE:</b>            uConnect Lab: How can you make a model of a plant?, 146            Jumpstart Discovery!, 148            uInvestigate Lab: What do the parts of a plant look like?, 149            Roots, 150            Stems and Leaves, 151            Flowers and Fruits, 152            Quest check-In: Roots Help Plants Survive, 153            Jumpstart Discovery!, 162            uInvestigate Lab: What can people learn from an acorn shell?, 163            Topic Assessment, 178-179            uDemonstrate Lab: How do the spines of cacti help them?, 182-183</p> <p><b>Realize™ Digital Resources:</b>  <b>Living Things</b>            &gt;Lesson 1, Plant Parts&gt;Interactivity: Plant Parts</p>
<p>1.LS1.1.DCI.4 Animals have body parts that capture and convey different kinds of information needed for growth and survival.</p>	<p><b>SE/TE:</b>            uInvestigate Lab: How do whiskers help a cat?, 155            Animals' Sense and Responses, 158            People Mimic Nature, 164-165            Quest Check-In Lab: How do snowshoe hares stay safe?, 174-175</p> <p><b>Realize™ Digital Resources:</b>  <b>Living Things</b>            &gt;Lesson 2, Animal Parts&gt;Interactivity: What are some parts of animals?</p>

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1.LS1.1.DCI.5 Plants also respond to some external inputs.	<p><b>SE/TE:</b> Roots, 150 Stems and Leaves, 151 Environments, 170</p> <p><b>Realize™ Digital Resources:</b> <b>Living Things</b> &gt;Lesson 1, Plant Parts&gt;Interactivity: Plant Parts</p>
1.LS1.1.DCI.6 Every human-made product is designed by applying some knowledge of the natural world and is built using materials derived from the natural world.	<p><b>SE/TE:</b> Quest Check-In: Different Shapes, Different Uses, 159 uEngineer It!: Design a Tool, 160-161 People Mimic Nature, 164-165 Quest Check-In, 166 Career Connection: Bioengineer, 177</p> <p><b>Realize™ Digital Resources:</b> <b>Living Things</b> &gt;Topic Launch&gt;Quest Kickoff: Nature Copycats &gt;Lesson 2, Animal Parts&gt;uEngineer It! Video: Design a Tool &gt;Topic Close&gt;Quest Findings: Nature Copycats</p>
<b>Science and Engineering Practices</b>	
1.LS1.1.SEP.1 Planning and Carrying Out Investigations: Plan and conduct investigations collaboratively to produce data to serve as the basis for evidence to answer a question.	<p><b>SE/TE:</b> uEngineer It!: Design a Tool, 160-161 uInvestigate Lab: What can people learn from an acorn shell?, 163 How do the spines of cacti help them?, 182-183</p> <p><b>Realize™ Digital Resources:</b> <b>Living Things</b> &gt;Topic Launch&gt;Quest Kickoff: Nature Copycats &gt;Lesson 2, Animal Parts&gt;uEngineer It! Video: Design a Tool &gt;Topic Close&gt;Quest Findings: Nature Copycats</p>
<b>Crosscutting Concepts</b>	
1.LS1.1.CCC.1 Structure and Function: The shape and stability of structures of natural and designed objects are related to their functions.	<p><b>SE/TE:</b> Jumpstart Discovery, 148 uInvestigate Lab: What do the parts of a plant look like?, 149 Roots, 150 Stems and Leaves, 151 Quest Check-In: Roots Help Plants Survive, 153 uInvestigate Lab: How do whiskers help a cat?, 155 Crosscutting Concepts Toolbox: Structure and Function, 156 Quest Check-In: Different Shapes, Different Uses, 159</p>

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<b>Performance Expectation</b>	
<p>1.LS1.2 Obtain information from media and/or text to determine patterns in the behavior of parents and offspring that help offspring survive.</p>	<p><b>SE/TE:</b>            Literacy Connection: Main Idea and Details, 189            uInvestigate Lab, What do young plants look like?, 197            uInvestigate Lab: How do nests protect eggs?, 207            Parents Help Young, 209            Parents Protect Young, 210-211            Connecting Concepts Toolbox: Patterns, 211            Parents Teach Young, 212            Young Stay Close and Make Sounds, 213            Quest Check-In: Parents help their Young Learn, 214            Quest Findings, 216            Topic Assessment, 219</p> <p><b>Realize™ Digital Resources: Parents and Offspring</b>            &gt;Topic Launch&gt;Quest Kickoff: Find the Parents            &gt;Lesson 3, Patterns in Animal Behavior&gt;Video:            Animal Behaviors;&gt;Interactivity: Animal Behaviors            &gt;Topic Close&gt;Quest Findings: Find the Parents</p>
<b>Disciplinary Core Ideas</b>	
<p>1.LS1.2.DC1.1 Adult plants and animals can have young.</p>	<p><b>SE/TE:</b>            Literacy Connection: Main Idea and Details, 189            uInvestigate Lab: How do plants grow and change?, 191            Life Cycle of a Plant, 192            Life Cycle of an Animal, 193            Jumpstart Discovery!, 196            uInvestigate Lab: What do young plants look like?, 197            Alike and Different, 198            Plants Are Alike, 199            Plants Are Different, 200            Animals Are Alike, 201            Animals Are Different, 202</p>

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1.LS1.2.DC1.2 In many kinds of animals, parents and the offspring themselves engage in behaviors that help the offspring to survive.	<p><b>SE/TE:</b> Literacy Connection: Main Idea and Details, 189 Investigate Lab: How do nests protect eggs?, 207 Parents Help Young, 209 Parents Protect Young, 210-211 Parents Teach Young, 212 Young Stay Close and Make Sounds, 213 Quest Check-In: Parents Help Young Learn, 214</p> <p><b>Realize™ Digital Resources: Parents and Offspring</b> &gt;Topic Launch&gt;Quest Kickoff: Find the Parents &gt;Lesson 3, Patterns in Animal Behavior&gt;Video: Animal Behaviors;&gt;Interactivity: Animal Behaviors &gt;Topic Close&gt;Quest Findings: Find the Parents</p>
<b>Science and Engineering Practices</b>	
1.LS1.2.SEP.1 Obtaining, Evaluating, and Communicating Information: Read grade-appropriate texts and use media to obtain scientific information to determine patterns in the natural world.	<p><b>SE/TE:</b> Jumpstart Discovery, 206 Parents Help Young, 209 Parents Protect Young, 210-211 Connecting Concepts Toolbox: Patterns, 211 Parents Teach Young, 212 Young Stay Close and Make Sounds, 213 Quest Check-In: Parents Help Young Learn, 214</p> <p><b>Realize™ Digital Resources: Parents and Offspring</b> &gt;Lesson 3, Patterns in Animal Behavior&gt;Video: Animal Behaviors;&gt;Interactivity: Animal Behaviors</p>
<b>Crosscutting Concepts</b>	
1.LS1.2.CCC.1 Patterns: Patterns in the natural world can be observed, used to describe phenomena, and used as evidence.	<p><b>SE/TE:</b> Quest Check-In Lab: How are the life cycles alike and different?, 194 Connecting Concepts Toolbox: Patterns, 211</p> <p><b>Realize™ Digital Resources: Parents and Offspring</b> &gt;Lesson 3, Patterns in Animal Behavior&gt;Video: Animal Behaviors;&gt;Interactivity: Animal Behavior</p>

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<b>Heredity: Inheritance and Variation of Traits (LS3)</b>	
<b>Performance Expectation</b>	
<p>1.LS3.1 Make observations to construct an evidence-based account that young plants and animals are like, but not exactly like, their parents.</p>	<p><b>SE/TE:</b>  uConnect Lab: Which mouse is longer?, 188  Literacy Connection, 189  uInvestigate Lab: How do plants grow and change?, 191  Life Cycle of a Plant, 192  Life Cycle of an Animal, 193  uInvestigate Lab: What do young plants look like?, 197  Alike and Different, 198  Plants Are Alike, 199  Animals Are Alike, 201  Topic Assessment, 218-219  uDemonstrate Lab: How do living things change as they grow?, 222-223</p> <p><b>Realize™ Digital Resources: Parents and Offspring</b>  &gt;Topic Launch&gt;Quest Kickoff: Find the Parents  &gt;Lesson 2, Observe Parents and Young&gt;Video: Parents and Their Young;&gt;Interactivity: Alike and Different: Living Things  &gt;Topic Close&gt;Quest Findings: Find the Parents</p>
<b>Disciplinary Core Ideas</b>	
<p>1.LS3.1.DCI.1 Young animals are very much, but not exactly like, their parents.</p>	<p><b>SE/TE:</b>  Life Cycle of an Animal, 193  Alike and Different, 198  Animals Are Alike, 201  Animals Are Different, 202  Topic Assessment, 218-219  Evidence-Based Assessment, 220-221  uDemonstrate Lab: How do living things change as they grow?, 222-223</p> <p><b>Realize™ Digital Resources: Parents and Offspring</b>  &gt;Topic Launch&gt;Quest Kickoff: Find the Parents  &gt;Lesson 2, Observe Parents and Young&gt;Video: Parents and Their Young;&gt;Interactivity: Alike and Different: Living Things  &gt;Topic Close&gt;Quest Findings: Find the Parent</p>



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1.LS3.1.DCI.2 Plants also are very much, but not exactly, like their parents.	<b>SE/TE:</b> uInvestigate Lab: How do plants grow and change?, 191 Jumpstart Discovery!, 196 uInvestigate Lab: What do young plants look like?, 197 Alike and Different, 198 Plants Are Alike, 199 Plants Are Different, 200
1.LS3.1.DCI.3 Individuals of the same kind of plant or animal are recognizable as similar but can also vary in many ways.	<b>SE/TE:</b> uConnect Lab: Which mouse is longer?, 188 Alike and Different, 198 Plants Are Alike, 199 Plants Are Different, 200 Animals Are Alike, 201 Animals Are Different, 202 Topic Assessment, 218
<b>Science and Engineering Practices</b>	
1.LS3.1.SEP.1 Constructing Explanations: Make observations (firsthand or from media) to construct an evidence-based account for natural phenomena.	<b>SE/TE:</b> uInvestigate Lab: How do plants grow and change?, 191 Quest Check-In Lab: How are the life cycles alike and different, 194-195 uInvestigate Lab: What do young plants look like?, 197 Quest Check-In: Find the Parents, 216 uDemonstrate Lab: How do living things change as they grow?, 222-223  <b>Realize™ Digital Resources:</b> <b>Parents and Offspring</b> >Topic Launch>Quest Kickoff: Find the Parents >Lesson 2, Observe Parents and Young>Interactivity: Alike and Different: Living Things >Topic Close>Quest Findings: Find the Parents

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<b>Crosscutting Concepts</b>	
1.LS3.1.CCC.1 Patterns: Patterns in the natural world can be observed, used to describe phenomena, and used as evidence.	<p><b>SE/TE:</b>            Quest Check-In Lab: How are the life cycles alike and different, 194-195            Plants Are Alike, 199            Animals Are Alike, 201            Connecting Concepts Toolbox: Patterns, 211</p> <p><b>TE Only:</b>            Focus on Mastery, 214</p> <p><b>Realize™ Digital Resources:</b>  <b>Parents and Offspring</b>            &gt;Lesson 2, Observe Parents and Young&gt;Video: Parents and Their Young;&gt;Interactivity: Alike and Different: Living Things</p>
<b>Earth’s Place in the Universe (ESS1)</b>	
<b>Performance Expectation</b>	
1.ESS1.1 Use observations of the sun, moon, and stars to describe patterns that can be predicted.	<p><b>SE/TE:</b>            uInvestigate Lab: Why is it hard to see stars during the day?, 81            Star Light, Star Bright, 82            Quest Check-In: Stars in the Sky, 85            uInvestigate Lab: How can you observe sun patterns?, 87            Moon Motions and Phases, 90            Quest Check-In: Moon Patterns, 92            STEM Math Connection: Use a Calendar, 93            uInvestigate Lab: How does the sun cause seasons?, 95            Seasons, 96-97            Quest Check-In Lab: How can you model motions of the Earth?, 98-99            uDemonstrate Lab: How do shadows change?, 108-109</p> <p><b>Realize™ Digital Resources:</b>  <b>Sky and Earth</b>            &gt;Topic Launch&gt;Quest Kickoff: Sky Watchers            &gt;Lesson 2, Patterns in the Sky&gt;Interactivity: Patterns in the Night Sky            &gt;Topic Close&gt;Quest Findings: Sky Watchers</p>

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<b>Disciplinary Core Ideas</b>	
1.ESS1.1.DCI.1 Patterns of the motion of the sun, moon, and stars in the sky can be observed, described, and predicted.	<p><b>SE/TE:</b>            Jumpstart Discovery!, 80            Star Light, Star Bright, 82            The Sun, Our Star, 83            Quest Check-In: Starts in the Sky, 85            uInvestigate Lab: How can you observe sun patterns?, 87            Earth Spins, 88            Sunrise, Sunset, 89            Moon Motions and Phases, 90            STEM Math Connection: Use a Calendar, 93            Seasons, 96-97</p> <p><b>Realize™ Digital Resources:</b>  <b>Sky and Earth</b>            &gt;Topic Launch&gt;Quest Kickoff: Sky Watchers            &gt;Lesson 2, Patterns in the Sky&gt;Interactivity: Patterns in the Night Sky            &gt;Topic Close&gt;Quest Findings: Sky Watchers</p>
<b>Science and Engineering Practices</b>	
1.ESS1.1.SEP.1 Analyzing and Interpreting Data: Use observations (firsthand or from media) to describe patterns in the natural world in order to answer scientific questions.	<p><b>SE/TE:</b>            uInvestigate Lab: Why is it hard to see stars during the day?, 81            Quest Connection, 83            uInvestigate Lab: How can you observe sun patterns?, 87            Quest Check-In: Moon Patterns, 92            STEM Math Connection: Use a Calendar, 93            uInvestigate Lab: How does the sun cause seasons?, 95            Quest Connection, 96</p> <p><b>Realize™ Digital Resources:</b>  <b>Sky and Earth</b>            &gt;Topic Launch&gt;Quest Kickoff: Sky Watchers            &gt;Topic Close&gt;Quest Findings: Sky Watchers</p>

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<b>Crosscutting Concepts</b>	
1.ESS1.1.CCC.1 Patterns: Patterns in the natural world can be observed, used to describe phenomena, and used as evidence.	<p><b>SE/TE:</b>            uInvestigate Lab: How can you observe sun patterns?, 87            Math Toolbox, 90            Quest Check-In: Moon Patterns, 92            STEM Math Connection, 93            Quest Connection, 96            Quest Check-In Lab: How can you model the motions of Earth, 98-99</p> <p><b>TE Only:</b>            Math Toolbox: Patterns: 90</p> <p><b>Realize™ Digital Resources:            Sky and Earth</b>            &gt;Lesson 2, Patterns in the Sky&gt;Interactivity: Patterns in the Night Sky</p>
<b>Performance Expectation</b>	
1.ESS1.2 Make observations at different times of year to relate the amount of daylight and relative temperature to the time of year.	<p><b>SE/TE:</b>            uInvestigate Lab: How does the sun cause seasons?, 95            Quest Connection, 96            Quest Check-In Lab: How can you model motions of the earth? 98-99            uDemonstrate Lab: How to shadows change? 108-109            Sunlight and Seasons, 129            Quest Check-In Lab: How does the season affect the amount of daylight?, 132-133</p> <p><b>Realize™ Digital Resources:            Sky and Earth</b>            &gt;Lesson 3, Daylight Changes and Seasons&gt;Video: Daylight Changes and Seasons</p>
<b>Disciplinary Core Ideas</b>	
1.ESS1.2.DCI.1 Seasonal patterns of sunrise and sunset can be observed, described, and predicted.	<p><b>SE/TE:</b>            Earth Spins, 88            Sunrise, Sunset, 89            Seasons, 96-97            Quest Check-In Lab: How does the season affect the amount of daylight?, 132-133</p> <p><b>Realize™ Digital Resources:            Sky and Earth</b>            &gt;Lesson 3, Daylight Changes and Seasons&gt;Video: Daylight Changes and Seasons</p>

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<b>Science and Engineering Practices</b>	
<p>1.ESS1.2.SEP.1 Planning and Carrying Out Investigations: Make observations (firsthand or from media) to collect data that can be used to make comparisons.</p>	<p><b>SE/TE:</b>  <ul style="list-style-type: none"> <li>uInvestigate Lab: Why is it hard to see stars during the day?, 81</li> <li>uInvestigate Lab: How can you observe sun patterns?, 87</li> <li>Quest Check-In Lab: How can you model motions of the earth? 98-99</li> <li>Quest Check-In Lab: How does the season affect the amount of daylight?, 132-133</li> </ul> <p><b>Realize™ Digital Resources:</b>  <b>Sky and Earth</b>            &gt;Lesson 3, Daylight Changes and Seasons&gt;Video: Daylight Changes and Seasons</p> </p>
<b>Crosscutting Concepts</b>	
<p>1.ESS1.2.CCC.1 Patterns: Patterns in the natural world can be observed, used to describe phenomena, and used as evidence.</p>	<p><b>SE/TE:</b>  <ul style="list-style-type: none"> <li>uInvestigate Lab: How can you observe sun patterns?, 87</li> <li>Quest Check-In: Moon Patterns, 92</li> <li>STEM Math Connection: Use a Calendar, 93</li> <li>Quest Check-In, 96</li> <li>Quest Check-In Lab: How can you model motions of the earth? 98-99</li> </ul> <p><b>TE Only:</b>            Math Toolbox: Patterns, 90</p> <p><b>Realize™ Digital Resources:</b>  <b>Sky and Earth</b>            &gt;Lesson 3, Daylight Changes and Seasons&gt;Video: Daylight Changes and Seasons</p> </p>

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<b>Earth and Human Activity (ESS3)</b>	
<b>Performance Expectation</b>	
1.ESS3.1 Communicate solutions that will reduce the impact of humans on the land, water, air, and/or other living things in the local environment.	<b>Realize™ Digital Course:</b> Oklahoma Science Activity: People Change the Environment and People Can Protect the Environment, 1-3, 4-8
<b>Disciplinary Core Ideas</b>	
1.ESS3.1.DCI.1 Things that people do to live comfortably can affect the world around them. But, they can make choices that reduce their impacts on the land, water, air, and other living things.	<b>Realize™ Digital Course:</b> Oklahoma Science Activity: People Change the Environment and People Can Protect the Environment, 3, 4, 6, 7
1.ESS3.1.DCI.2 Designs can be conveyed through sketches, drawings, or physical models. These representations are useful in communicating ideas for a problem's solutions to other people.	<b>Realize™ Digital Course:</b> Oklahoma Science Activity: People Change the Environment and People Can Protect the Environment, 3, 4, 6, 7
<b>Science and Engineering Practices</b>	
1.ESS3.1.SEP.1 Obtaining, Evaluating and Communicating Information: Communicate solutions with others in oral and/or written forms using models and/or drawings that provide detail about scientific ideas.	<b>Realize™ Digital Course:</b> Oklahoma Science Activity: People Change the Environment and People Can Protect the Environment, 3, 4, 6, 7  <b>TE Only: 3, 7</b>
<b>Crosscutting Concepts</b>	
1.ESS3.1.CCC.1 Cause and Effect: Events have causes that generate observable patterns.	<b>Realize™ Digital Course:</b> Oklahoma Science Activity: People Change the Environment and People Can Protect the Environment, 3, 6  <b>TE Only: 3, 6</b>

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