

A Correlation of
Elevate Science
Kindergarten, ©2019



To the
Oklahoma
2020 Academic Standards for Science
Kindergarten

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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 21st 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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Motion and Stability of Forces (PS2)	
Performance Expectation	
<p>K.PS2.1 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.</p>	<p>SE/TE: Quest Kickoff: Wind Makes It Go, 2-3 uConnect Lab: How do things move?, 4 uInvestigate Lab: How can we make objects move?, 7 Engineering Toolbox: Conduct an Investigation, 9 uInvestigate Lab: How do objects move?, 13 Different Ways to Move, 14 STEM Quest Check-In: How can you build your sail car?, 16-17 uInvestigate Lab: How do you roll?, 21 Quest Check-In Lab: How Does Wind Move My Sail Car?, 26-27 Quest Findings, Wind Makes It Go, 28 uDemonstrate Lab: How do objects change their motion?, 34-35</p> <p>Realize™ Digital Resources: Pushes and Pulls > Lesson 1, Pushes and Pulls>Interactivity: Push and Pull</p>
Disciplinary Core Ideas	
<p>K.PS2.1.DCI.1 Pushes and pulls can have different strengths and directions.</p>	<p>SE/TE: uConnect Lab: How do things move?, 4 Literacy Connection: Cause and Effect, 5 uInvestigate Lab: How can we make objects move?, 7 Pushes and Pulls, 8-9 Ways Objects Move, 10 uInvestigate Lab: How do objects move?, 13 Different Ways to Move, 14 Different Speeds, 15 STEM Quest Check-In: How can you build your sail car?, 16-17 Jumpstart Discovery!, 20 uInvestigate Lab: How do you roll?, 21 Direction and Motion, 24-25 Evidence-Based Assessment, 32-33 uDemonstrate Lab: How do objects change their motion?, 34-35</p> <p>Realize™ Digital Resources: Pushes and Pulls >Lesson 1, Pushes and Pulls>Interactivity: Push and Pull >Lesson 2, Change in Movement>Interactivity: How Objects Move >Topic Close>Quest Findings: Wind Makes It Go</p>

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<p>K.PS2.1.DCI.2 Pushing or pulling on an object can change the speed or direction of its motion and can start or stop it.</p>	<p>SE/TE: uConnect Lab: How do things move?, 4 Jumpstart Discovery!, 6 uInvestigate Lab: How can we make objects move?, 7 Pushes and Pulls, 8-9 Ways Objects Move, 10 uInvestigate Lab: How do objects move?, 13 Different Ways to Move, 14 Different Speeds, 15 Jumpstart Discovery!, 20 uInvestigate Lab: How do you roll?, 21 Objects Change Motion, 22 Direction and Motion, 24-25 Topic Assessment, 30-31 Evidence-Based Assessment, 32-33 uDemonstrate Lab: How do objects change their motion?, 34-35</p> <p>Realize™ Digital Resources: Pushes and Pulls >Topic Launch>Quest Kickoff: Wind Makes It Go> Lesson 1, Pushes and Pulls>Interactivity: Push and Pull >Lesson 3, Change Movement with Pushes and Pulls>Interactivity: Motion and Direction >Topic Close>Quest Findings: Wind Makes It Go</p>
<p>K.PS2.1.DCI.3 A bigger push or pull makes things speed up or slow down more quickly.</p>	<p>SE/TE: Jumpstart Discovery!, 12 Different Speeds, 15 STEM Quest Check-In: How can you build your sail car?, 16-17 Jumpstart Discovery!, 20 uInvestigate Lab: How do you roll?, 21 Topic Assessment, 30-31 Evidence-Based Assessment, 32-33</p> <p>Realize™ Digital Resources: Pushes and Pulls >Topic Launch>Quest Kickoff: Wind Makes It Go</p>
<p>K.PS2.1.DCI.4 When objects touch or collide, they push on one another and can change motion.</p>	<p>SE/TE: uEngineer It!: Maze Craze!, 18-19 uInvestigate Lab: How do you roll?, 21 Direction and Motion, 24-25 Visual Literacy, 24-25 Topic Assessment, 30-31</p>

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Science and Engineering Practices	
<p>K.PS2.1.SEP.1 Planning and Carrying Out Investigations: With guidance, plan and conduct an investigation in collaboration with peers.</p>	<p>SE/TE: Quest Kickoff: Wind Makes It Go, 2-3 uInvestigate Lab: How can we make objects move?, 7 uConnect Lab: How do things move?, 4 uInvestigate Lab: How do objects move?, 13 Engineering Toolbox: Conduct an Investigation, 9 STEM Quest Check-In: How can you build your sail car?, 16-17 uInvestigate Lab: How do you roll? 21 uDemonstrate Lab: How do objects change their motion?, 34-35</p> <p>Realize™ Digital Resources: Pushes and Pulls >Topic Close>Quest Findings: Wind Makes It Go</p>
Crosscutting Concepts	
<p>K.PS2.1.CCC.1 Cause and Effect: Simple tests can be designed to gather evidence to support or refute student ideas about causes.</p>	<p>SE/TE: Literary Connection: Cause and Effect, 5 uInvestigate Lab: How can we make objects move?, 7 Engineering Toolbox: Conduct an Investigation, 9 uInvestigate Lab: How do objects move?, 13 Crosscutting Concepts: Toolbox, 15 Cause and Effect, 22 Visual Literacy, 24-25 uDemonstrate Lab: How do objects change their motion?, 34-35</p> <p>Realize™ Digital Resources: Pushes and Pulls >Topic Close>Quest Findings: Wind Makes It Go</p>

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Performance Expectation	
<p>K.PS2.2 Analyze data to determine if a design solution works as intended to change the speed or direction of an object with a push or pull.</p>	<p>SE/TE: STEM Quest Check In Lab: 16-17 uEngineer It!: Maze Craze!, 18-19 STEM Quest Check-In Lab, 26 Quest Findings: Wind Makes It Go, 28 uDemonstrate Lab: How do objects change their motion?, 34-35</p> <p>Realize™ Digital Resources: Pushes and Pulls >Topic Launch>Quest Kickoff: Wind Makes It Go>Lesson 1, Pushes and Pulls>Interactivity: Push and Pull >Lesson 2, Change in Movement>Interactivity: How Objects Move;>uEngineer It! Video: Maze Craze! >Topic Close>Quest Findings: Wind Makes It Go</p>
Disciplinary Core Ideas	
<p>K.PS2.2.DCI.1 Pushes and pulls can have different strengths and directions.</p>	<p>SE/TE: uConnect Lab: How do things move?, 4 uInvestigate Lab: How can we make objects move?, 7 Pushes and Pulls, 8-9 Engineering Toolbox: Conduct an Investigation, 9 Ways Objects Move, 10 Different Ways to Move, 14 Different Speeds, 15 uInvestigate Lab: How do you roll?, 21 Evidence-Based Assessment, 32-33 uDemonstrate Lab: How do objects change their motion?, 34-35</p> <p>Realize™ Digital Resources: Pushes and Pulls > Lesson 1, Pushes and Pulls>Interactivity: Push and Pull >Lesson 2, Change in Movement>Interactivity: How Objects Move</p>

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<p>K.PS2.2.DCI.2 Pushing or pulling on an object can change the speed or direction of its motion and can start or stop it.</p>	<p>SE/TE: uConnect Lab: How do things move?, 4 Literacy Connection: Cause and Effect, 5 uInvestigate Lab: How can we make objects move?, 7 Pushes and Pulls, 8-9 Engineering Toolbox: Conduct an Investigation, 9 Ways Objects Move, 10 uInvestigate Lab: How do objects move?, 13 Different Ways to Move, 14 Different Speeds, 15 Jumpstart Discovery!, 20 uInvestigate Lab: How do you roll?, 21 Objects Change Motion, 22 Direction and Motion, 24-25 STEM Quest Check-in Lab, 26 Topic Assessment, 30-31 Evidence-Based Assessment, 32-33 uDemonstrate Lab: How do objects change their motion?, 34-35</p> <p>Realize™ Digital Resources: Pushes and Pulls >Topic Launch>Quest Kickoff: Wind Makes It Go> Lesson 1, Pushes and Pulls>Interactivity: Push and Pull >Lesson 3, Change Movement with Pushes and Pulls>Interactivity: Motion and Direction >Topic Close>Quest Findings: Wind Makes It Go</p>
<p>K.PS2.2.DCI.3 A situation that people want to change or create can be approached as a problem to be solved through engineering.</p>	<p>SE/TE: STEM Quest Check-In: How can you build your sail car?, 16-17 uEngineer It!: Maze Craze!, 18-19 Quest Check-In: How does wind move my sail car?, 26 Quest Findings: Wind Makes It Go, 28</p> <p>Realize™ Digital Resources: Pushes and Pulls >Lesson 2, Change in Movement>uEngineer It! Video: Maze Craze!</p>

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K.PS2.2.DCI.4 Such problems may have many acceptable solutions.	<p>SE/TE: Quest Kickoff: Wind Makes It Go, 2-3 STEM Quest Check-In: How can you build your sail car?, 16-17 uEngineer It!: Maze Craze!, 18-19 Quest Check-In: How does wind move my sail car?, 26 Quest Findings: Wind Makes It Go, 28</p> <p>Realize™ Digital Resources: Pushes and Pulls >Lesson 2, Change in Movement>uEngineer It! Video: Maze Craze!</p>
Science and Engineering Practices	
K.PS2.2.SEP.1 Analyzing Data: Analyze data from tests of an object or tool to determine if it works as intended.	<p>SE/TE: Quest Kickoff: Wind Makes It Go, 2-3 STEM Quest Check-In: How can you build your sail car?, 16-17 uEngineer It!: Maze Craze!, 18-19 Quest Check-In Lab: How Does Wind Move My Sail Car?, 26-27 Quest Findings: Wind Makes it Go, 28</p> <p>Realize™ Digital Resources: Pushes and Pulls >Lesson 2, Change in Movement>Interactivity: How Objects Move;>uEngineer It! Video: Maze Craze!</p>
Crosscutting Concepts	
K.PS2.2.CCC.1 Cause and Effect: Simple tests can be designed to gather evidence to support or refute student ideas about causes.	<p>SE/TE: STEM Quest Check-In: How can you build your sail car?, 16-17 uEngineer It!: Maze Craze!, 18-19 uInvestigate Lab: How do you roll?, 21 Quest Check-In Lab: How Does Wind Move My Sail Car?, 26-27 Quest Findings: Wind Makes it Go, 28</p> <p>Realize™ Digital Resources: Pushes and Pulls >Lesson 2, Change in Movement>Interactivity: How Objects Move >Lesson 3, Change Movement with Pushes and Pulls>Interactivity: Motion and Direction</p>

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Energy (PS3)	
Performance Expectation	
K.PS3.1 Make observations to determine the effect of sunlight on Earth’s surface.	<p>SE/TE: uConnect Lab: What can you observe about the sun?, 76 uInvestigate Lab: What can the sun do?, 79 The Sun and Earth, 80-81 Extreme Science, 83 uInvestigate Lab: Which objects change in the sun?, 87 The Sun Warms Earth, 88-89 Sunlight and Earth, 90-91 uDemonstrate Lab: Where is it warmer?, 100-101</p> <p>Realize™ Digital Resources: Sunlight >Topic Launch>Quest Kickoff: Keep It Cool >Lesson 2, Sunlight and Earth's Surface>Video: Sunlight and the Earth's Surface;>Interactivity: How Can the Sun Make Temperatures Change? >Topic Close>Quest Findings: Keep It Cool</p>
Disciplinary Core Ideas	
K.PS3.1.DCI.1 Sunlight warms the Earth’s surface.	<p>SE/TE: uConnect Lab: What can you observe about the sun?, 76 The Sun and Earth, 80 uInvestigate Lab: Which objects change in the sun?, 87 The Sun Warms Earth, 88-89 Engineering Practice Toolbox: Plan an Investigation, 89 Sunlight and Earth, 90-91 Topic Assessment, 96-97 uDemonstrate Lab: Where is it warmer?, 100-101</p> <p>Realize™ Digital Resources: Sunlight >Lesson 2, Sunlight and Earth's Surface>Video: Sunlight and the Earth's Surface;>Interactivity: How Can the Sun Make Temperatures Change?</p>

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Science and Engineering Practices	
K.PS3.1.SEP.1 Planning and Carrying Out Investigations: Make observations (firsthand or from media) to collect data that can be used to make comparisons.	SE/TE: uConnect Lab: What can you observe about the sun?, 76 uInvestigate Lab: What can the sun do?, 79 uInvestigate Lab: Which objects change in the sun?, 87 Engineering Practice Toolbox: Plan an Investigation, 89 STEM Quest Check-In Lab: Which material makes the best roof?, 92-93 uDemonstrate Lab: Where is it warmer?, 100-101
Crosscutting Concepts	
K.PS3.1.CCC.1 Cause and Effect: Events have causes that generate observable patterns.	SE/TE: uConnect Lab: What can you observe about the sun?, 76 uInvestigate Lab: What can the sun do?, 79 Extreme Science, 83 uInvestigate Lab: Which objects change in the sun?, 87 The Sun Warms Earth, 88-89 Engineering Practice Toolbox: Plan an Investigation, 89 Sunlight and Earth, 90-91 uDemonstrate Lab: Where is it warmer?, 100-101 Realize™ Digital Resources: Sunlight >Topic Launch>Quest Kickoff: Keep It Cool >Lesson 2, Sunlight and Earth's Surface>Interactivity: How Can the Sun Make Temperatures Change? >Topic Close>Quest Findings: Keep It Cool
Performance Expectation	
K.PS3.2 Use tools and materials to design and build a structure that will reduce the warming effect of sunlight on an area.	SE/TE: Quest Check-In, 82 uEngineer It!: Sunny Days, 84-85 Quest Check-In Lab: Which material makes the best roof?, 92-93 Realize™ Digital Resources: Sunlight >Topic Launch>Quest Kickoff: Keep It Cool >Lesson 1, The Sun>uEngineer It! Video: Sunny Days >Topic Close>Interactivity >Lesson 2, Needs of Animals>uEngineer It! Interactivity: Build an Animal Shelter >Topic Close>Quest Findings: Keep It Cool

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Disciplinary Core Ideas	
K.PS3.2.DCI.1 Sunlight warms the Earth’s surface.	<p>SE/TE: Sunlight, 72-73 uConnect Lab: What can you observe about the sun?, 76 Jumpstart Discovery!, 78 uInvestigate Lab: What can the sun do?, 79 The Sun and Earth, 80-81 uInvestigate Lab: Which objects change in the sun?, 87 The Sun Warms Earth, 88-89 Sunlight and Earth, 90-91 Topic Assessment, 96-97</p> <p>Realize™ Digital Resources: Sunlight >Lesson 2, Sunlight and Earth's Surface>Video: Sunlight and the Earth's Surface;>Interactivity: How Can the Sun Make Temperatures Change?</p>
Science and Engineering Practices	
K.PS3.2.SEP.1 Designing Solutions: Use tools and materials provided to design and build a device that solves a specific problem or a solution to a specific problem.	<p>SE/TE: Quest Check-In: Staying Cool, 82 uEngineer It!: Sunny Days, 84-85 Quest Check-In Lab: Which material makes the best roof?, 92-93 Quest Findings: Keep It Cool, 94 uEngineer It: Don't Blow Away, 114-115 uEngineer It!: It Is Cold Out There!, 162-163 Design a Solution, EM10</p> <p>Realize™ Digital Resources: Sunlight >Lesson 1, The Sun>uEngineer It! Video: Sunny Days >Lesson 2, Needs of Animals>uEngineer It! Interactivity: Build an Animal Shelter</p>

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Crosscutting Concepts	
K.PS3.2.CCC.1 Cause and Effect: Events have causes that generate observable patterns.	<p>SE/TE: uConnect Lab: What can you observe about the sun?, 76 uInvestigate Lab: What can the sun do?, 79 The Sun and Earth, 80-81 Jumpstart Discovery!, 86 uInvestigate Lab: Which objects change in the sun?, 87 The Sun Warms Earth, 88-89 Sunlight and Earth, 90-91 uDemonstrate Lab: Where is it warmer?, 100-101</p> <p>Realize™ Digital Resources: Sunlight >Lesson 1, The Sun>uEngineer It! Video: Sunny Days >Lesson 2, Sunlight and Earth's Surface>Interactivity: How Can the Sun Make Temperatures Change?</p>
From Molecules to Organisms: Structure and Function (LS1)	
Performance Expectation	
K.LS1.1 Use observations to describe patterns of what plants and animals (including humans) need to survive.	<p>SE/TE: uConnect Lab: What if plants do not get what they need?, 148 Plants Need Sunlight, 152 Crosscutting Concepts Toolbox: Patterns, 152 Plants Need Air, 153 Plants Need Water, 154 Quest Check-I, 155 uInvestigate Lab: Which feet do the best job?, 157 Animals Need Food, 158 Animals Need Water, 159 Animals Need Air, 160 Quest Check-In, 161 uInvestigate Lab: What should you wear?, 165 Crosscutting Concepts Toolbox: Patterns, 166\Quest Check-In, 168 Quest Check-In, 176-177 Quest Findings, 178 uDemonstrate Lab: What needs do pets have?, 184-185</p> <p>Realize™ Digital Resources: Needs of Living Things >Topic Launch>Quest Kickoff: Let's Build a Park! >Lesson 1, Needs of Plants>Interactivity: Plants Have Needs >Lesson 2, Needs of Animals>Interactivity: Locating an Animal's Needs >Lesson 3, Needs of People>Interactivity: People Have Needs >Topic Close>Quest Findings: Let's Build a Park</p>

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Disciplinary Core Ideas	
K.LS1.DCI.1 All animals need food in order to live and grow.	<p>SE/TE: Jumpstart Discovery!, 156 Animals Need Food, 158 Quest Connection, 159 Animals Need Air, 160 Quest Check-In: Fish in the Park, 161 People Are Animals, 166 People Need Clothes and Shelter, 167 Quest Connection, 175</p>
K.LS1.DCI.2 Animals obtain their food from plants or from other animals.	<p>SE/TE: Animals Need Food, 158 Quest Check-In: Fish in the Park, 161 People Are Animals, 167 Crosscutting Concepts Toolbox: Systems in Nature, 202 Plants and Animals Together, 202</p> <p>Realize™ Digital Resources: Needs of Living Things >Lesson 2, Needs of Animals>Video: Needs of Animals</p>
K.LS1.DCI.3 Plants need water and light to live and grow.	<p>SE/TE: uInvestigate Lab: How do plants get water?, 151 Plants Need Sunlight, 152 Plants Need Water, 154 Quest Check-In: Caring for Plants at the Park, 155 uInvestigate Lab: How does a plant grow and change?, 171</p> <p>Realize™ Digital Resources: Needs of Living Things >Lesson 1, Needs of Plants>Video: Needs of Plants</p>

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Science and Engineering Practices	
<p>K.LS1.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>	<p>SE/TE: uConnect Lab: What if plants do not get what they need?, 148 uInvestigate Lab: How do plants get water?, 151 Crosscutting Concepts Toolbox: Patterns, 152 Plants Need Air, 153 Plants Need Water, 154 uInvestigate Lab: Which feet do the best job?, 157 Animals Need Water, 159 uInvestigate Lab: What should you wear?, 165 Crosscutting Concepts Toolbox: Patterns, 166 uInvestigate Lab: How does a plant grow and change?, 171 Quest Check-In Lab: How do caterpillars change?, 176-177 Topic Assessment, 180-181 uDemonstrate Lab: What needs do pets have?, 184-185</p> <p>Realize™ Digital Resources: Needs of Living Things >Topic Launch>Quest Kickoff: Let's Build a Park! >Lesson 1, Needs of Plants>Interactivity: Plants Have Needs >Lesson 2, Needs of Animals>Interactivity: Locating an Animal's Needs</p>
Crosscutting Concepts	
<p>K.LS1.CCC.1 Patterns: Patterns in the natural and human designed world can be observed and used as evidence.</p>	<p>SE/TE: Crosscutting Concepts Toolbox: Patterns, 152 uInvestigate Lab: Which feet do the best job?, 157 Crosscutting Concepts Toolbox: Patterns, 166 Quest Connection, 175 uDemonstrate Lab: What needs do pets have?, 184-185</p> <p>TE Only: Focus on Mastery: Identify Patterns, 161</p> <p>Realize™ Digital Resources: Needs of Living Things >Topic Launch>Quest Kickoff: Let's Build a Park!</p>

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Earth Systems (ESS2)	
Performance Expectation	
<p>K.ESS2.1 Use and share observations of local weather conditions to describe patterns over time.</p>	<p>SE/TE: uConnect Lab: How does the weather change during the day?, 106 Temperature, 110 Sunny and Not Sunny, 111 Sun or Rain, 118 Hot or Cold Weather, 119 Quest Check-In: Predict the Weather, 121 uInvestigate Lab: What is the weather like in different seasons?, 123 Different Seasons, 124-125 uDemonstrate Lab: What is the weather like?, 142-143</p> <p>Realize™ Digital Resources: Earth's Weather >Topic Launch>Quest Kickoff: Chasing Storms >Lesson 1, Different Kinds of Weather>Interactivity: Weather >Lesson 2, Weather Patterns>Video: Weather Patterns;>Interactivity: Record the Weather >Lesson 3, Seasons>Interactivity: Seasons</p>
Disciplinary Core Ideas	
<p>K.ESS2.1.DCI.1 Weather is the combination of sunlight, wind, snow or rain, and temperature in a particular region at a particular time.</p>	<p>SE/TE: Jumpstart Discovery!, 108 Temperature, 110 Sunny and Not Sunny, 111 Wind, 112 Hot or Cold Weather 119 Weather in Different Places, 120 Quest Connection, 125 Topic Assessment, 138-139</p> <p>Realize™ Digital Resources: Earth's Weather >Lesson 1, Different Kinds of Weather>Interactivity: Weather</p>

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<p>K.ESS2.1.DCI.2 People measure these conditions to describe and record the weather and to notice patterns over time.</p>	<p>SE/TE: Jumpstart Discovery!, 108 Temperature, 110 Sunny and Not Sunny, 111 Wind, 112 Sun or Rain, 118 Hot or Cold Weather, 119 Topic Assessment, 138-139 What is the weather like?, 142-143</p> <p>Realize™ Digital Resources: Earth's Weather >Lesson 1, Different Kinds of Weather>Interactivity >Lesson 2, Weather Patterns>Video: Weather Patterns;>Interactivity: Record the Weather >Lesson 3, Seasons>Interactivity: Seasons</p>
Science and Engineering Practices	
<p>K.ESS2.1.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>	<p>SE/TE: uConnect Lab: How does the weather change during the day?, 106 uInvestigate Lab: How can you collect rain?, 117 Connecting Concepts Toolbox: Patterns, 118 Quest Connection, 119 Hot or Cold Weather, 119 uInvestigate Lab: What is the weather like in different seasons?, 123 uInvestigate Lab: What does a storm look like?, 129?, 134-135 uDemonstrate Lab: What is the weather like?, 142-143</p> <p>Realize™ Digital Resources: Earth's Weather >Topic Launch>Quest Kickoff: Chasing Storms >Lesson 1, Different Kinds of Weather>Interactivity: Weather >Lesson 2, Weather Patterns>Video: Weather Patterns;>Interactivity: Record the Weather >Lesson 3, Seasons>Interactivity: Seasons</p>

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Crosscutting Concepts	
<p>K.ESS2.1.CCC.1 Patterns: Patterns in the natural world can be observed, used to describe phenomena, and used as evidence.</p>	<p>SE/TE: uConnect Lab: How does the weather change during the day?, 106 Connecting Concepts Toolbox: Patterns, 118 Sun or Rain, 118 Quest Connection, 119 Hot or Cold Weather, 119 Weather in Different Places, 120 uInvestigate Lab: What is the weather like in different seasons?, 123 Different Seasons, 124-125 Topic Assessment, 138-139 uDemonstrate Lab: What is the weather like?, 142-143</p> <p>Realize™ Digital Resources: Earth's Weather >Topic Launch>Quest Kickoff: Chasing Storms >Lesson 2, Weather Patterns>Video: Weather Patterns;>Interactivity: Record the Weather >Lesson 3, Seasons>Interactivity: Seasons</p>
Performance Expectation	
<p>K.ESS2.2 Construct an argument supported by evidence for how plants and animals (including humans) can change the environment to meet their needs.</p>	<p>SE/TE: uConnect Lab: How does a plant make a change to the place where it lives?, 190 Jumpstart Discovery!, 198 uInvestigate Lab: How do squirrels change the land?, 199 Where Plants Live, 200 Animals in Their Environment, 201 Quest Check-In: Changes in Nature, 203 uInvestigate Lab: How can you model changing the environment?, 205 Getting What We Need, 207 Quest Check-In: How can people change the land?, 208 uDemonstrate Lab: How can an animal change where it lives?, 226-227</p> <p>Realize™ Digital Resources: Environments >Topic Launch>Quest Kickoff: Trails for All >Lesson 2, Plants and Animals Change the Environment>Interactivity: Living Things Affect the Environment >Lesson 3, People Change the Environment>Interactivity: People Affect the Environment >Topic Close>Quest Findings: Trails for All</p>

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Disciplinary Core Ideas	
K.ESS2.2.DCI.1 Plants and animals can change their environment.	<p>SE/TE: uConnect Lab: How does a plant make a change to the place where it lives?, 190 Jumpstart Discovery!, 198 uInvestigate Lab: How do squirrels change the land?, 199 Where Plants Live, 200 Animals in Their Environment, 201 Plants and Animals Together, 202 Quest Check-In: Changes in Nature, 203 uInvestigate Lab: How can you model changing the environment?, 205 Getting What We Need, 207 uDemonstrate Lab: How can an animal change where it lives?, 226-227</p> <p>Realize™ Digital Resources: Environments >Topic Launch>Quest Kickoff: Trails for All >Lesson 2, Plants and Animals Change the Environment>Interactivity: Living Things Affect the Environment >Topic Close>Quest Findings: Trails for All</p>
K.ESS2.2.DCI.2 Things that people do to live comfortably can affect the world around them.	<p>SE/TE: People and Resources, 206 Getting What We Need, 207</p> <p>Realize™ Digital Resources: Environments >Lesson 3, People Change the Environment>Interactivity: People Affect the Environment</p>
Science and Engineering Practices	
K.ESS2.2.SEP.1 Engaging in Argument from Evidence: Construct and argument with evidence to support a claim.	<p>SE/TE: uConnect Lab: How does a plant make a change to the place where it lives?, 190 uInvestigate Lab: How do squirrels change the land?, 199 uDemonstrate Lab: How can an animal change where it lives?, 226-227 Evidence, EM7</p> <p>Realize™ Digital Resources: Environments >Lesson 2, Plants and Animals Change the Environment>Interactivity: Living Things Affect the Environment</p>

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Crosscutting Concepts	
K.ESS2.2.CCC.1 Systems and System Models: Systems in the natural and designed world have parts that work together.	<p>SE/TE: Crosscutting Concepts Toolbox: Systems in Nature, 202 What You Can Do, 214 Crosscutting Concepts Toolbox: Systems in Our World, 215</p> <p>Realize™ Digital Resources: Needs of Living Things >Topic Launch>Quest Kickoff: Trails for All >Topic Close>Quest Findings: Trails for All</p>
Earth and Human Activity (ESS3)	
Performance Expectation	
K.ESS3.1 Use a model to represent the relationship between the needs of different plants or animals (including humans) and the places they live.	<p>SE/TE: uInvestigate Lab: Who lives here?, 193 uInvestigate Lab: How do squirrels change the land?, 199 uInvestigate Lab: How can you model changing the environment?, 205 Quest Check-In Lab, How can people change the land?, 208</p> <p>Realize™ Digital Resources: Needs of Living Things >Lesson 2, Needs of Animals>Interactivity: Locating an Animal's Needs;>Needs of Animals>uEngineer It! Interactivity: Build an Animal Shelter >Topic Close>Quest Findings: Let's Build a Park!</p>
Disciplinary Core Ideas	
K.ESS3.1.DCI.1 Living things need water, air, and resources from the land, and they live in places that have the things they need.	<p>SE/TE: Needs, 194 Forests and Plains, 195 Deserts and Oceans, 196 People and Resources, 206 Getting What We Need, 207</p> <p>Realize™ Digital Resources: Needs of Living Things >Topic Launch>Quest Kickoff: >Topic Launch>Quest Kickoff >Lesson 1, Needs of Plants>Interactivity: Plants Have Needs >Topic Close>Quest Findings: Let's Build a Park!</p>

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K.ESS3.1.DCI.2 Humans use natural resources for everything they do.	<p>SE/TE: Needs, 194 People and Resources, 206 Getting What We Need, 207</p> <p>Realize™ Digital Resources: Needs of Living Things >Topic Close>Quest Findings: Let's Build a Park!</p>
Science and Engineering Practices	
K.ESS3.1.SEP.1 Developing and Using Models: Use a model to represent relationships in the natural world.	<p>SE/TE: uConnect Lab: How does a plant make a change to the place where it lives?, 190 uInvestigate Lab: Who lives here?, 193 uInvestigate Lab: How do squirrels change the land?, 199 uInvestigate Lab: How can you model changing the environment?, 205</p> <p>Realize™ Digital Resources: Needs of Living Things >Lesson 2, Needs of Animals>uEngineer It! Interactivity: Build an Animal Shelter >Topic Close>Quest Findings: Let's Build a Park!</p>
Crosscutting Concepts	
K.ESS3.1.CCC.1 Systems and System Models: Systems in the natural and designed world have parts that work together.	<p>SE/TE: uInvestigate Lab: How do plants get water?, 151 Animals Need Air, 160 People Are Animals, 166 Extreme Science: Hold It In!, 169 Plants and Animals Together, 202 Crosscutting Concepts Toolbox: Systems in Nature, 202 Crosscutting Concepts Toolbox: Systems in Our World, 215</p> <p>Realize™ Digital Resources: Needs of Living Things >Topic Launch>Quest Kickoff: >Topic Launch>Quest Kickoff >Topic Close>Quest Findings: Let's Build a Park!</p>

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Performance Expectation	
K.ESS3.2 Ask questions to understand the purpose of weather forecasting to prepare for and respond to severe weather.	<p>SE/TE: Jumpstart Discovery!, 128 Thunderstorms and Tornadoes, 130 Hurricanes, 131 Be Prepared, 132 Weather Watching, 133 Quest Findings: Chasing Storms, 136-137</p> <p>Realize™ Digital Resources: Earth’s Weather >Topic Launch>Quest Kickoff: Chasing Storms >Lesson 4, Severe Weather>Video: Severe Weather;>Interactivity: Report Severe Weather >Topic Close>Quest Findings: Chasing Storms</p>
Disciplinary Core Ideas	
K.ESS3.2.DCI.1 Some kinds of severe weather are more likely than others in a given region.	<p>SE/TE: Quest Kickoff: Chasing Storms, 104-105 Extreme Science: Thundersnow, 127 Thunderstorms and Tornadoes, 130 Hurricanes, 131</p> <p>Realize™ Digital Resources: Earth’s Weather >Topic Launch>Quest Kickoff: Chasing Storms</p>
K.ESS3.2.DCI.2 Weather scientists forecast severe weather so that the communities can prepare for and respond to these events.	<p>SE/TE: Jumpstart Discovery!, 128 Be Prepared, 132 Weather Watching, 133</p> <p>Realize™ Digital Resources: Earth’s Weather >Topic Launch>Quest Kickoff: Chasing Storms >Lesson 4, Severe Weather>Interactivity: Report Severe Weather >Topic Close>Quest Findings: Chasing Storms</p>
K.ESS3.2.DCI.3 People depend on various technologies in their lives; human life would be very different without technology.	<p>SE/TE: Be Prepared, 132 Weather Watching, 133 Career Connection: Storm Chaser, 137</p> <p>Realize™ Digital Resources: Earth’s Weather >Lesson 4, Severe Weather>Interactivity: Report Severe Weather</p>

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Science and Engineering Practices	
K.ESS3.2.SEP.1 Asking Questions: Asking questions, making observations, and gathering information are helpful in thinking about problems.	<p>SE/TE: Jumpstart Discovery!, 128 uInvestigate Lab: What does a storm look like?, 129 Hurricanes, 131 Be Prepared, 132 Quest Check-In Lab: How does the wind move?, 134-135 uDemonstrate Lab: What is the weather like?, 142-143</p> <p>Realize™ Digital Resources: Earth’s Weather >Topic Launch>Quest Kickoff: Chasing Storms >Topic Close>Quest Findings: Chasing Storms</p>
Crosscutting Concepts	
K.ESS3.2.CCC.1 Cause and Effects: Events have causes that generate observable patterns.	<p>SE/TE: Crosscutting Concepts Toolbox: Patterns, 118 Crosscutting Concepts Toolbox: Cause and Effect, 133 Quest Check-In Lab: How does the wind move?, 134-135</p> <p>Realize™ Digital Resources: Earth’s Weather >Topic Launch>Quest Kickoff: Chasing Storms >Lesson 2, Weather Patterns>Interactivity: Record the Weather</p>

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