

A Correlation of
Elevate Science
Grade 1, ©2019



To the
Missouri
Learning Standards for Science 2018
Grade 1

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Introduction

The following document demonstrates how the ***Elevate Science***, ©2019 program supports the Missouri Learning Standards for Science, Grade 1. For each standard, correlation references are to the Student Edition and Teacher Edition where applicable.

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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PS3 Energy		
PS3.A	Definitions of Energy	
PS3.A.1	Identify the source of energy that causes an increase in the temperature of an object (e.g., Sun, stove, flame, light bulb).	SE/TE: The Sun, Our Star, 83
PS4 Waves and Their Applications in technologies for Information Transfer		
PS4.A	Wave Properties	
PS4.A.1	Plan and conduct investigations to provide evidence that vibrating materials can make sound and that sound can make materials vibrate.	SE/TE: uConnect Lab: How can a ruler make a 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 talk?, 18-19 STEM uDemonstrate Lab: Which instrument can you use to make sound?, 34-35
PS4.C	Information Technologies and Instrumentation	
PS4.C.1	Use tools and materials to design and build a device that uses light or sound to solve the problem of communicating over a distance.	SE/TE: Quest Kickoff: Sending Sound Messages, 2-3 Quest Connection, 17 Quest Check-In Lab: How can instruments talk?, 18-19 uInvestigate Lab: What does that sound say?, 21 Quest Connection, 24 STEM Quest Check-In Lab: How can an instrument send a secret?, 25 Quest Findings: STEM Sending Sound Messages, 28 Quest Kickoff STEM: Help Send a Message, 38-39 Quest Check-In: Give off Light, 47 Quest Connection, 53 Quest Check-In: Materials for a Light Signal, 54 STEM Quest Check-In Lab: How can you send secret messages?, 64-65 Quest Findings: STEM Help Send a Message, 66 Realize™ Digital Resources: Sound >Lesson 3, Uses of Sound>uEngineer It! Interactivity: Notify the Residents

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LS1 From Molecules to Organisms: Structure and Processes	
LS1.A	Structure and Function
LS1.A.1	<p>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> <p>SE/TE: Quest Kickoff: STEM Nature Copycats, 144-145 Quest Check-In: Roots Help Plants Survive, 153 uEngineer It! Design STEM: Design a Tool, 160-161 uInvestigate Lab: What can people learn from an acorn shell?, 163 People Mimic Nature, 164-165 Quest Connection, 164 Quest Check-In: A Sticky Invention, 166 Quest Check-In Lab: How do snowshoe hares stay safe?, 174-175 Quest Findings: Nature Copycats, 176 Career Connection: Bioengineer, 177 Evidence-Based Assessment, 180-181 STEM uDemonstrate Lab: How do the spines of cacti help them:, 182-183</p> <p>Realize™ Digital Resources: Living Things >Lesson 3, People Learn from Plant and Animal Parts>Video: People Learn from Plant and Animal Parts;>Interactivity: How People Mimic Living Things;>uEngineer It! Video: Design a Tool</p>

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LS3 Heredity: Inheritance and Variation of Traits		
LS3.A	Inheritance of Traits	
LS3.A.1	Make observations to construct an evidence based account that young plants and animals are like, but not exactly like, their parents.	<p>SE/TE: uConnect Lab: Which mouse is longer?, 188 uInvestigate Lab: How do plants grow and change?, 191 uInvestigate Lab: What do young plants look like?, 197 Plants Are Alike, 199 Plants Are Different, 200 Animals Are Alike, 201 Animals Are Different, 202 Quest Check-In: Alike and Different, 203 Topic Assessment, 218-219 Evidence-Based Assessment, 220-221 uDemonstrate Lab: How do living things change as they grow?, 222-223</p> <p>Realize™ Digital Resources: Parents and Offspring >Lesson 2, Observe Parents and Young>Video: Observe Parents and Young;>Interactivity: Alike and Different: Living Things;>Quiz: Observe Parents and Young</p>
ESS1 Earth's Place in the Universe		
ESS1.A	The Universe and its Stars	
ESS1.A.1	Describe the presence of the Sun, Moon, and stars in the sky over time.	<p>SE/TE: uInvestigate Lab, 87 Earth Spins, 88 Sunrise, Sunset, 89 Moon Motions and Phases, 90 STEM Math Connection: Use a Calendar, 93 Topic Assessment, 104-105</p> <p>Realize™ Digital Resources: Sky and Earth >Lesson 1, Observe the Sky>Video: Observe the Sky >Lesson 2, Patterns in the Sky>Video: Patterns in the Sky;>Interactivity: Patterns in the Night Sky</p>

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ESS1.A.2	Use observations of the sun, moon, and stars to describe patterns that can be predicted.	<p>SE/TE: Quest Kickoff: Sky Watchers, 76-77 Jumpstart Discovery!, 80 uInvestigate Lab: Why is it hard to see stars during the day?, 81 Star Light, Star Bright, 82 Quest Connection, 83 uInvestigate Lab: How can you observe sun patterns?, 87 Sunrise, Sunset, 89 Moon Motions and Phases, 90 Quest Check-In: Moon Patterns, 92 STEM Math Connection: Use a Calendar, 93 Quest Check-In Lab: How can you model the motions of Earth?, 98-99 Quest Findings: Sky Watchers, 102 uDemonstrate Lab: How do shadows change?, 108-109</p> <p>Realize™ Digital Resources: Sky and Earth >Lesson 1, Observe the Sky>Video: Observe the Sky >Lesson 2, Patterns in the Sky>Video: Patterns in the Sky;>Interactivity: Patterns in the Night Sky</p>
ESS2 Earth's Systems		
ESS2.D	Weather and Climate	
ESS2.D.1	Identify patterns indicating relationships between observed weather data and weather phenomena (e.g., temperature and types of precipitation, clouds and amounts of precipitation).	<p>SE/TE: Math Toolbox: Interpret Data, 121 Storms, 121 Wind/Rain and Snow, 121 Quest Check-In: Hot and Cold, 122 Extreme Science: Winter Storm Jonas, 123 uDemonstrate Lab: How does weather change in a week?, 140-141</p> <p>Realize™ Digital Resources: Sky and Earth >Lesson 3, Daylight Changes and Seasons>Video: Daylight Changes and Seasons Weather and Seasons >Lesson 2, Weather Changes and Seasons>Video: Weather Changes and Seasons;>Quiz: Weather Changes and Seasons</p>

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ETS1 Engineering Design	
ETS1.A	Defining and Delimiting Engineering Problems
ETS1.A.1	<p>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.</p> <p>SE/TE: STEM Quest Check-In Lab: How can an instrument send a secret?, 25 uEngineer It! Improve STEM: Alert! Alert!, 26-27 Solve it with Science,; How can you see what is behind you?, 55 uEngineer It! Define STEM: Windshield Safety, 56-57 Engineering Practices, Define a Problem, EM10</p>
ETS1.B	Developing Possible Solutions
ETS1.B.1	<p>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.</p> <p>SE/TE: uInvestigate Lab: How does size affect sound?, 7 STEM uDemonstrate Lab: Which instrument can you use to make sound?, 34-35 uInvestigate Lab: How can you use light to see?, 59 Engineering Practice Toolbox: Design Lights, 60</p>
ETS1.C	Optimizing the Solution Process
ETS1.C.1	<p>Analyze data from tests of two objects designed to solve the same problem to compare the strengths and weaknesses of how each performs.</p> <p>SE/TE: Quest Check-In Lab: How can instruments talk?, 18-19 STEM Quest Check-In Lab: How can an instrument send a secret?, 25 uInvestigate Lab: How do materials affect light?, 49 Engineering Practices: Improve the Design, 12-13</p>

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