

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



To the  
**Utah Science and Engineering Education  
Standards (SEEd)**  
**Grade 1**

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To the  
Utah SEEd Standards for Grade 1**

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<b>Utah SEEd Standards Grade 1</b>	<b>Elevate Science ©2019 Grade 1</b>
<b>INTRODUCTION</b>	
The first-grade SEEd standards provide a framework for students to obtain, evaluate, and communicate information about seasonal and space patterns. Students investigate the needs of all living things including their offspring. Students model and investigate the effects of light and sound on objects or the effects of objects on light and sound. Additionally, students design and evaluate solutions to problems that exist in these areas.	
<b>Strand 1.1: SEASONS AND SPACE PATTERNS</b>	
Seasonal patterns of motion of the Sun, Moon, and stars can be observed, described, and predicted. These patterns may vary depending on the region, location, or time of year.	
<p>Standard 1.1.1 Obtain, evaluate, and communicate information about the movement of the Sun, Moon, and stars to describe predictable patterns.</p> <p>Examples of patterns could include how the Sun and Moon appear to rise in one part of the sky, move across the sky, and set; or how stars, other than the Sun, are visible at night but not during the day. (ESS1.A)</p>	<p><b>SE/TE:</b>            Quest Kickoff: Sky Watchers, 76-77            Jumpstart Discovery!, 80            uInvestigate Lab:, 81            Star Light, Star Bright, 82            Quest Connection, 83            Jumpstart Discovery!, 86            uInvestigate Lab: How can you observe sun patterns?, 87            Earth Spins, 88            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            Evidence-Based Assessment, 106-107            uDemonstrate Lab: How do shadows change?, 108</p> <p><b>Realize™ Digital Resources:</b>  <b>Sky and Earth</b>            &gt;Topic Launch: Sky and Earth&gt; Quest Kickoff: Sky Watchers; &gt;Song: The Sun; &gt;Coloring Activity: The Sun            &gt;Lesson 1, Observe the Sky&gt;Video: Observe the Sky; &gt;Interactivity: The Day Sky            &gt;Lesson 2, Patterns in the Sky&gt;Video: Patterns in the Sky; Interactivity: Patterns in the Night Sky; Quiz: Patterns in the Sky            &gt;Topic Close: Sky and Earth&gt;Quest Findings: Sky Watchers</p>

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<p>Standard 1.1.2 Obtain, evaluate, and communicate information about the patterns observed at different times of the year to relate the amount of daylight to the time of year.</p> <p>Emphasize the variation in daylight patterns at different times of the day and different times of the year. Examples could include varying locations and regions throughout the state, country, and world. (ESS1.B)</p>	<p><b>SE/TE:</b>            uInvestigate Lab: How does the sun cause seasons?, 95            Seasons, 96-97            Quest Connection, 96            Assessment, 104-105            Quest Kickoff: Plan a Trip!, 113            Sunlight and Seasons, 129            Literacy Toolbox: Sequence, 129            Quest Check-In Lab: How does the season affect the amount of daylight?, 132-133            Assessment, 136-137            Evidence-Based Assessment, 138-139</p> <p><b>Realize™ Digital Resources:</b>  <b>Sky and Earth</b>            &gt;Lesson 3, Daylight Changes and the Seasons&gt;Video: Daylight Changes and Seasons;            &gt;Interactivity: Seasons Around the World  <b>Weather and Seasons</b>            &gt;Topic Launch: Weather and Seasons&gt;Quest Kickoff: Plan a Trip!</p>
<p>Standard 1.1.3 Design a device that measures the varying patterns of daylight.</p> <p>Define the problem by asking questions and gathering information, convey designs through sketches, drawings, or physical models, and compare and test designs. Examples could include sundials for telling the time or tracking the movement of shadows throughout the day. (ESS1.B, ETS1.A, ETS1.B, ETS1.C)</p>	<p><b>SE/TE:</b>            Supporting Content:            Quest Check-In Lab: How can you model the motions of Earth?, 98-99            uEngineer It! Design a Code, 100-101            uDemonstrate lab: How do shadows change?, 108-109            Sunlight and Seasons, 129            Quest Check-in Lab: How does the season affect the amount of daylight?;, 132-133            Science and Engineering Practice Handbook: Engineering Practices, EM10-EM13</p>

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<b>Strand 1.2: THE NEEDS OF LIVING THINGS AND THEIR OFFSPRING</b>	
Living things (plants and animals, including humans) depend on their surroundings to get what they need, including food, water, shelter, and a favorable temperature. Plants and animals have external features that allow them to survive in a variety of environments. Young plants and animals are similar but not exactly like their parents. In many kinds of animals, parents and offspring engage in behaviors that help the offspring to survive.	
<p>Standard 1.2.1 Plan and carry out an investigation to determine the effect of sunlight and water on plant growth.</p> <p>Emphasize investigations that test one variable at a time. (LS1.C)</p>	<p><b>SE/TE:</b> uInvestigate Lab: What happens to a water plant out of water?, 169 Supporting Content: uInvestigate Lab: What do the parts of a plant look like?, 149 Stems and Leaves, 151</p> <p><b>Realize™ Digital Resources: Living Things</b> &gt;Lesson 1, Plant Parts&gt; Video: Plant Parts</p> <p>See also Grade 2, Topic 5, Lesson 2, Plant Needs, 162-167, 188-189</p>
<p>Standard 1.2.2 Construct an explanation by observing patterns of external features of living things that survive in different locations.</p> <p>Emphasize how plants and nonhuman animals, found in specific surroundings, share similar physical characteristics. Examples could include that plants living in dry areas are more likely to have thick outer coatings that hold in water, animals living in cold locations have longer and thicker fur, or most desert animals are awake at night. (LS1.A, LS1.D)</p>	<p><b>SE/TE:</b> Show What You Know, 143 STEM uConnect Lab: How can you make a model of a plant?, 146 uInvestigate Lab: What do the parts of a plant look like?, 149 Roots, 150 Stems and Leaves, 151 Interactivity: Plant Parts, 151 Flowers and Fruits, 152 Quest Check-In: Roots Help Plants Survive, 153 STEM uInvestigate Lab: How do whiskers help a cat?, 155 How Animals Move, 156 Interactivity, What Are Some Parts of Animals?, 156 Connecting Concepts Toolbox: Structure and Function, 156 Body Coverings and Ways of Breathing, 157 Animals' Senses and Responses, 158 Quest Connection, 158 Quest Check-In, 159</p>

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(Continued)	(Continued) uEngineer It! Design STEM: Design a Tool, 160-161 uInvestigate Lab: What can people learn from an acorn shell?, 163 Reading Check: Compare and Contrast, 165 Quest Check-In: A Sticky Invention, 166 Quest Check-In Lab: How do snowshoe hares stay safe?, 174-175 Assessment, 178-179 Evidence-Based Assessment, 180-181 STEM uDemonstrate Lab: How do the spines of cacti help them?, 182-183  <b>Realize™ Digital Resources:</b> <b>Living Things</b> >Lesson 1, Plant Parts>Interactivity: Plant Parts >Lesson 2, Animal Parts>Video: Animal Parts; >Interactivity: Animal Parts; >uEngineer It! Video: Design a Tool
Standard 1.2.3 Obtain, evaluate, and communicate information about the patterns of plants and nonhuman animals that are alike, but not exactly like, their parents.  An example could include that most carrots are orange and shaped like a cone but may be different sizes or have differing tastes. (LS3.A, LS3.B)	<b>SE/TE:</b> Quest Findings: Find the Parents, 216 Evidence-Based Account, 220-221 uDemonstrate Lab: How do living things change as they grow?, 222-223  <b>Realize™ Digital Resources:</b> <b>Parents and Offspring</b> >Lesson 2, Observe Parents and Young >Video: Observe Parents and Young; >Interactivity: Alike and Different: Living Things; >Quiz: Observe Parents and Young

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<p>Standard 1.2.4 Construct an explanation of the patterns in the behaviors of parents and offspring which help offspring to survive.</p> <p>Examples of behavioral patterns could include the signals that offspring make such as crying, chirping, and other vocalizations or the responses of the parents such as feeding, comforting, and protecting the offspring. (LS1.B)</p>	<p><b>SE/TE:</b>            Literacy Connection Main Idea and Details: Geese and Their Young, 189            Jumpstart Discovery!, 206            STEM ulnvestigate Lab: How do nests protect eggs?, 207            Parents Help Young, 209            Parents Protect Young, 210-211            Crosscutting Concepts Toolbox: Patterns, 211            Parents Teach Young, 212            Interactivity: Animal Behaviors, 212            Young Stay Close and Make Sounds, 213            Quest Check-In: Parents Help Young Learn, 214            Quest Findings: Find the Parents, 216            Assessment, 218-219</p> <p><b>Realize™ Digital Resources:</b>  <b>Parents and Offspring</b>            &gt;Topic Launch: Parents and Offspring&gt;Song: Hi, Little Turtle!; &gt;Coloring Activity: Hi, Little Turtle!            &gt;Lesson 3, Patterns in Animal Behavior&gt;Video: Patterns in Animal Behavior; &gt;Interactivity: Animal Behaviors; &gt;Quiz: Patterns in Animal Behavior</p>

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<b>Strand 1.3: LIGHT AND SOUND</b>	
<p>Sound can make matter vibrate, and vibrating matter can make sound. Objects can only be seen when light is available to illuminate them. Some objects give off their own light. Some materials allow light to pass through them, others allow only some light to pass through them, and still others block light and create a dark shadow on the surface beyond them where the light cannot reach. Mirrors can be used to redirect light. People use a variety of devices that may include sound and light to communicate over long distances.</p>	
<p>Standard 1.3.1 Plan and carry out an investigation to show the cause and effect relationship between sound and vibrating matter.</p> <p>Emphasize that vibrating matter can make sound and that sound can make matter vibrate. (PS4.A)</p>	<p><b>SE/TE:</b>  uConnect Lab: How can a ruler make a sound?, 4  uInvestigate Lab: How does size affect sound?, 7  Sound, 8  uInvestigate Lab: How can you see sound?, 13  Making Sounds, 14  Quest Check-In Lab: How can instruments talk?, 18-19  Assessment, 30-31  STEM uDemonstrate Lab: Which instrument can you use to make sound?, 34-35</p> <p><b>TE Only:</b>  Focus on Mastery: Using Evidence, 13  Focus on Mastery: Planning and Carrying Out Investigations, 18</p> <p><b>Realize™ Digital Resources:</b>  <b>Sound</b>  &gt;Topic Launch&gt;Song: Listen to the Sounds!;  &gt;Coloring Activity: Listen to the Sounds!  &gt;Lesson 1, Describe Sound&gt;Interactivity: The Sound of Sounds  &gt;Lesson 2, Make Sound&gt;Interactivity: Length and Sound  &gt;Lesson 3, Uses of Sound&gt;Video: Uses of Sound;  &gt;Interactivity: Sending Sounds to Communicate</p>

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<p>Standard 1.3.2 Use a model to show the effect of light on objects.</p> <p>Emphasize that objects can be seen when light is available to illuminate them or if they give off their own light. (PS4.B)</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 Light and Darkness, 44 Where Light Comes From, 45 Jumpstart Discovery!, 58 uInvestigate Lab: How can you use light to see?, 59 Uses of Light, 62-63 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>
<p>Standard 1.3.3 Plan and carry out an investigation to determine the effect of materials in the path of a beam of light. Emphasize that light can travel through some materials, can be reflected off some materials, and some materials block light causing shadows.</p> <p>Examples of materials could include clear plastic, wax paper, cardboard, or a mirror. (PS4.B)</p>	<p><b>SE/TE:</b> uInvestigate Lab: What happens when an object blocks light? 43 Shadows, 46 Jumpstart Discovery!, 48 uInvestigate Lab: How do materials affect light?, 49 Blocked Light, 50 Light Goes Through, 51 Interactivity: Shine Light on Matter, 51 Light Bounces Off, 52 Materials That Reflect, 53 Quest Connection, 53 Quest Check-In: Materials for a Light Signal, 54 Solve it with Science: How can you see what is behind you?, 55 uInvestigate Lab: How can you use light to see?, 59 Assessment, 68-69 Evidence-Based Assessment, 70-71 uDemonstrate Lab: How can I change a transparent material?, 72-73</p> <p><b>Realize™ Digital Resources: Light</b> &gt;Lesson 2, Light and Matter&gt;Interactivity: Shine Light on Matter</p>

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<p>Standard 1.3.4 Design a device in which the structure of the device uses light or sound to solve the problem of communicating over a distance. Define the problem by asking questions and gathering information, convey designs through sketches, drawings, or physical models, and compare and test designs.</p> <p>Examples of devices could include a light source to send signals, paper-cup-and-string telephones, or a pattern of drum beats. (PS4.C, ETS1.A, ETS1.B, ETS1.C)</p>	<p><b>SE/TE:</b>            Quest Kickoff: Sending Sound Messages, 2-3            Quest Connection, 9            Quest Connection, 17            Quest Check-In Lab: How can instruments talk?, 18-19            ulInvestigate Lab: What does that sound say?, 21            Quest Connection, 24            STEM Quest Check-In Lab: How can an instrument send a secret?, 25            STEM Quest Findings: Sending Sound Messages, 28            STEM Quest Kickoff: How can; you use light to send a message?, 38-39            Quest Check-In: Give Off Light, 47            Quest Connection, 53            Quest Check-In: Materials for a Light Signal, 54            Communicate with Light, 61            STEM Quest Check-In Lab: How can you send secret messages?, 64-65            STEM Quest Findings: How was light used to send a secret message?, 66</p> <p><b>Realize™ Digital Resources:</b>  <b>Sound</b>            &gt;Topic Launch&gt;Quest Kickoff: Sending Sound Messages            &gt;Topic Close: Sound&gt;Quest Findings: Sending Sound Messages  <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;Topic Close: Light&gt;Quest Findings: Help Send a Message</p>

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