

Kide Science Kindergarten NGSS 2021 Alignment

Taken from The NGSS.

Please note: These are just a selection of lessons to compliment the NGSS. We have over 70 lessons which develop crucial Science-Process Skills.

K-PS2 Motion	Do we support this standard?		Recommend	led Lessons			
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.		Lesson 7	Lessons 2, 3, 10	Lessons 3, 5	Lesson 8	
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 a pull.	∠	Lesson 7	Lessons 2, 3, 10	Lessons 3, 5	Lesson 8	
K-LS1 From N	Molecules to Organisms: Structures and Proce	esses					
K-LS1-1	Use observations to describe patterns of what plants and animals (including humans) need to survive.	~	Lesson 2	Lesson 3	Lesson 4. 5	Coming Soon	





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K-ESS2 Earth	n's Systems	Do we support this standard?		Rec	commended Less	ons	
K-ESS2-1	Use and share observations of local weather conditions to describe patterns over time.		Lesson 4, 5	Lesson 6, 7			
K-ESS2-2	Construct an argument supported by evidence for how plants and animals (including humans) can change the environment to meet their needs.	Z	Lesson 4	Coming Soon			
K-ESS3 Earth	n and Human Activity	Do we support this standard?	Recommended Lessons				
K-ESS3-1	Use a model to represent the relationship between the needs of different plants and animals (including humans) and the places they live.	✓	Lessons 1, 2, 3, 4, 5	Coming Soon			

	Our Story Themes
	(made up of 10 lessons)
	Kelvin's Weather Adventure
	Exploring The Wild With Esther
	Curious Incidents in Supraland
	Pi And The Secret Forest
	Mrs Noblegas' Floury Dilemma
2	Esther the Detective Investigates
333	To The North And Back
	Mysteries Of The Glittering Cave
	Supraland Celebrations



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K-2-ETS1 E	ngineering Design	Do we support this standard?		Red	commended Les	sons	
K-2-ETS1-1	Ask questions, make observations, and gather information about a situation people want to change to define a simple problem that can be solved through the development of a new or improved object or tool.	☑	Lessons 8	Lesson 5	Lessons 2, 7	Lessons 8, 10	Lesson 10
K-2-ETS1-2	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.	~	Intro Lesson 3	Lessons 2, 10	Lesson 2	Lesson 8	
K-2-ETS1-3	Analyze data from tests of two objects designed to solve the same problem to compare the strengths and weaknesses of how each performs.	Z	Lesson 2	Lesson 6	Lesson 8	Lessons 7, 9	Lesson 5
K.Interdepe	endent Relationships in Ecosystems: Animals, P	lants, and Th	eir Environme	ent			
K-LS1-1.	Use observations to describe patterns of what plants and animals (including humans) need to survive.		Lessons 1, 2, 3, 4, 5				
K-ESS2-2.	Construct an argument supported by evidence for how plants and animals (including humans) can change the environment to meet their needs.	☑	Lesson 5	Lesson 10			
K-ESS3-1.	Use a model to represent the relationship between the needs of different plants and animals (including humans) and the places they live.	✓	Lessons 1, 2, 3, 4, 5				

K.Weather and Climate & K-PS3-1 Energy		Do we support this standard?	Recommended Lessons
K-PS3-1	Make observations to determine the effect of sunlight on Earth's surface.		Coming Soon
K-PS3-2	Use tools and materials to design and build a structure that will reduce the warming effect of sunlight on an area.		Lesson 10





Kide Science Grade 1 NGSS 2021 Alignment

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1-PS4 Waves	and Their Applications in Technologies for Information Transfer	Do we support this standard?	
Light and Sound	s		
1-PS4-1	Plan and conduct investigations to provide evidence that vibrating materials can make sound and that sound can make materials vibrate.	~	Lessons 4, 6
1-PS4-2	Make observations to construct an evidence-based account that objects in darkness can be seen only when illuminated.	✓	Lessons 6, 8
1-PS4-3	Plan and conduct investigations to determine the effect of placing objects made with different materials in the path of a beam of light.	✓	Lesson 8 Lesson 6
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.	☑	Lesson 4





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1-LS1 From M	olecules to Organisms: Structures and Processes	Do we support this standard?	Recommended Lessons				
Structure, Funct	ion, and Information Processing						
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.		Lessons 1, 5				
1-LS3 Heredit	y: Inheritance and Variation of Traits	Do we support this standard?		Rec	commended Less	ons	
Structure, Function	ion, and Information Processing						
1-LS3-1	Make observations to construct an evidence-based account that young plants and animals are like, but not exactly like, their parents.		Lesson 2	Lesson 1			
1-ESS1 Earth	s Place in the Universe	Do we support this standard?	Recommended Lessons				
Space Systems	Patterns and Cycles						
1-ESS1-1	Use observations of the sun, moon, and stars to describe patterns that can be predicted.		Coming Soon				
1-ESS1-2	Make observations at different times of year to relate the amount of daylight to the time of year.		Coming Soon				

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	Pi And The Secret Forest
	Mrs Noblegas' Floury Dilemma
&	Esther the Detective Investigates
133	To The North And Back
	Mysteries Of The Glittering Cave
	Supraland Celebrations

K-2-ETS1 Eng	ineering Design	Do we support this standard?		Rec	ommended Lesso	ons	
K-2-ETS1-1	Ask questions, make observations, and gather information about a situation people want to change to define a simple problem that can be solved through the development of a new or improved object or tool.		Lesson 5	Lessons 2, 7	Lessons 8, 10	Lesson 2, 10	Lessons 5, 6, 7, 8
K-2-ETS1-2	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.		Intro Lesson 3	Lessons 2, 10	Lesson 2	Lesson 8	
K-2-ETS1-3	Analyze data from tests of two objects designed to solve the same problem to compare the strengths and weaknesses of how each performs.	✓	Lesson 2	Lessons 6, 8	Lessons 7, 9	Lesson 5	



Kide Science Grade 2 NGSS 2021 Alignment

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2-PS1 Mat	2-PS1 Matter and Its Interactions			Re	commended Less	sons	
Structure and Properties of Matter							
2-PS1-1.	Plan and conduct an investigation to describe and classify different kinds of materials by their observable properties.	~	Lessons 5, 9, 10	Lessons 3	Lesson 3	Lesson 2	
2-PS1-2.	Analyze data obtained from testing different materials to determine which materials have the properties that are best suited for an intended purpose	~	Lesson 5	Lesson 7	Lesson 3	Lesson 2	
2-PS1-4.	Construct an argument with evidence that some changes caused by heating or cooling can be reversed and some cannot.	~	Lesson 8	Lessons 7, 10			

2-LS2 Ecosys	tems: Interactions, Energy, and Dynamics	Do we support this standard?				
2.Interdepender	t Relationships in Ecosystems					
2-LS2-1.	Plan and conduct an investigation to determine if plants need sunlight and water to grow.		Lesson 2			
2-LS2-2.	Develop a simple model that mimics the function of an animal in dispersing seeds or pollinating plants.		Lesson 3, 4			
2-LS4 Biologic	cal Evolution: Unity and Diversity					
2-LS4-1.	Make observations of plants and animals to compare the diversity of life in different habitats.		Lesson 2, 3			
2-ESS1 Earth's	s Place in the Universe					
2-ESS1-1.	Use information from several sources to provide evidence that Earth events can occur quickly or slowly.		Lesson 2			



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		Do we support this standard?		Re	ecommended Les	ssons	
Earth's Systen	ns: Processes that Shape the Earth						
2-ESS2-2.	Develop a model to represent the shapes and kinds of land and bodies of water in an area.		Lesson 2				
2-ESS2-3.	Obtain information to identify where water is found on Earth and that it can be solid or liquid.		Lesson 10	Lesson 5	Lesson 8	Lesson 5	

K-2-ETS1 Engineering Design		Do we support this standard?	Recommended Lessons				
K-2-ETS1-1.	Ask questions, make observations, and gather information about a situation people want to change to define a simple problem that can be solved through the development of a new or improved object or tool.		Lesson 5	Lessons 2, 7	Lessons 8, 10	Lesson 2, 10	Lessons 5, 6, 7, 8
K-2-ETS1-2.	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.		Intro Lesson 3	Lessons 2, 10	Lesson 2	Lesson 8	
K-2-ETS1-3.	Analyze data from tests of two objects designed to solve the same problem to compare the strengths and weaknesses of how each performs.		Lesson 2	Lesson 6, 8	Lessons 7, 9	Lesson 5	

