



Nature Makers

Grade Band Elementary

<b>Earth Science</b>	<b>Next Generation Science Standards</b>
K-ESS3-3	Communicate solutions that reduce the impact of humans on the land, water, air, and/or other living things.
2-ESS2-1	Use information from maps to describe the different kinds of land and water in an area.
4-ESS3-1	Obtain and combine information to describe that energy and fuels are derived from natural resources and their uses affect the environment.
5-ESS3-1	Obtain and combine information about ways individual communities use science ideas to protect Earth's resources and environment.
<b>Engineering Design</b>	
K-2 & 3-5-ETS1-1	Define a simple design problem reflecting a need or a want that includes specified criteria for success and constraints on materials, time, or cost.
K-2 & 3-5-ETS1-2	Generate and compare multiple possible solutions to a problem based on how well each is likely to meet the criteria and constraints.
K-2 & 3-5-ETS1-3	Plan and carry out fair tests in which variables are controlled and failure points are considered to identify aspects of a model or prototype that can be improved.

<b>Reading</b>	<b>English Language Arts (Reading &amp; Writing)</b>
RI.1.1. to RI.5.1.	Ask and answer questions about key details in a science text.
RI.2.3 to RI.5.3	Describe the connection between scientific ideas or concepts in a text.
RI.3.7 to RI.5.7	Use information from illustrations and text to understand key ideas.

RL.3.3 to RL.5.3	Describe characters and how their actions contribute to the sequence and message (applicable when interpreting Wright's story).
<b>Writing</b>	
W.2.2 to W.5.2	Write informative texts to explain a topic and support with facts and details.
W.3.6 to W.5.6	Use digital tools to produce and publish writing.
<b>Measurement and Data</b>	<b>Mathematics</b>
1.MD.4 to 5.MD.2	Collect, represent, and interpret data on line plots, bar graphs, or tables.
3.MD.4 to 4.MD.6	Understand perimeter, area, and angles in structure design.
5.MD.3-5	Understand volume and relate it to multiplication and addition.
<b>Mathematical Practice Standards</b>	<b>Modeling &amp; Problem Solving</b>
MP1	Make sense of problems.
MP4	Model with mathematics.
MP5	Use appropriate tools (e.g., sensors, measurement tools, graphing tools).
<b>Computer Science</b>	<b>Missouri K-5 Draft Standards</b>
DA.K-5.1	Collect and represent data in various ways.
AP.K-5.2	Develop programs with sequences and simple loops to solve problems.
AP.K-5.4	Test and refine programs based on feedback or performance.
IC.K-5.1	Understand how computing impacts daily life and the environment.

Made by: L. Holt-Hovis  
v. 05.02.25