Seattle Public Schools Science Standards

Balls and Ramps

(Insights) Grade 1

PHYSICAL SCIENCE

EARL #1 The student understands and uses scientific concepts and principles.

Component	Benchmarks	Lesson #s
1.1 – Use properties to	Properties of substances	1-2
identify, describe, and	• use physical properties to estimate and describe	
categorize substances,	materials	
materials, and objects.	• use tools such as rulers	
	Motion of objects	4
	• describe the relative position and motion of objects	
	(i.e., higher, lower, behind, front, fast, slow)	
1.2 – Recognize the	System	10 - 14
components, structure, and	• recognize that a system is a group of related objects	
organization of systems	that make up a whole (e.g., build a ramp system that	
and the interconnections	demonstrates how balls interact on various incline	
within and among them.	planes)	
C	Energy transfer and transformation	3 – 7
	• experiment with systems that demonstrate how energy	
	is transferred from one object to another (e.g., when	
	one marble hits a stationary marble, some of the	
	energy of motion of the first marble is transferred to	
	the second marble)	
1.3 – Understand how	Nature of forces	4
interactions within and	• demonstrate that a push or a pull is a force on object	
among systems cause	by whatever is touching it and acts in a particular	
changes in matter and	direction	
energy.	• observe how objects stretch, bend, and/or change their	
	motion as a result of forces acting on them	
	Forces to explain motion	4, 6, 7,
	• investigate factors that determine the effects of a push	10 - 14
	or pull on the motion of objects	
EADI #2 The student w	ndorstands the skills and processes of science and tes	hnology
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2.1 – Develop the abilities	Questioning	1 All lessons

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necessary to do scientific	• ask questions about objects, organisms, and events in	
inquiry.	the environment	
	Designing and conducting investigations	4, 6, 7,
	• plan and conduct simple investigations, using	11 – 13
	appropriate tools, measures, and safety rules	

SCIENCE SKILLS/ PROCESSES

		Evidence and explanation			
		• use data (observations) to construct reasonable	4,7,9,		
		explanations	11 – 14		
		Modeling			
		• model systems, events, or processes by representing	8 – 10, 14		
		them with concrete objects			
		Communication	All lessons		
		• record and report observations through oral language,			
		numbers, pictures, and sentences			
	2.2 – Apply science	Identifying problems	5-7,14		
	knowledge/skills to solve	• begin to identify problems in which science and			
	problems, meet	technology can be used to find solutions			
	challenges.	Designing and testing solutions	5-9,14		
		• propose, design, and test a solution to a problem			
		Evaluating potential solutions	4 – 9		
		• evaluate how well a design or a product solves a			
		problem (e.g., ramp systems)			
SCIENTIFIC	FIFIC KING EARL #3 The student understands the nature and contexts of science and technology.				
THINKING					
	3.1 – Understand the	Intellectual honesty	1 – 7, 11, 12		
	nature of scientific inquiry	• begin to understand that all scientific observations			
		should be reported accurately even when they			
		contradict expectations			
		Dealing with inconsistencies	4 - 7, 11, 12		
		• observe and discuss why similar investigations may			
		not produce similar results			