

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



To the  
**Missouri**  
**Learning Standards for Science**  
**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 21<sup>st</sup> 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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<b>Missouri Learning Standards for Science, Grade 1</b>		<b>Elevate Science Grade 1 ©2019</b>
<b>PS3 Energy</b>		
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).	<b>SE/TE:</b> The Sun, Our Star, 83
<b>PS4 Waves and Their Applications in technologies for Information Transfer</b>		
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.	<b>SE/TE:</b> Quest Kickoff: Sending Sound Messages, 2-3 uConnect Lab: How can a ruler make sound?, 4 uInvestigate Lab: How does size affect sound?, 7 Sound, 8 Jumpstart Discovery!, 12 uInvestigate Lab: How can you see sound?, 13 Making Sounds, 14 Making Music, 16-17 Quest Check-In Lab: How can instruments talk?, 18-19 Topic Assessment, 30-31

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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.	<p><b>SE/TE:</b>            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            Using Sounds, 22-23            Communicating with Sound, 24            Quest Connection, 24            Quest Check-In Lab: How can an instrument send a secret?, 25            uEngineer It!: Alert! Alert!, 26-27            Quest Findings: Sending Sound Messages, 28            Quest Kickoff: 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            Communicate with Light, 61            Uses of Light, 62-63            Quest Connection, 63            Quest Check-In Lab: How can you send secret messages?, 64-65            Quest Findings: Help Send a Message, 66</p>

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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><b>SE/TE:</b>            Topic 5 Opener: Living Things, 143            uInvestigate Lab: What do the parts of a plant look like?, 149            Stems and Leaves, 151            Jumpstart Discovery!, 154            uInvestigate Lab: How do whiskers help a cat?, 155            uEngineer It!: Design a Tool, 160-161            uInvestigate Lab: What can people learn from an acorn shell?, 163            Quest Connection, 164            People Mimic Nature, 164-165            Quest Check-In: A Sticky Invention, 166            Quest Findings: Nature Copycats, 176            Topic Assessment, 178-179            uDemonstrate Lab: How do the spines of cacti help them?, 182-183</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.	<b>SE/TE:</b> uConnect Lab: Which mouse is longer?, 188 uInvestigate Lab: How do plants grow and change?, 191 Life Cycle of an Animal, 193 Quest Connection, 193 uInvestigate Lab: What do young plants look like?, 197 Alike and Different, 198 Plants Are Alike, 199 Plants Are Different, 200 Animals Are Alike, 201 Quest Connection, 201 Animals Are Different, 202 Quest Check-In: Alike and Different, 203 Quest Findings: Find the Parents, 216 Topic Assessment, 218-219 Evidence-Based Assessment, 220-221 uDemonstrate Lab: How do living things change as they grow?, 222-223
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.	<b>SE/TE:</b> 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

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ESS1.A.2	Use observations of the sun, moon, and stars to describe patterns that can be predicted.	<b>SE/TE:</b> Quest Kickoff: Sky Watchers, 76-77 uInvestigate Lab: How can you observe sun patterns?, 87 Math Toolbox: Science Practice Toolbox, 90 Moon Motions and Phases, 90 Quest Check-In: Moon Patterns, 92 STEM Math Connection: Use a Calendar, 93 Quest Findings: Sky Watchers, 102
<b>ESS2 Earth's Systems</b>		
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).	<b>SE/TE:</b> 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
<b>ETS1 Engineering Design</b>		
ETS1.A	Defining and Delimiting Engineering Problems	
ETS1.A.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.	<b>SE/TE:</b> uEngineer It!: Alert! Alert!, 26-27 uEngineer It!: Windshield Safety, 56-57 uEngineer It!: Design a Tool, 160-161 Improve the Design, EM12-EM13

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ETS1.B	Developing Possible Solutions	
ETS1.B.1	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.	<b>SE/TE:</b> uInvestigate Lab: What do the parts of a plant look like?, 149 uInvestigate Lab: How do whiskers help a cat?, 155 uDemonstrate Lab: How do the spines of catci help them?, 182-183 uInvestigate Lab: How do nests protect eggs?, 207
ETS1.C	Optimizing the Solution Process	
ETS1.C.1	Analyze data from tests of two objects designed to solve the same problem to compare the strengths and weaknesses of how each performs.	<b>SE/TE:</b> uEngineer It!: Design a Cooler!, 124-125 uInvestigate Lab: How do whiskers help a cat?, 155