

A Correlation of
Elevate Science
Kindergarten, ©2019



To the
Missouri
Learning Standards for Science
Kindergarten

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Introduction

The following document demonstrates how the ***Elevate Science, ©2019*** program supports the Missouri Learning Standards for Science, Kindergarten. 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 21st 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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Missouri Learning Standards for Science, Kindergarten		Elevate Science Kindergarten ©2019
PS1 Matter and Its Interactions		
PS1.A	Structure and Properties of Matter	
PS1.A.1	Make qualitative observations of the physical properties of objects (i.e., size, shape, color, mass).	SE/TE: Literacy Connection: Main Idea and Details, 41 Jumpstart Discovery!, 48 Investigate Lab: How are objects the same?, 49 Temperature and Weight, 52 Quest Check-In: How can you observe and sort objects, 54 Topic Assessment, 66-67 uDemonstrate Lab: How is one object different?, 70-71
PS2.A	Forces and Motion	
PS2.A.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.	SE/TE: uConnect Lab: How do things move?, 4 Literacy Connection: Cause and Effect, 5 Jumpstart Discovery!, 6 uInvestigate Lab: How can we make objects move?, 7 Pushes and Pulls, 8-9 Quest Connection, 9 Ways Objects Move, 10 uInvestigate Lab: How do objects move?, 13 Different Ways to Move, 14 Different Speeds, 15 STEM Quest Check-In: How can you build your sail car?, 16-17 Jumpstart Discovery!, 20 uInvestigate Lab: How do you roll?, 21 Direction and Motion, 24-25 Quest Check-In: How does wind move my sail car?, 26 Quest Findings: Wind Makes It Go, 28 Evidence-Based Assessment, 32-33 uDemonstrate Lab: How do objects change their motion?, 34-35

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PS2.A.2	Describe ways to change the motion of an object (i.e., how to cause an object to go slower, go faster, go farther, change direction, stop).	SE/TE: Quest Kickoff: Wind Makes It Go, 2-3 Ways Objects Move, 10 uInvestigate Lab: How do objects move?, 13 Different Ways to Move, 14 Different Speeds, 15 uEngineer It!: Maze Craze!, 18-19 Jumpstart Discovery!, 20 uInvestigate Lab: How do you roll?, 21 Direction and Motion, 24-25 Quest Check-In: How does wind move my sail car?, 26 uDemonstrate Lab: How do objects change their motion?, 34-35
PS3 Energy		
PS3.A	Definitions of Energy	
PS3.A.1	Make observations to determine the effect of sunlight on Earth's surface.	SE/TE: Quest Kickoff: Keep It Cool, 74-75 uConnect Lab: What can you observe about the sun?, 76 Jumpstart Discovery!, 78 uInvestigate Lab: What can the sun do?, 79 The Sun and Earth, 80-81 Jumpstart Discovery!, 86 uInvestigate Lab: Which objects change in the sun?, 87 The Sun Warms Earth, 88-89 Sunlight and Earth, 90-91 Quest Connection, 91 Quest Check-In Lab: Which material makes the best roof?, 92-93 Topic Assessment, 96-97 uDemonstrate Lab: Where is it warmer?, 100-101

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PS3.B	Conservation of Energy and Energy Transfer	
PS3.B.1	With prompting and support, use tools and materials to design and build a structure that will reduce the warming effect of sunlight on an area.	<p>SE/TE: Quest Kickoff: Keep It Cool, 74-75 uEngineer It!: Sunny Days, 84-85 Engineering Practice-Toolbox: Plan an Investigation, 89 Quest Check-In Lab: Which material makes the best roof?, 92-93 Quest Findings: Keep It Cool, 94 Evidence-Based Assessment, 98-99 Quest Check-In: A Place to Sit, 168</p>

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LS1 From Molecules to Organisms: Structure and Processes	
LS1.C	Organization for Matter and Energy Flow in Organisms
LS1.C.1	<p>Use observations to describe patterns of what plants and animals (including humans) need to survive.</p> <p>SE/TE: Quest Kickoff: Let’s Build a Park, 146-147 uConnect Lab: What if plants do not get what they need?, 148 Jumpstart Discovery!, 150 Crosscutting Concepts Toolbox: Patterns, 152 Plants Need Sunlight, 152 Plants Need Air, 153 Literacy Toolbox: Alike and Different, 154 Plants Need Water, 154 Quest Connection, 154 Quest Check-In: Caring for Plants at the Park, 155 Jumpstart Discovery!, 156 Animals Need Food, 158 Animals Need Water, 159 Quest Connection, 159 Animals Need Air, 160 Quest Check-In: Fish in the Park, 161 uEngineer It!: It Is Cold Out There!, 162-163 Jumpstart Discovery!, 164 uInvestigate Lab: What should you wear?, 165 Crosscutting Concepts Toolbox: Patterns, 166 People are Animals, 166 Quest Connection, 167 People Need Clothes and Shelter, 167 uInvestigate Lab: How does a plant grow and change?, 171 uDemonstrate Lab: What needs do pets have?, 184-185</p>

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ESS1 Earth's Place in the Universe		
ESS1.B	Earth and the Solar System	
ESS1.B.1	Make observations during different seasons to relate the amount of daylight to the time of year.	SE/TE: For supporting content please see: uInvestigate Lab: What is the weather like in different seasons?, 123 Different Seasons, 124-125 Seasonal Changes, 126 TE only: Possible Misconceptions, 125
ESS2 Earth's Systems		
3SS2.D	Weather and Climate	
ESS2.D.1	Use and share observations of local weather conditions to describe patterns over time.	SE/TE: uConnect Lab: How does the weather change during the day?, 106 Jumpstart Discovery!, 108 Sunny and Not Sunny, 111 Connecting Concepts Toolbox: Patterns, 118 Sun or Rain, 118 Hot or Cold Weather, 119 Quest Connection, 119 Weather in Different Places, 120 Quest Check-In: Predict the Weather, 121 uInvestigate Lab: What is the weather like in different seasons?, 123 Different Seasons, 124-125 Quest Connection, 125 Quest Check-In: Seasonal Changes, 126 Topic Assessment, 138-139 uDemonstrate Lab: What is the weather like?, 142-143

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ESS2.E		Biogeology
ESS2.E.1	With prompting and support, construct an argument using evidence for how plants and animals (including but not limited to humans) can change the environment to meet their needs.	<p>SE/TE: Quest Kickoff: Trails for All, 188-189 uConnect Lab: How does a plant make a change to the place where it lives?, 190 Jumpstart Discovery!, 198 uInvestigate Lab: How do squirrels change the land?, 199 Quest Connection, 200 Where Plants Live, 200 Animals in Their Environment, 201 Quest Check-In: Changes in Nature, 203 uInvestigate Lab: How can you model changing the environment?, 205 Getting What We Need, 207 Quest Connection, 207 Quest Check-In Lab: How can people change the land?, 208 Evidence-Based Assessment, 224-225 uDemonstrate Lab: How can an animal change where it lives?, 226-227</p>
ESS3 Earth and Human Activity		
ESS3.A	Natural Resources	
ESS3.A.1	Use a model to represent the relationship between the needs of different plants or animals (including humans) and the places they live.	<p>SE/TE: Plants Need Water, 154 Animals Need Food, 158 Animals Need Water, 159 Quest Check-In: Fish in the Park, 161 uEngineer It!: It Is Cold Out There!, 162-163 Jumpstart Discovery!, 192 uInvestigate Lab: Who lives here?, 193 Needs, 194 Forests and Plains, 195 Deserts and Oceans, 196 Quest Connection, 196 Quest Check-In: A Nature Walk, 197</p>

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ESS3.B.	Natural Hazards	
ESS3.B.1	Communicate solutions that will reduce the impact of humans on the land, water, air, and/or other living things in the local environment.	SE/TE: Getting What We Need, 207 Jumpstart Discovery!, 210 uInvestigate Lab: How can you make something useful?, 211 New Uses for Old Things, 212 Quest Connection, 212 Helping Earth, 213 What You Can Do, 214-215 Crosscutting Concepts Toolbox: Systems in Our World, 215 Quest Check-In Lab: How can we save our trails?, 216-217 Quest Findings: Trails for All, 220 Topic Assessment, 222-223 Evidence-Based Assessment, 224-225
ETS1 Engineering Design		
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.	SE/TE: uEngineer It!: Up and Away!, 62-63 uEngineer It!: Sunny Days, 84-85 uEngineer It!: Don't Blow Away!, 114-115 uEngineer It!: The Problem with a Tree, 218-219 Improve the Design, EM11
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.	SE/TE: Quest Check-In: Shapes of Sails, 11 uEngineer It!: Don't Blow Away!, 114-115 Quest Check-In Lab: How does the wind move?, 134-135

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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.	SE/TE: Quest Check-In: How does wind move my sail car?, 26 uEngineer It!: The Problem with a Tree, 218-219