Science Indicators
Fourth Marking Period
2009-10

Grade	Indicator	Standard Indicator
Kindergarten	K.2.2	Draw pictures and write words to describe objects and experiences.
Kindergarten	K.4.1	Give examples of plants and animals.
Kindergarten	K.4.2	Observe plants and animals, describing how they are alike and how they are different in the way they look and the things they do.
Grade 1	1.1.2	Investigate and make observations to seek answers to questions about the world, such as "In what ways do animals move?"
Grade 1	1.1.3	Recognize that and demonstrate how people can learn much about plants and animals by observing then closely over a period of time. Recognize also that care must be taken to know the needs of living things and how to provide for them.
Grade 1	1.1.4 b	Use tools, such as rulers, to investigate the world and make observations.
Grade 1	1.2.4	Measure the length of objects having straight edges in inches, centimeters, or non-standard units.
Grade 1	1.3.4	Investigate by observing, and then describe how things move in many different ways, such as straight, zigzag, round-and-round, and back-and-forth.
Grade 1	1.4.4	Explain that most living things need water, food, and air.
Grade 1	1.6.2	Observe that and describe how certain things change in some ways and stay the same in others, such as in their color, size, and weight.
Grade 2	2.2.3	Estimate and measure capacity using cups and pints.
Grade 2	2.3.4	Investigate by observing and then describe how animals and plants cause changes in surroundings.
Grade 2	2.4.1	Observe and identify different external features of plants and animals and describe how those features help them in different environments.
Grade 2	2.4.2	Observe that and describe how animals may use plants or other animals for shelter.
Grade 2	2.4.3	Observe and explain that plants and animals both need to take in water, animals need to take in food, and plants need light.
Grade 2	2.4.4	Recognize and explain that living things are found almost everywhere in the world and that there are somewhat different kinds in different places.
Grade 2	2.5.6	Explain that sometimes a person can find a lot (but not everything) about a group of things such as insects, rocks, and plants by studying a few of them.
Grade 3	3.1.2	Participate in different types of guide scientific investigations, such as observing objects and events and collecting specimens for analysis.
Grade 3	3.1.3	Keep and record records of investigations and observations using tools, such as journals, charts, graphs, and computers.
Grade 3	3.1.4	Discuss the results of investigations and consider the explorations of others.
Grade 3	3.2.1	Add or subtract whole numbers mentally, on paper, and with a calculator.
Grade 3	3.2.3	Keep a notebook that describes observations and is understandable weeks or months later.
Grade 3	3.4.1	Demonstrate that a great variety of living things can be sorted into groups in many ways using various features, such as how they look, where they live, and how they act, to decide which things belong to which group.
Grade 3	3.4.2	Explain that features used for grouping depend on the purpose of the grouping.
Grade 3	3.4.3	Observe that and describe how offspring are very much, but not exactly, like their parents and like one another.
Grade 3	3.4.4	Describe that almost all kinds of animals' food can be traced back to plants.
Grade 3	3.4.5	Give examples of some kinds of organisms that have completely disappeared and explain how these organisms were similar to some organisms living today.
Grade 3	3.5.3	Construct tables and graphs to show how values of one quantity are related to values of another.

Science Indicators
Fourth Marking Period
2009-10

Grade	Indicator	Standard Indicator
Grade 3	3.6.4	Take, record, and display counts and simple measurements of things over time, such as plant or student growth.
Grade 3	3.6.5	Observe that and describe how some changes are very slow and some are very fast and that some of these changes may be hard to see and/or record.
Grade 4	4.1.7	Discuss and give examples of how technology, such as computers and medicines, has improved the lives of many people, although the benefits are not equally available to all.
Grade 4	4.1.8	Recognize and explain that any invention may lead to other inventions.
Grade 4	4.1.9	Explain how some products and materials are easier to recycle than others.
Grade 4	4.2.2	State the purpose, orally or in writing, of each step in a computation.
Grade 4	4.6.1	Demonstrate that in an object consisting of many parts, the parts usually influence or interact with one another.
Grade 4	4.6.2	Show that something may not work as well, or at all, if a part of it is missing, borken, worn out, mismatched, or incorrectly connected.
Grade 4	4.6.3	Recognize that and describe how changes made to a model can help predict how the real thing can be altered.
Grade 5	5.2.6	Write instructions that others can follow in carrying out a problem.
Grade 5	5.2.7	Read and follow step-by-step instructions when learning new procedures.
Grade 5	5.3.1	Explain that telescopes are used to magnify distant objects in the sky including the moon and the planets.
Grade 5	5.3.2	Observe and describe that stars are like the sun, some being smaller and some being larger, but they are so far away that they look like points of light.
Grade 5	5.3.3	Observe the stars and identify stars that are unusually bright and those that have unusual colors, such as reddish or bluish.
Grade 5	5.3.7	Describe that, like all planets and stars, the Earth is approximately spherical in shape.
Grade 5	5.5.2	Show that mathematical statements using symbols may be true only when the symbols are replaced by certain numbers.
Grade 5	5.5.7	Explain that predictions can be based on what is known about the past, assuming that conditions are similar.
Grade 5	5.5.10	Explain the danger in using only a portion of the data collected to describe the whole.
Grade 5	5.6.1	Recognize and describe that systems contain objects as well as processes that interact with each other.
Grade 5	5.6.2	Demonstrate how geometric figures, number sequences, graphs, diagrams, sketches, number lines, maps, and stories can be used to represent objects, events, and processes in the real world, although such representation can never be exact in every detail.