

## New York State Science Learning Standards Weather Report

### Kindergarten

#### *Performance Expectations:*

##### **Matter and its Interactions**

- **K-PS1-1.** Plan and conduct an investigation to test the claim that different types of matter exist as either solid or liquid, depending on temperature.

##### **Forces and Interactions: Pushes and Pulls**

- **K-PS2-1.** 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.
- **K-PS2-1.** Make observations to determine the effect of sunlight on Earth's surface.

##### **Weather and Climate**

- **K-ESS2-1.** Use and share observations of local weather conditions to describe patterns over time.
- **K-PS3-1.** Make observations to determine the effect of sunlight on Earth's surface.

#### *Disciplinary Core Ideas:*

##### **PS1.A: Structure and Properties of Matter**

- Different kinds of matter exist and many of them can be either solid or liquid, depending on temperature. Matter can be described and classified by its observable properties.

##### **PS2.A: Forces and Motion**

- Pushes and pulls can have different strengths and directions.
- Pushing or pulling on an object can change the speed or direction of its motion and can start or stop it.

##### **PS3.C: Relationship Between Energy and Forces**

- A bigger push or pull makes things speed up or slow down more quickly.

##### **ESS3.A: Natural Resources**

- Living things need water, air, and resources from the land, and they live in places that have the things they need. Humans use natural resources for everything they do.

##### **PS3.B: Conservation of Energy and Energy Transfer**

- Sunlight warms Earth's surface.

##### **ESS2.D: Weather and Climate**

- Weather is the combination of sunlight, wind, snow or rain, and temperature in a particular region at a particular time. People measure these conditions to describe and record the weather and to notice patterns over time.



***Cross-cutting Concepts:***

**Cause and Effect**

- Simple tests can be designed to gather evidence to support or refute student ideas about causes.
- Events have causes that generate observable patterns.

**Patterns**

- Patterns in the natural world can be observed, used to describe phenomena, and used as evidence.

**Systems and System Models**

- Systems in the natural and designed world have parts that work together.