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Science Performance Standard A Grade 4

Science, Standard A: Science Connections Performance Standards - Grade 4

By the end of **grade four**, students will:

A.4.1 When conducting science investigations, ask and answer questions that will help decide the general areas of science being addressed

A.4.2 When faced with a science-related problem, decide what evidence, models, or explanations previously studied can be used to better understand what is happening now

A.4.3 When investigating a science-related problem, decide what data can be collected to determine the most useful explanations

A.4.4 When studying science-related problems, decide which of the science themes are important

A.4.5 When studying a science-related problem, decide what changes over time are occurring or have occurred

For questions about this information, contact [Kevin Anderson](mailto:Kevin.Anderson@dpi.wi.gov) ([http://dpi.wi.gov/user/1563/contact](mailto:Kevin.Anderson@dpi.wi.gov)) (608) 266-3319



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WISCONSIN DEPARTMENT OF
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Performance Standards - Grade 4**By the end of **grade four**, students will:

B.4.1 Use encyclopedias, source books, texts, computers, teachers, parents, other adults, journals, popular press, and various other sources, to help answer science-related questions and plan investigations

B.4.2 Acquire information about people who have contributed to the development of major ideas in the sciences and learn about the cultures in which these people lived and worked

B.4.3 Show* how the major developments of scientific knowledge in the earth and space, life and environmental, and physical sciences have changed over time

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[\(http://dpi.wi.gov\)](http://dpi.wi.gov)**Science Performance Standard C Grade 4****Science, Standard C: Science Inquiry
Performance Standards - Grade 4**By the end of **grade four**, students will:

C.4.1 Use the vocabulary of the unifying themes to ask questions about objects, organisms, and events being studied

C.4.2 Use the science content being learned to ask questions, plan investigations, make observations, make predictions, and offer explanations

C.4.3 Select multiple sources of information to help answer questions selected for classroom investigations

C.4.4 Use simple science equipment safely and effectively, including rulers, balances, graduated cylinders, hand lenses, thermometers, and computers, to collect data relevant to questions and investigations

C.4.5 Use data they have collected to develop explanations and answer questions generated by investigations

C.4.6 Communicate the results of their investigations in ways their audiences will understand by using charts, graphs, drawings, written descriptions, and various other means, to display their answers

C.4.7 Support their conclusions with logical arguments

C.4.8 Ask additional questions that might help focus or further an investigation

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Performance Standards - Grade 4**By the end of **grade four**, students will:

PROPERTIES OF EARTH MATERIALS

D.4.1 Understand that objects are made of more than one substance, by observing, describing and measuring the properties of earth materials, including properties of size, weight, shape, color, temperature, and the ability to react with other substances

D.4.2 Group and/or classify objects and substances based on the properties of earth materials

D.4.3. Understand that substances can exist in different states-solid, liquid, gas

D.4.4 Observe and describe changes in form, temperature, color, speed, and direction of objects and construct explanations for the changes

D.4.5 Construct simple models of what is happening to materials and substances undergoing change, using simple instruments or tools to aid observations and collect data

POSITION AND MOTION OF OBJECTS

D.4.6 Observe and describe physical events in objects at rest or in motion

D.4.7 Observe and describe physical events involving objects and develop record-keeping systems to follow these events by measuring and describing changes in their properties, including:

- position relative to another object
- motion over time
- and position due to forces

LIGHT, HEAT, ELECTRICITY, AND MAGNETISM

D.4.8 Ask questions and make observations to discover the differences between substances that can be touched (matter) and substances that cannot be touched (forms of energy, light, heat, electricity, sound, and magnetism)

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Performance Standards - Grade 4**

By the end of grade four, students will:

PROPERTIES OF EARTH MATERIALS

E.4.1 Investigate that earth materials are composed of rocks and soils and correctly use the vocabulary for rocks, minerals, and soils during these investigations

E.4.2 Show that earth materials have different physical and chemical properties, including the properties of soils found in Wisconsin

E.4.3 Develop descriptions of the land and water masses of the earth and of Wisconsin's rocks and minerals, using the common vocabulary of earth and space science

OBJECTS IN THE SKY

E.4.4 Identify celestial objects (stars, sun, moon, planets) in the sky, noting changes in patterns of those objects over time

CHANGES IN THE EARTH AND SKY

E.4.5 Describe the weather commonly found in Wisconsin in terms of clouds, temperature, humidity, and forms of precipitation, and the changes that occur over time, including seasonal changes

E.4.6 Using the science themes, find patterns and cycles in the earth's daily, yearly, and long-term changes

E.4.7 Using the science themes, describe resources used in the home, community, and nation as a whole

E.4.8 Illustrate human resources use in mining, forestry, farming, and manufacturing in Wisconsin and elsewhere in the world

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Grade 4**

By the end of **grade four**, students will:

THE CHARACTERISTICS OF ORGANISMS

F.4.1 Discover* how each organism meets its basic needs for water, nutrients, protection, and energy* in order to survive

F.4.2 Investigate* how organisms, especially plants, respond to both internal cues (the need for water) and external cues (changes in the environment)

LIFE CYCLES OF ORGANISMS

F.4.3 Illustrate* the different ways that organisms grow through life stages and survive to produce new members of their type

ORGANISMS AND THEIR ENVIRONMENT

F.4.4 Using the science themes*, develop explanations* for the connections among living and non-living things in various environments

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Science, Standard G: Science Applications Performance Standards - Grade 4

By the end of **grade four**, students will:

G.4.1 Identify* the technology used by someone employed in a job or position in Wisconsin and explain* how the technology helps

G.4.2 Discover* what changes in technology have occurred in a career chosen by a parent, grandparent, or an adult friend over a long period of time

G.4.3 Determine what science discoveries have led to changes in technologies that are being used in the workplace by someone employed locally

G.4.4 Identify* the combinations of simple machines in a device used in the home, the workplace, or elsewhere in the community, to make or repair things, or to move goods or people

G.4.5 Ask questions to find answers about how devices and machines were invented and produced

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By the end of **grade four**, students will:

H.4.1 Describe* how science and technology have helped, and in some cases hindered, progress in providing better food, more rapid information, quicker and safer transportation, and more effective health care

H.4.2 Using the science themes*, identify* local and state issues that are helped by science and technology and explain* how science and technology can also cause a problem

H.4.3 Show* how science has contributed to meeting personal needs, including hygiene, nutrition, exercise, safety, and health care

H.4.4 Develop* a list of issues that citizens must make decisions about and describe* a strategy for becoming informed about the science behind these issues

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Kindergarten Science		Motion and Stability
K	PS2-1	Motion and Stability
K	PS2-2	Energy
K	PS3-1	Energy
K	PS3-2	Use tools and materials to design and build a structure that will reduce the warming effect of sunlight on an area.
K	LS1-1	Use observations to describe patterns of what plants and animals (including humans) need to survive.
K	ESS2-1	Use and share observations of local weather conditions to describe patterns over time.
K	ESS2-2	Construct an argument supported by evidence for how plants and animals (including humans) can change the environment to meet their needs.
K	ESS3-1	Use a model to represent the relationship between the needs of different plants or animals (including humans) and the places they live.
K	ESS3-2	Ask questions to obtain information about the purpose of weather forecasting to prepare for, and respond to, cold weather.
K	ESS3-3	Communicate solutions that will reduce the impact of humans on the land, water, air, and/or other living things in the local environment.
K-2	ETS1-1	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.
K-2	ETS1-2	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.
K-2	ETS1-3	Analyze data from tests of two objects designed to solve the same problem to compare the strengths and weaknesses of how each performs.

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.

Analyze data to determine of a design solution works as intended to change the speed or direction of an object with a push or a pull.

Make observations to determine the effect of sunlight on Earth's surface.

Use tools and materials to design and build a structure that will reduce the warming effect of sunlight on an area.

Use observations to describe patterns of what plants and animals (including humans) need to survive.

Use and share observations of local weather conditions to describe patterns over time.

Construct an argument supported by evidence for how plants and animals (including humans) can change the environment to meet their needs.

Use a model to represent the relationship between the needs of different plants or animals (including humans) and the places they live.

Ask questions to obtain information about the purpose of weather forecasting to prepare for, and respond to, cold weather.

Communicate solutions that will reduce the impact of humans on the land, water, air, and/or other living things in the local environment.

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.

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.

Analyze data from tests of two objects designed to solve the same problem to compare the strengths and weaknesses of how each performs.

First Grade Science

Waves and their Applications in Technologies for Information Transfer	Plan and conduct investigations to provide evidence that vibrating materials can make sound and that sound can make materials vibrate.
Waves and their Applications in Technologies for Information Transfer	Make observations to construct an evidence-based account that objects can be seen only when illuminated.
Waves and their Applications in Technologies for Information Transfer	Plan and conduct an investigation to determine the effect of placing objects made with different materials in the path of a light beams.
Waves and their Applications in Technologies for Information Transfer	Use tools and materials to design and build a device that uses light or sound to solve the problem of communicating over a distance.
From Molecules to Organisms: Structures and Processes	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.
From Molecules to Organisms: Structures and Processes	Read texts and use media to determine patterns in behavior of parents and offspring that help offspring survive.
Heredity: Inheritance and Variation of Traits	Make observations to construct an evidence-based account that young plants and animals are like, but not exactly like, their parents.
Earth's Place in the Universe	Use observations of the sun, moon, and stars to describe patterns that can be predicted.
Earth's Place in the Universe	Make observations at different times of the year to relate the amount of daylight to the time of year.
Engineering Design	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.
Engineering Design	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.
Engineering Design	Analyze data from tests of two objects designed to solve the same problem to compare the strengths and weaknesses of how each performs.
ETS1-1	K-2
ETS1-2	K-2
ETS1-3	K-2

Second Grade Science

2 PS1-1	Matter and its Interactions	Plan and conduct an investigation to describe and classify different kinds of materials by their observable properties.
2 PS1-2	Matter and its Interactions	Analyze data obtained from testing different materials to determine which materials have the properties that are best suited for an intended purpose.
2 PS1-3	Matter and its Interactions	Make observations to construct an evidence-based account of how an object made of a small set of pieces can be disassembled and made into a new object.
2 PS1-4	Matter and its Interactions	Construct an argument with evidence that some changes caused by heating or cooling can be reversed and some cannot.
2 LS2-1	Ecosystems: Interactions, Energy, and Dynamics	Plan and conduct an investigation to determine if plants need sunlight and water to grow.
2 LS2-2	Ecosystems: Interactions, Energy, and Dynamics	Develop a simple model that mimics the function of an animal in dispersing seeds or pollinating plants.
2 LS4-1	Biological Evolution: Unity and Diversity	Make observations of plants and animals to compare the diversity of life in different habitats.
2 ESS1-1	Earth's Place in the Universe	Use information from several sources to provide evidence that Earth events can occur quickly or slowly.
2 ESS2-1	Earth's Systems	Compare multiple solutions designed to slow or prevent wind or water from changing the shape of the land.
2 ESS2-2	Earth's Systems	Develop a model to represent the shapes and kinds of land and bodies of water in an area.
2 ESS2-3	Earth's Systems	Obtain information to identify where water is found on Earth and that it can be solid or liquid.
2 ETS1-1	Engineering Design	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.
2 ETS1-2	Engineering Design	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.
2 ETS1-3	Engineering Design	Analyze data from tests of two objects designed to solve the same problem to compare the strengths and weaknesses of how each performs.

Third Grade Science

Motion and Stability: Forces and Interactions	Plan and conduct an investigation to provide evidence of the effects of balanced and unbalanced forces on the motion of an object.
3 PS2-1	Make observations and/or measurements of an object's motion to provide evidence that a pattern can be used to predict future motion.
3 PS2-2	Ask questions to determine cause and effect relationships of electric or magnetic interactions between two objects not in contact with each other.
3 PS2-3	Define a simple design problem that can be solved by applying scientific ideas about magnets.
3 PS2-4	Develop models to describe that organisms have unique and diverse life cycles but all have in common birth, growth, reproduction, and death.
From Molecules to Organisms: Structures and Processes	Construct an argument that some animals from groups that help members survive.
Ecosystems: Interactions, Energy, and Dynamics	Analyze and interpret data to provide evidence that plants and animals have traits inherited from parents and that variation of these traits exists in a group of similar organisms.
3 LS1-1	Use evidence to support the explanation that traits can be influenced by the environment.
3 LS2-1	Analyze and interpret data from fossils to provide evidence of the organisms and the environments in which they lived long ago.
Heredity: Inheritance and Variation of Traits	Use evidence to construct an explanation for how the variations in characteristics among individuals of the same species may provide advantages in surviving, finding mates, and reproducing.
3 LS3-1	Construct an argument with evidence that in a particular habitat some organisms can survive well, some survive less well, and some cannot survive at all.
3 LS3-2	Make a claim about the merit of a solution to a problem caused when the environment changes and the types of plants and animals that live there may change.
3 LS4-1	Represent data in tables and graphical displays to describe typical weather conditions expected during a particular season.
3 LS4-2	Obtain and combine information to describe climates in different regions of the world.
3 LS4-3	Make a claim about the merit of a design solution that reduces the impacts of a weather-related hazard.
3 LS4-4	Define a simple design problem reflecting a need or a want that includes specified criteria for success and constraints on materials, time, or cost.
3 ESS2-1	Generate and compare multiple possible solutions to a problem based on how well each is likely to meet the criteria and constraints of the problem.
3 ESS2-2	Plan and carry out fair tests in which variables are controlled and failure points are considered to identify aspects of a model or prototype that can be improved.
3 ESS3-1	
3 ETS1-1	
3 ETS1-2	
3 ETS1-3	

Fourth Grade Science

			Use evidence to construct an explanation relating the speed of an object to the energy of that object.
4	PS3-1	Energy	Make observations to provide evidence that energy can be transferred from place to place by sound, light, heat, and electric currents.
4	PS3-2	Energy	Ask questions and predict outcomes about the changes in energy that occur when objects collide.
4	PS3-3	Energy	Apply scientific ideas to design, test, and refine a device that converts energy from one form to another.*
4	PS3-4	Energy	Develop a model of waves to describe patterns in terms of amplitude and wavelength and that waves can cause objects to move.
			Develop a model to describe that light reflecting from objects and entering the eye allows objects to be seen.
			Generate and compare multiple solutions that use patterns to transfer information.
			Construct an argument that plants and animals have internal and external structures that function to support survival, growth, behavior, and reproduction.
			Use a model to describe that animals receive different types of information through their senses, process the information in their brain, and respond to the information in different ways.
			Identify evidence from patterns in rock formations and fossils in rock layers to support an explanation for changes in a landscape over time.
			Make observations and/or measurements to provide evidence of the effects of weathering or the rate of erosion by water, ice, wind, or vegetation.
			Analyze and interpret data from maps to describe patterns of Earth's features.
			Obtain and combine information to describe that energy and fuels are derived from natural resources and their uses affect the environment.
			Generate and compare multiple solutions to reduce the impacts of natural Earth processes on humans.
			Define a simple design problem reflecting a need or a want that includes specified criteria for success and constraints on materials, time, or cost.
			Generate and compare multiple possible solutions to a problem based on how well each is likely to meet the criteria and constraints of the problem.
			Plan and carry out fair tests in which variables are controlled and failure points are considered to identify aspects of a model or prototype that can be improved.
4	PS4-1	Waves and their Applications in Technologies for Information Transfer	
4	PS4-2	Waves and their Applications in Technologies for Information Transfer	
4	PS4-3	Waves and their Applications in Technologies for Information Transfer	
4	LS1-1	From Molecules to Organisms: Structures and Processes	
4	LS1-2	From Molecules to Organisms: Structures and Processes	
4	ESS1-1	Earth's Place in the Universe	
4	ESS2-1	Earth's Systems	
4	ESS2-2	Earth's Systems	
4	ESS3-1	Earth and Human Activity	
4	ESS3-2	Earth and Human Activity	
3 thru 5	ETS1-1	Engineering Design	
4 thru 5	ETS1-2	Engineering Design	
5 thru 5	ETS1-3	Engineering Design	

Fifth Grade Science

5	PS1-1	Matter and Interactions	Develop a model to describe that matter is made of particles too small to be seen. Measure and graph quantities to provide evidence that regardless of the type of change that occurs when heating, cooling, or mixing substances, the total weight of matter is conserved.
5	PS1-2	Matter and Interactions	Make observations and measurements to identify materials based on their properties.
5	PS1-3	Matter and Interactions	Conduct an investigation to determine whether the mixing of two or more substances results in new substances.
5	PS1-4	Matter and Interactions	Support an argument that the gravitational force exerted by Earth on objects is directed down.
5	PS2-1	Motion and Stability: Forces and Interactions	Use models to describe that energy in animals' food (used for body repair, growth, motion, and to maintain body warmth) was once energy from the sun.
5	PS3-1	Energy	From Molecules to Organisms: Support an argument that plants get the materials they need for growth chiefly from air and water.
5	LS1-1	Structures and Processes	Develop a model to describe the movement of matter among plants, animals, decomposers, and the environment.
5	LS2-1	Ecosystems: Interactions, Energy, and Dynamics	Support an argument that differences in the apparent brightness of the sun compared to other stars is due to their relative distances from the Earth.
5	ESS1-1	Earth's Place in the Universe	Represent data in graphical displays to reveal patterns of daily changes in length and direction of shadows, day and night, and the seasonal appearance of some stars in the night sky.
5	ESS1-2	Earth's Place in the Universe	Develop a model using an example to describe ways the geosphere, biosphere, hydrosphere, and/or atmosphere interact.
5	ESS2-1	Earth's Systems	Describe and graph the amounts and percentages of water and fresh water in various reservoirs to provide evidence about the distribution of water on Earth.
5	ESS2-2	Earth's Systems	Obtain and combine information about ways individual communities use science ideas to protect the Earth's resources and environment.
5	ESS3-1	Earth and Human Activity	Define a simple design problem reflecting a need or a want that includes specified criteria for success and constraints on materials, time, or cost.
5	ETS1-1	Engineering Design	Generate and compare multiple possible solutions to a problem based on how well each is likely to meet the criteria and constraints of the problem.
5	ETS1-2	Engineering Design	Plan and carry out fair tests in which variables are controlled and failure points are considered to identify aspects of a model or prototype that can be improved.
5	ETS1-3	Engineering Design	

Middle School - Physical Science Standards
PS1-1 Matter and its Interactions
PS1-2 Matter and its Interactions
PS1-3 Matter and its Interactions
PS1-4 Matter and its Interactions
PS1-5 Matter and its Interactions
PS1-6 Matter and its Interactions
PS2-1 Motion and Stability: Forces and Interactions
PS2-2 Motion and Stability: Forces and Interactions
PS2-3 Motion and Stability: Forces and Interactions
PS2-4 Motion and Stability: Forces and Interactions
SP2-5 Motion and Stability: Forces and Interactions
PS3-1 Energy
PS3-2 Energy
PS3-3 Energy
PS3-4 Energy
PS3-5 Energy
PS4-1 Waves and Their Applications in Technologies for Information Transfer
PS4-2 Waves and Their Applications in Technologies for Information Transfer
PS4-3 Waves and Their Applications in Technologies for Information Transfer

Develop models to describe the atomic composition of simple molecules and extended structures.

Analyze and interpret data on the properties of substances before and after the substances interact to determine if a chemical reaction has occurred.

Gather and make sense of information to describe that synthetic materials come from natural resources and impact society.

Develop a model that predicts and describes changes in particle motion, temperature, and state of a pure substance when thermal energy is added or removed.

Develop and use a model to describe how the total number of atoms does not change in a chemical reaction and thus mass is conserved.

Undertake a design project to construct, test, and modify a device that either releases or absorbs thermal energy by chemical processes.

Apply Newton's Third Law to design a solution to a problem involving the motion of two colliding objects
Plan an investigation to provide evidence that the change in an object's motion depends on the sum of the forces on the object and the mass of the object.

Ask questions about data to determine the factors that affect the strength of electric and magnetic forces.
Construct and present arguments using evidence to support the claim that gravitational interactions are attractive and depend on the masses of interacting objects.

Conduct an investigation and evaluate the experimental design to provide evidence that fields exist between objects exerting forces on each other even though the objects are not in contact.

Construct and interpret graphical displays of data to describe the relationships of kinetic energy to the mass of an object and to the speed of an object.

Develop a model to describe that when the arrangement of objects interacting at a distance changes, different amounts of potential energy are stored in the system.

Apply scientific principles to design, construct, and test a device that either minimizes or maximizes thermal energy transfer.* [

Plan an investigation to determine the relationships among the energy transferred, the type of matter, the mass, and the change in the average kinetic energy of the particles as measured by the temperature of the sample.

Construct, use, and present arguments to support the claim that when the kinetic energy of an object changes, energy is transferred to or from the object.

Use mathematical representations to describe a simple model for waves that includes how the amplitude of a wave is related to the energy in a wave.

Develop and use a model to describe that waves are reflected, absorbed, or transmitted through various materials.

Integrate qualitative scientific and technical information to support the claim that digitized signals are a more reliable way to encode and transmit information than analog signals.

Middle School - Life Science Standards	
From Molecules to Organisms: Structures and Processes	LS1-1 Conduct an investigation to provide evidence that living things are made of cells; either one cell or many different numbers and types of cells.
From Molecules to Organisms: Structures and Processes	LS1-2 Develop and use a model to describe the function of a cell as a whole and ways parts of cells contribute to the function.
From Molecules to Organisms: Structures and Processes	LS1-3 Use argument supported by evidence for how the body is a system of interacting subsystems composed of groups of cells.
From Molecules to Organisms: Structures and Processes	LS1-4 Use argument based on empirical evidence and scientific reasoning to support an explanation for how characteristic animal behaviors and specialized plant structures affect the probability of successful reproduction of animals and plants respectively.
From Molecules to Organisms: Structures and Processes	LS1-5 Construct a scientific explanation based on evidence for how environmental and genetic factors influence the growth of organisms.
From Molecules to Organisms: Structures and Processes	LS1-6 Construct a scientific explanation based on evidence for the role of photosynthesis in the cycling of matter and flow of energy into and out of organisms.
From Molecules to Organisms: Structures and Processes	LS1-7 Develop a model to describe how food is rearranged through chemical reactions forming new molecules that support growth and/or release energy as this matter moves through an organism.
From Molecules to Organisms: Structures and Processes	LS1-8 Gather and synthesize information that sensory receptors respond to stimuli by sending messages to the brain for immediate behavior or storage as memories.
Ecosystems: Interactions Energy, and Dynamics	LS2-1 Analyze and interpret data to provide evidence for the effects of resource availability on organisms and populations of organisms in an ecosystem.
Ecosystems: Interactions Energy, and Dynamics	LS2-2 Construct an explanation that predicts patterns of interactions among organisms across multiple ecosystems.
Ecosystems: Interactions Energy, and Dynamics	LS2-3 Develop a model to describe the cycling of matter and flow of energy among living and nonliving parts of an ecosystem.
Ecosystems: Interactions Energy, and Dynamics	LS2-4 Construct an argument supported by empirical evidence that changes to physical or biological components of an ecosystem affect populations.
Ecosystems: Interactions Energy, and Dynamics	LS2-5 Evaluate competing design solutions for maintaining biodiversity and ecosystem services.
Heredity: Inheritance and Variation of Traits	LS3-1 Develop and use a model to describe why structural changes to genes (mutations) located on chromosomes may affect proteins and may result in harmful, beneficial, or neutral effects to the structure and function of the organism.
Heredity: Inheritance and Variation of Traits	LS3-2 Develop and use a model to describe why asexual reproduction results in offspring with identical genetic information and sexual reproduction results in offspring with genetic variation. [Analyze displays of pictorial data to compare patterns of similarities in the embryological development across multiple species to identify relationships not evident in the fully formed anatomy.]
Biological Evolution: Unity and Diversity	LS4-1 Apply scientific ideas to construct an explanation for the anatomical similarities and differences among modern organisms and between modern and fossil organisms to infer evolutionary relationships.
Biological Evolution: Unity and Diversity	LS4-2 Analyze displays of pictorial data to compare patterns of similarities in the embryological development across multiple species to identify relationships not evident in the fully formed anatomy.
Biological Evolution: Unity and Diversity	LS4-3 Construct an explanation based on evidence that describes how genetic variations of traits in a population increase some individuals' probability of surviving and reproducing in a specific environment.
Biological Evolution: Unity and Diversity	LS4-4 Gather and synthesize information about the technologies that have changed the way humans influence the inheritance of desired traits in organisms.

LS4-6

Biological Evolution: Unity and Diversity

Use mathematical representations to support explanations of how natural selection may lead to increases and decreases of specific traits in populations over time.

Middle School Earth Science

ESS1-1	Earth's Place in the Universe	Develop and use a model of the Earth-sun-moon system to describe the cyclic patterns of lunar phases, eclipses of the sun and moon, and seasons.
ESS1-2	Earth's Place in the Universe	Develop and use a model to describe the role of gravity in the motions within galaxies and the solar system.
ESS1-3	Earth's Place in the Universe	Analyze and interpret data to determine scale properties of objects in the solar system.
ESS1-4	Earth's Place in the Universe	Construct a scientific explanation based on evidence from rock strata for how the geologic time scale is used to organize Earth's 4.6-billion-year-old history.
ESS2-1	Earth's Systems	Develop a model to describe the cycling of Earth's materials and the flow of energy that drives this process.
ESS2-2	Earth's Systems	Construct an explanation based on evidence for how geoscience processes have changed Earth's surface at varying time and spatial scales.
ESS2-3	Earth's Systems	Analyze and interpret data on the distribution of fossils and rocks, continental shapes, and seafloor structures to provide evidence of the past plate motions. [
ESS2-4	Earth's Systems	Develop a model to describe the cycling of water through Earth's systems driven by energy from the sun and the force of gravity.
ESS2-5	Earth's Systems	Collect data to provide evidence for how the motions and complex interactions of air masses results in changes in weather conditions.
ESS2-5	Earth's Systems	Develop and use a model to describe how unequal heating and rotation of the Earth cause patterns of atmospheric and oceanic circulation that determine regional climates.
ESS3-1	Earth and Human Activity	Construct a scientific explanation based on evidence for how the uneven distributions of Earth's mineral, energy, and groundwater resources are the result of past and current geoscience processes.
ESS3-2	Earth and Human Activity	Analyze and interpret data on natural hazards to forecast future catastrophic events and inform the development of technologies to mitigate their effects.
ESS3-3	Earth and Human Activity	Apply scientific principles to design a method for monitoring and minimizing a human impact on the environment.*
ESS3-4	Earth and Human Activity	Construct an argument supported by evidence for how increases in human population and per-capita consumption of natural resources impact Earth's systems.
ESS3-5	Earth and Human Activity	Ask questions to clarify evidence of the factors that have caused the rise in global temperatures over the past century.

Middle School - Engineering Design Standards

		Define the criteria and constraints of a design problem with sufficient precision to ensure a successful solution, taking into account relevant scientific principles and potential impacts on people and the natural environment that may limit possible solutions.
ETS1-1	Engineering Design	Evaluate competing design solutions using a systematic process to determine how well they meet the criteria and constraints of the problem.
ETS1-2	Engineering Design	Analyze data from tests to determine similarities and differences among several design solutions to identify the best characteristics of each that can be combined into a new solution to better meet the criteria for success.
ETS1-3	Engineering Design	Develop a model to generate data for iterative testing and modification of a proposed object, tool, or process such that an optimal design can be achieved.
ETS1-4	Engineering Design	

Eighth Grade - Earth Science Standards

ESS1-1	Earth's Place in the Universe	Develop a model based on evidence to illustrate the life span of the sun and the role of nuclear fusion in the sun's core to release energy in the form of radiation.
ESS1-2	Earth's Place in the Universe	Construct an explanation of the Big Bang theory based on astronomical evidence of light spectra, motion of distant galaxies, and composition of matter in the universe.
ESS1-2	Earth's Place in the Universe	Communicate scientific ideas about the way stars, over their life cycle, produce elements.
ESS1-4	Earth's Place in the Universe	Use mathematical or computational representations to predict the motion of orbiting objects in the solar system.
ESS1-5	Earth's Place in the Universe	Evaluate evidence of the past and current movements of continental and oceanic crust and the theory of plate tectonics to explain the ages of crustal rocks.
ESS1-6	Earth's Place in the Universe	Apply scientific reasoning and evidence from ancient Earth materials, meteorites, and other planetary surfaces to construct an account of Earth's formation and early history.
ESS2-1	Earth's Systems	Develop a model to illustrate how Earth's internal and surface processes operate at different spatial and temporal scales to form continental and ocean-floor features.
ESS2-2	Earth's Systems	Analyze geoscience data to make the claim that one change to Earth's surface can create feedbacks that cause changes to other Earth systems.
ESS2-3	Earth's Systems	Develop a model based on evidence of Earth's interior to describe the cycling of matter by thermal convection.
ESS2-4	Earth's Systems	Use a model to describe how variations in the flow of energy into and out of Earth's systems result in changes in climate.
ESS2-5	Earth's Systems	Plan and conduct an investigation of the properties of water and its effects on Earth materials and surface processes.
ESS2-6	Earth's Systems	Develop a quantitative model to describe the cycling of carbon among the hydrosphere, atmosphere, geosphere, and biosphere.
ESS2-7	Earth's Systems	Construct an argument based on evidence about the simultaneous coevolution of Earth's systems and life on Earth.
ESS3-1	Earth and Human Activity	Construct an explanation based on evidence for how the availability of natural resources, occurrence of natural hazards, and changes in climate have influenced human activity.
ESS3-2	Earth and Human Activity	Evaluate competing design solutions for developing, managing, and utilizing energy and mineral resources based on cost-benefit ratios.
ESS3-3	Earth and Human Activity	Create a computational simulation to illustrate the relationships among management of natural resources, the sustainability of human populations, and biodiversity.
ESS3-4	Earth and Human Activity	Evaluate or refine a technological solution that reduces impacts of human activities on natural systems.
ESS3-5	Earth and Human Activity	Analyze geoscience data and the results from global climate models to make an evidence-based forecast of the current rate of global or regional climate change and associated future impacts to Earth systems.
ESS3-6	Earth and Human Activity	Use a computational representation to illustrate the relationships among Earth systems and how those relationships are being modified due to human activity.

High School - Physical Science

PS1-1	Matter and Its Interaction	Use the periodic table as a model to predict the relative properties of elements based on the patterns of electrons in the outermost energy level of atoms.
PS1-2	Matter and Its Interaction	Construct and revise an explanation for the outcome of a simple chemical reaction based on the outermost electron states of atoms, trends in the periodic table, and knowledge of the patterns of chemical properties.
PS1-3	Matter and Its Interaction	Plan and conduct an investigation to gather evidence to compare the structure of substances at the bulk scale to infer the strengths of electrical forces between particles.
PS1-4	Matter and Its Interaction	Develop a model to illustrate that the release or absorption of energy from a chemical reaction system depends upon the changes in total bond energy
PS1-5	Matter and Its Interaction	Apply scientific principles and evidence to provide an explanation about the effects of changing the temperature or concentration of the reacting particles on the rate at which a reaction occurs.
PS1-6	Matter and Its Interaction	Refine the design of a chemical system by specifying a change in conditions that would produce increased amounts of products at equilibrium.
PS1-7	Matter and Its Interaction	Use mathematical representations to support the claim that atoms, and therefore mass, are conserved during a chemical reaction.
PS1-8	Matter and Its Interaction	Develop models to illustrate the changes in the composition of the nucleus of the atom and the energy released during the processes of fission, fusion, and radioactive decay.
PS2-1	Motion and Stability: Forces and Interactions	Analyze data to support the claim that Newton's second law of motion describes the mathematical relationship among the net force on a macroscopic object, its mass, and its acceleration.
PS2-2	Motion and Stability: Forces and Interactions	Use mathematical representations to support the claim that the total momentum of a system of objects is conserved when there is no net force on the system.
PS2-3	Motion and Stability: Forces and Interactions	Apply scientific and engineering ideas to design, evaluate, and refine a device that minimizes the force on a macroscopic object during a collision.
PS2-4	Motion and Stability: Forces and Interactions	Use mathematical representations of Newton's Law of Gravitation and Coulomb's Law to describe and predict the gravitational and electrostatic forces between objects.
PS2-5	Motion and Stability: Forces and Interactions	Plan and conduct an investigation to provide evidence that an electric current can produce a magnetic field and that a changing magnetic field can produce an electric current.
PS2-6	Motion and Stability: Forces and Interactions	Communicate scientific and technical information about why the molecular-level structure is important in the functioning of designed materials.
PS3-1	Energy	Create a computational model to calculate the change in the energy of one component in a system when the change in energy of the other component(s) and energy flows in and out of the system are known.
PS3-2	Energy	Develop and use models to illustrate that energy at the macroscopic scale can be accounted for as a combination of energy associated with the motions of particles (objects) and energy associated with the relative positions of particles (objects).
PS3-3	Energy	Design, build, and refine a device that works within given constraints to convert one form of energy into another form of energy.
PS3-4	Energy	Plan and conduct an investigation to provide evidence that the transfer of thermal energy when two components of different temperature are combined within a closed system results in a more uniform energy distribution among the components in the system (second law of thermodynamics).
PS3-5	Energy Waves and Their Applications in Technologies for Information Transfer	Develop and use a model of two objects interacting through electric or magnetic fields to illustrate the forces between objects and the changes in energy of the objects due to the interaction.
PS4-1		Use mathematical representations to support a claim regarding relationships among the frequency, wavelength, and speed of waves traveling in various media.

	Waves and Their Applications in Technologies for Information Transfer	Evaluate questions about the advantages of using a digital transmission and storage of information.
PS4-2	Waves and Their Applications in Technologies for Information Transfer	Evaluate the claims, evidence, and reasoning behind the idea that electromagnetic radiation can be described either by a wave model or a particle model, and that for some situations one model is more useful than the other.
PS4-3	Waves and Their Applications in Technologies for Information Transfer	Evaluate the validity and reliability of claims in published materials of the effects that different frequencies of electromagnetic radiation have when absorbed by matter.
PS4-4	Waves and Their Applications in Technologies for Information Transfer	Communicate technical information about how some technological devices use the principles of wave behavior and wave interactions with matter to transmit and capture information and energy.
PS4-5	Waves and Their Applications in Technologies for Information Transfer	

High School - Life Science Standards	
From Molecules to Organisms: Structures and Processes	Construct an explanation based on evidence for how the structure of DNA determines the structure of proteins which carry out the essential functions of life through systems of specialized cells.
From Molecules to Organisms: Structures and Processes	Develop and use a model to illustrate the hierarchical organization of interacting systems that provide specific functions within multicellular organisms.
From Molecules to Organisms: Structures and Processes	Plan and conduct an investigation to provide evidence that feedback mechanisms maintain homeostasis.
From Molecules to Organisms: Structures and Processes	Use a model to illustrate the role of cellular division (mitosis) and differentiation in producing and maintaining complex organisms.
From Molecules to Organisms: Structures and Processes	Use a model to illustrate how photosynthesis transforms light energy into stored chemical energy.
From Molecules to Organisms: Structures and Processes	Construct and revise an explanation based on evidence for how carbon, hydrogen, and oxygen from sugar molecules may combine with other elements to form amino acids and/or other large carbon-based molecules.
From Molecules to Organisms: Structures and Processes	Use a model to illustrate that cellular respiration is a chemical process whereby the bonds of food molecules and oxygen molecules are broken and the bonds in new compounds are formed resulting in a net transfer of energy.
From Molecules to Organisms: Structures and Processes	Use mathematical and/or computational representations to support explanations of factors that affect carrying capacity of ecosystems at different scales.
From Molecules to Organisms: Structures and Processes	Use mathematical representations to support and revise explanations based on evidence about factors affecting biodiversity and populations in ecosystems of different scales.
From Molecules to Organisms: Structures and Processes	Construct and revise an explanation based on evidence for the cycling of matter and flow of energy in aerobic and anaerobic conditions.
From Molecules to Organisms: Structures and Processes	Use mathematical representations to support claims for the cycling of matter and flow of energy among organisms in an ecosystem.
Ecosystems: Interactions, Energy, and Dynamics	Develop a model to illustrate the role of photosynthesis and cellular respiration in the cycling of carbon among the biosphere, atmosphere, hydrosphere, and geosphere.
Ecosystems: Interactions, Energy, and Dynamics	Evaluate the claims, evidence, and reasoning that the complex interactions in ecosystems maintain relatively consistent numbers and types of organisms in stable conditions, but changing conditions may result in a new ecosystem.
Ecosystems: Interactions, Energy, and Dynamics	Design, evaluate, and refine a solution for reducing the impacts of human activities on the environment and biodiversity.
Ecosystems: Interactions, Energy, and Dynamics	Evaluate the evidence for the role of group behavior on individual and species' chances to survive and reproduce.
Ecosystems: Interactions, Energy, and Dynamics	Ask questions to clarify relationships about the role of DNA and chromosomes in coding the instructions for characteristic traits passed from parents to offspring.
Heredity: Inheritance and Variation of Traits	Make and defend a claim based on evidence that inheritable genetic variations may result from: (1) new genetic combinations through meiosis, (2) viable errors occurring during replication, and/or (3) mutations caused by environmental factors. [Apply concepts of statistics and probability to explain the variation and distribution of expressed traits in a population.
Heredity: Inheritance and Variation of Traits	Communicate scientific information that common ancestry and biological evolution are supported by multiple lines of empirical evidence.
Biological Evolution: Unity and Diversity	

Construct an explanation based on evidence that the process of evolution primarily results from four factors: (1) the potential for a species to increase in number, (2) the heritable genetic variation of individuals in a species due to mutation and sexual reproduction, (3) competition for limited resources, and (4) the proliferation of those organisms that are better able to survive and reproduce in the environment.

Apply concepts of statistics and probability to support explanations that organisms with an advantageous heritable trait tend to increase in proportion to organisms lacking this trait.

Biological Evolution: Unity and Diversity

LS4-2

Biological Evolution: Unity and Diversity

LS4-3

Biological Evolution: Unity and Diversity

LS4-4

Biological Evolution: Unity and Diversity

LS4-5

Biological Evolution: Unity and Diversity

LS4-6

Construct an explanation based on evidence for how natural selection leads to adaptation of populations.

Evaluate the evidence supporting claims that changes in environmental conditions may result in: (1) increases in the number of individuals of some species, (2) the emergence of new species over time, and (3) the extinction of other species.

Create or revise a simulation to test a solution to mitigate adverse impacts of human activity on biodiversity.

High School Engineering Design Standards

ETS1-1	Engineering Design	Analyze a major global challenge to specify qualitative and quantitative criteria and constraints for solutions that account for societal needs and wants
ETS1-2	Engineering Design	Design a solution to a complex real-world problem by breaking it down into smaller, more manageable problems that can be solved through engineering.
ETS1-3	Engineering Design	Evaluate a solution to a complex real-world problem based on prioritized criteria and trade-offs that account for a range of constraints, including cost, safety, reliability, and aesthetics as well as possible social, cultural, and environmental impacts.
ETS1-4	Engineering Design	Use a computer simulation to model the impact of proposed solutions to a complex real-world problem with numerous criteria and constraints on interactions within and between systems relevant to the problem.