



Nature Makers
Grade Band Elementary

Earth Science	Next Generation Science Standards
K-ESS3-3	Communicate solutions that reduce the impact of humans on the land, water, air, and/or other living things.
2-ESS2-1	Use information from maps to describe the different kinds of land and water in an area.
4-ESS3-1	Obtain and combine information to describe that energy and fuels are derived from natural resources and their uses affect the environment.
5-ESS3-1	Obtain and combine information about ways individual communities use science ideas to protect Earth's resources and environment.
Engineering Design	
K-2 & 3-5-ETS1-1	Define a simple design problem reflecting a need or a want that includes specified criteria for success and constraints on materials, time, or cost.
K-2 & 3-5-ETS1-2	Generate and compare multiple possible solutions to a problem based on how well each is likely to meet the criteria and constraints.
K-2 & 3-5-ETS1-3	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.

Reading	English Language Arts (Reading & Writing)
RI.1.1. to RI.5.1.	Ask and answer questions about key details in a science text.
RI.2.3 to RI.5.3	Describe the connection between scientific ideas or concepts in a text.
RI.3.7 to RI.5.7	Use information from illustrations and text to understand key ideas.

RL.3.3 to RL.5.3	Describe characters and how their actions contribute to the sequence and message (applicable when interpreting Wright's story).
Writing	
W.2.2 to W.5.2	Write informative texts to explain a topic and support with facts and details.
W.3.6 to W.5.6	Use digital tools to produce and publish writing.
Measurement and Data	Mathematics
1.MD.4 to 5.MD.2	Collect, represent, and interpret data on line plots, bar graphs, or tables.
3.MD.4 to 4.MD.6	Understand perimeter, area, and angles in structure design.
5.MD.3-5	Understand volume and relate it to multiplication and addition.
Mathematical Practice Standards	Modeling & Problem Solving
MP1	Make sense of problems.
MP4	Model with mathematics.
MP5	Use appropriate tools (e.g., sensors, measurement tools, graphing tools).
Computer Science	Missouri K-5 Draft Standards
DA.K-5.1	Collect and represent data in various ways.
AP.K-5.2	Develop programs with sequences and simple loops to solve problems.
AP.K-5.4	Test and refine programs based on feedback or performance.
IC.K-5.1	Understand how computing impacts daily life and the environment.

Made by: L. Holt-Hovis
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