Bust a Move
Grade Band Elementary

Physical Science	**Next Generation Science Standards**
1-PS4-1	Investigate how light/sound/movement interacts with objects (basic motion).
3-PS2-1	Investigate the effects of forces on objects
4-PS3-4	Design a device that converts energy to motion (Lego motor movement).
5-PS2-1	Explore gravity's effect on motion (balance of model).
Life Science	(if creature is animal-based)
1-LS1-1	Use materials to mimic plant or animal parts for survival or movement.
4-LS1-1	Construct arguments about how structures support survival, growth, behavior.
3-LS4-3	Habitat-based traits for movement (if Lego creature fits a specific biome).
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.2.3 to	Understand connections between steps, movements, and structure.

RI.5.3	
SL.2.1 to SL.5.1	Engage in team dialogue and explain choices.
Writing	
W.2.2 to W.5.2	Write to explain how the creature moves and why.
W.3.3 to W.5.3	Write a short story or description about the Lego creature's behavior or adventure.
Measurement and Data	**Mathematics**
1.MD.4 to 5.MD.2	Use data collection to test motor movement (e.g., how far/fast it moves with different settings).
4.MD.5 to 5.MD.3-5	Apply angle measurements and design proportions.
Operations & Algebraic Thinking	
3.OA.3 to 4.OA.3	Solve problems involving motor programming steps or repetitions.
Geometry	
5.G.1-2	If graphing movement or motor outcomes.
Mathematical Practice Standards	**Modeling & Problem Solving**
MP2	Reason quantitatively about garden space and sensor data.
MP4	Model a real-world problem using math.
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-5.3	Break down complex tasks into smaller steps (3 data points to trigger movements).

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.

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