K Interdependent Relationships in Ecosystems: Animals, Plants, and Their Environment

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Students who demonstrate understanding can:

- Use observations to describe patterns of what plants and animals (including humans) need to survive. K-LS1-1. [Clarification Statement: Examples of patterns could include that animals need to take in food but plants do not; the different kinds of food needed by different types of animals; the requirement of plants to have light; and, that all living things need water.]
- K-ESS2-2. Construct an argument supported by evidence for how plants and animals (including humans) can change the environment to meet their needs. [Clarification Statement: Examples of plants and animals changing their environment could include a squirrel digs in the ground to hide its food and tree roots can break concrete.]
- 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. [Clarification Statement: Examples of relationships could include that deer eat buds and leaves, therefore, they usually live in forested areas, and grasses need sunlight so they often grow in meadows. Plants, animals, and their surroundings make up a system.]
- 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.* [Clarification Statement: Examples of human impact on the land could include cutting trees to produce paper and using resources to produce bottles. Examples of solutions could include reusing paper and recycling cans and bottles.

The performance expectations above were developed using the following elements from the NRC document A Framework for K-12 Science Education:

Science and Engineering Practices

Developing and Using Models

Modeling in K-2 builds on prior experiences and progresses to include using and developing models (i.e., diagram, drawing, physical replica, diorama, dramatization, or storyboard) that represent concrete events or design solutions.

 Use a model to represent relationships in the natural world. (K-ESS3-1)

Analyzing and Interpreting Data Analyzing data in K-2 builds on prior

experiences and progresses to collecting, recording, and sharing observations.

 Use observations (firsthand or from media) to describe patterns in the natural world in order to answer scientific questions. (K-LS1-

Engaging in Argument from Evidence

Engaging in argument from evidence in K-2 builds on prior experiences and progresses to comparing ideas and representations about the natural and designed world(s).

 Construct an argument with evidence to support a claim. (K-ESS2-2)

Obtaining, Evaluating, and Communicating Information

Obtaining, evaluating, and communicating information in K-2 builds on prior experiences and uses observations and texts to communicate new information.

 Communicate solutions with others in oral and/or written forms using models and/or drawings that provide detail about scientific ideas. (K-ESS3-3)

Connections to Nature of Science

Scientific Knowledge is Based on Empirical **Evidence**

Scientists look for patterns and order when making observations about the world. (K-

Disciplinary Core Ideas

LS1.C: Organization for Matter and **Energy Flow in Organisms**

All animals need food in order to live and grow. They obtain their food from plants or from other animals. Plants need water and light to live and grow. (K-LS1-1)

ESS2.E: Biogeology

 Plants and animals can change their environment. (K-ESS2-2)

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. (K-ESS3-1)

ESS3.C: Human Impacts on Earth **Systems**

 Things that people do to live comfortably can affect the world around them. But they can make choices that reduce their impacts on the land, water, air, and other living things. (K-ESS3-3)

ETS1.B: Developing Possible Solutions

 Designs can be conveyed through sketches, drawings, or physical models. These representations are useful in communicating ideas for a problem's solutions to other people. (secondary to K-ESS3-3)

Crosscutting Concepts

Patterns

 Patterns in the natural and human designed world can be observed and used as evidence. (K-LS1-1)

Cause and Effect

Events have causes that generate observable patterns. (K-ESS3-3)

Systems and System Models

 Systems in the natural and designed world have parts that work together. (K-ESS2-2),(K-ESS3-1)

Connections to other DCIs in kindergarten: K.ETS1.A (K-ESS3-3)

Articulation of DCIs across grade-bands: 1.LS1.A (K-LS1-1),(K-ESS3-1); 2.LS2.A (K-LS1-1); 2.ETS1.B (K-ESS3-3); 3.LS2.C (K-LS1-1) 1); 3.LS4.B (K-LS1-1); 4.ESS2.E (K-ESS2-2); 4.ESS3.A (K-ESS3-3); 5.LS1.C (K-LS1-1); 5.LS2.A (K-LS1-1),(K-ESS3-1); 5.ESS2.A (K-ESS2-2),(K-ESS3-1); 5.ESS3.C (K-ESS3-3)

ELA/Literacy -

RI.K.1 With prompting and support, ask and answer questions about key details in a text. (K-ESS2-2)

W.K.1 Use a combination of drawing, dictating, and writing to compose opinion pieces in which they tell a reader the topic or

the name of the book they are writing about and state an opinion or preference about the topic or book. (K-ESS2-2)

W.K.2 Use a combination of drawing, dictating, and writing to compose informative/explanatory texts in which they name what

they are writing about and supply some information about the topic. (K-ESS2-2),(K-ESS3-3)

W.K.7 Participate in shared research and writing projects (e.g., explore a number of books by a favorite author and express

opinions about them). (K-LS1-1)

SL.K.5 Add drawings or other visual displays to descriptions as desired to provide additional detail. (K-ESS3-1)

Mathematics -

MP.2 Reason abstractly and quantitatively. (K-ESS3-1)

MP.4 Model with mathematics. (K-ESS3-1)

K.CC.1-3 Know number names and the count sequence. (K-ESS3-1),(K-ESS3-2)

K.CC.4-5 Count to tell the number of objects. (K-ESS3-1),(K-ESS3-2)

K.CC.6-7 Compare numbers. (K-ESS3-1),(K-ESS3-2)

K.MD.2 Directly compare two objects with a measurable attribute in common, to see which object has "more of"/"less of" the

attribute, and describe the difference. (K-LS1-1)