

TRIMESTER 1 (approximately 60 days)	TRIMESTER 2 (approximately 60 days)	TRIMESTER 3 (approximately 60 days)
<p>Unit 1 - Engineering and Technology 28-30 Days {K-2-ETS1-1-3}</p> <ul style="list-style-type: none"> What are the procedures and rules to ensure science safety? <ul style="list-style-type: none"> Five Safety Procedures/Rules Unit 1 Project (3 days) <ul style="list-style-type: none"> Pocket Lock-It How Do Engineers Use Technology? (15 days) <ul style="list-style-type: none"> What is an Engineer? What is Technology? How Can We Solve a Problem? (12 days) <ul style="list-style-type: none"> A Design Process <p>Unit 2 - Sound 28-30 Days {1-PS4-1, 1-PS4-4}</p> <ul style="list-style-type: none"> Unit 2 Project (3 days) <ul style="list-style-type: none"> Explore Sound What is Sound? (15 days) <ul style="list-style-type: none"> Make a Sound Volume and Pitch What Make it Move? How Can We Communicate with Sound? (12 days) <ul style="list-style-type: none"> Communicate with Sound Communicate Over Distances Send a Message 	<p>Unit 3 - Light 22-25 Days {1-PS4-2-4}</p> <ul style="list-style-type: none"> Unit 3 Project (3 days) <ul style="list-style-type: none"> Make a Rainbow How Does Light Help Us See? (6 days) <ul style="list-style-type: none"> All About Light How Do Materials Block Light? (8 days) <ul style="list-style-type: none"> How Much Light? Shadows How Does Light Travel? (8 days) <ul style="list-style-type: none"> Straight On A New Direction Communication with Light <p>Unit 4 - Plant and Animal Structures 30-35 days {1-LS1-1}</p> <ul style="list-style-type: none"> Unit 4 Project (3 days) <ul style="list-style-type: none"> Research a Favorite Animal What Parts Help Plants Live? (8 days) <ul style="list-style-type: none"> Plant Parts Shape Up Looking to Nature Observe Plants What Body Parts Help Animals Stay Safe? (8 days) <ul style="list-style-type: none"> Moving Away From Danger Hiding From Danger Facing Danger Staying Safe in Weather Observe Animals What Body Parts Help Animals Meet Their Needs? (8 days) <ul style="list-style-type: none"> Parts to Find Food Parts to Eat Food Parts to Breathe and Take in Water Animals as Models How do Plants and Animals Respond to Their Environment? (8 days) <ul style="list-style-type: none"> Plant Places Plants and Seasons Animals Use Senses Animals on the Move Animals and Seasons 	<p>Unit 5 - Living Things and Their Young 30-35 Days {1-LS1-2, 1-LS3-1}</p> <ul style="list-style-type: none"> Unit 5 Project (3 days) <ul style="list-style-type: none"> Compare Animals How Do Plants Look Like Their Parents? (10 days) <ul style="list-style-type: none"> Young and Old Compare Parts Compare Adult Plants How Do Animals Look Like Their Parents? (12 days) <ul style="list-style-type: none"> Animals Grow Compare Parts Compare Body Coverings Animals of the Same Kind How Do Animals Take Care of Their Young? (10 days) <ul style="list-style-type: none"> Staying Safe Finding Food Young Animals Learn <p>Unit 6 - Objects and Patterns in the Sky 22-25 days {1-ESS1-1-2}</p> <ul style="list-style-type: none"> Unit 6 Project (3 days) <ul style="list-style-type: none"> Explore the Moon's Phases How Do Objects in the Sky Seem to Change? (10 days) <ul style="list-style-type: none"> The Daytime Sky Patterns in the Daytime Sky The Nighttime Sky Patterns in the Nighttime Sky What Are Patterns of Daylight? (12 days) <ul style="list-style-type: none"> The Four Seasons Spring and Summer Fall and Winter Patterns of Daylight

