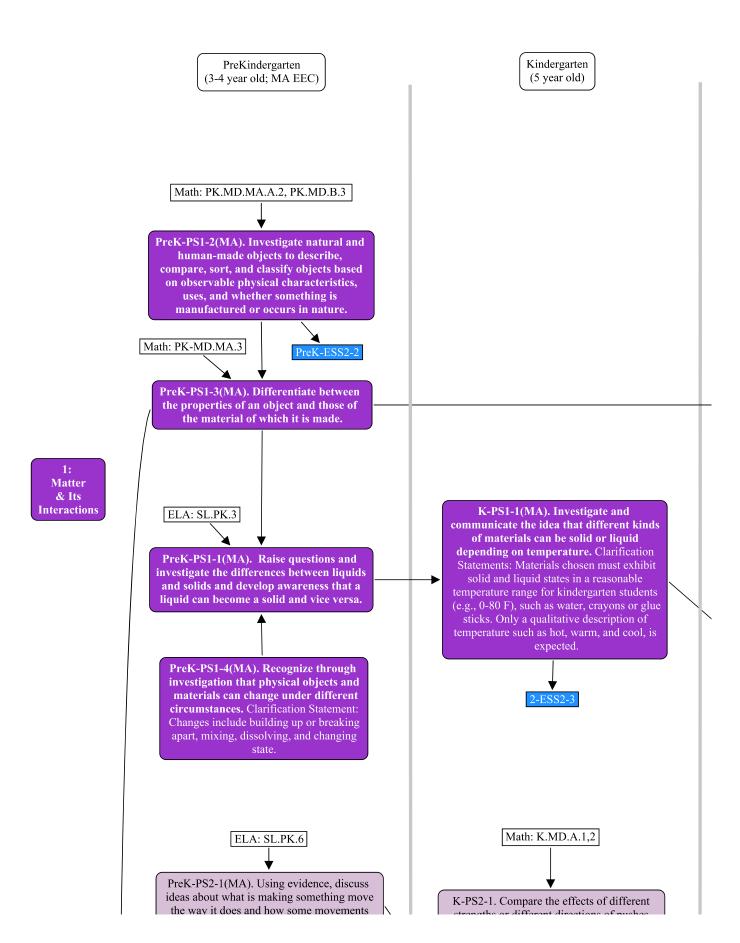
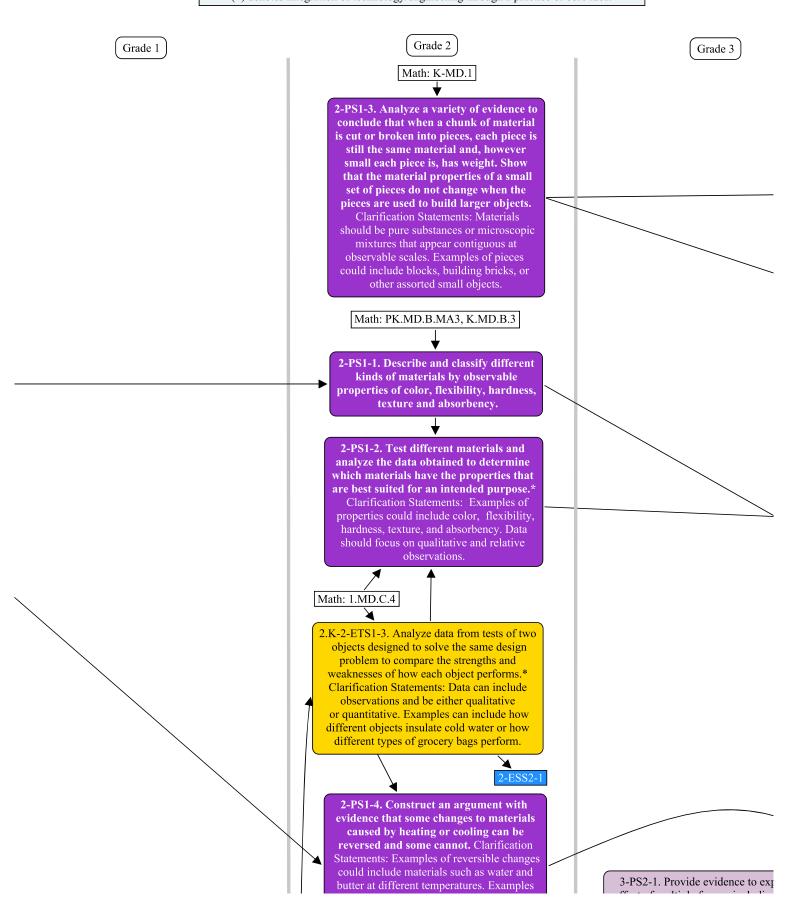
2016 MA STE PreK-5 Phy.



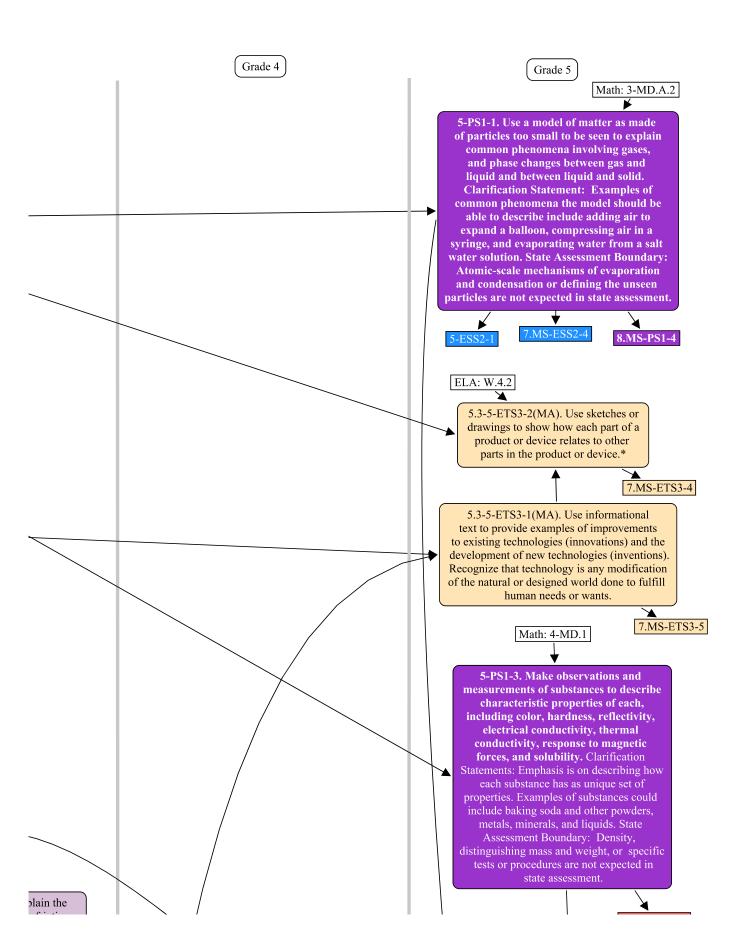
sical Science and Technology/Engineering St

Please direct comments, suggested edits, and questions to: mathsciencetech@doe.mass.edu.

The standards and strand maps are available at: www.doe.mass.edu/stem/review.html
(*) denotes integration of technology/engineering through a practice or core idea.



rand Map (April 2016)



can be controlled.

ELA: PK.SL.5

PreK-PS2-2(MA). Through experience, develop awareness of factors that influence whether things stand or fall. Clarification Statement: Examples of factors in children's construction play include using a broad foundation when building, considering the strength of materials, and using balanced weight distribution in a block building.

strengths of different directions of pushes and pulls on the motion of an object. Clarification Statements: Examples of pushes or pulls could include a string attached to an object being pulled, a person pushing an object, a person stopping a rolling ball, and two objects colliding and pushing on each other. Comparisons should be on different relative strengths or different directions, not both at the same time. Non-contact pushes or pulls such as those produced by magnets are not expected.

3: Energy

Motion

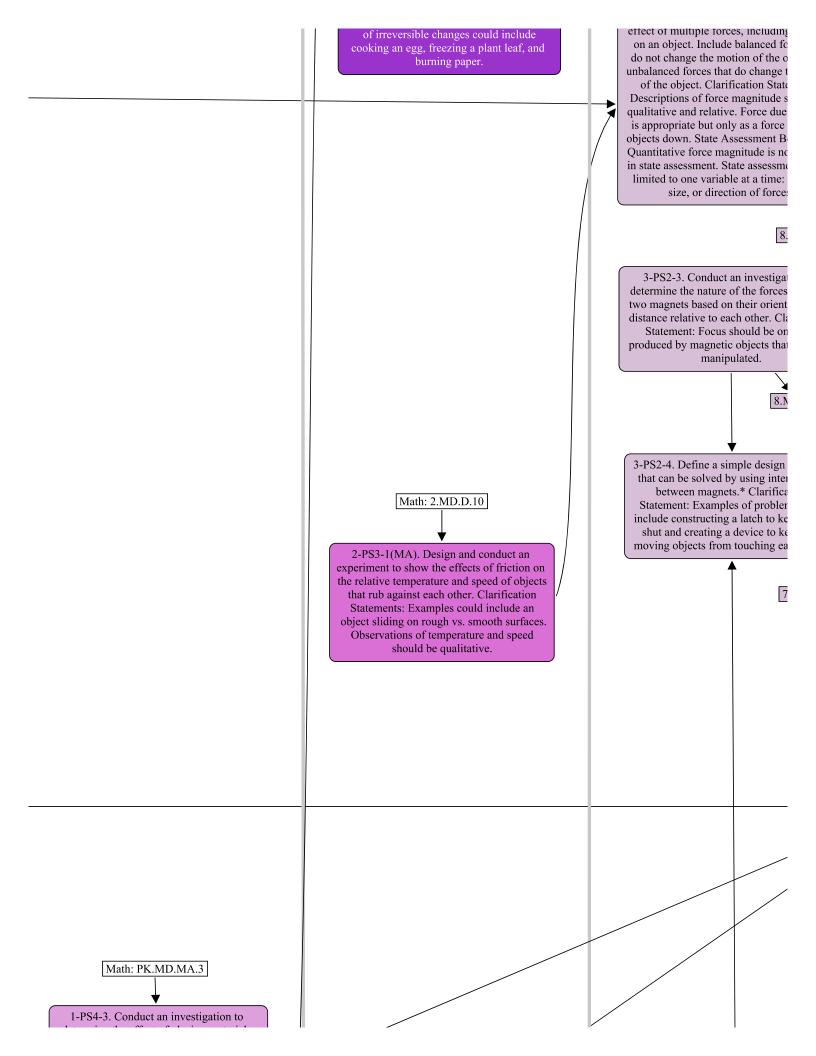
and Stability:

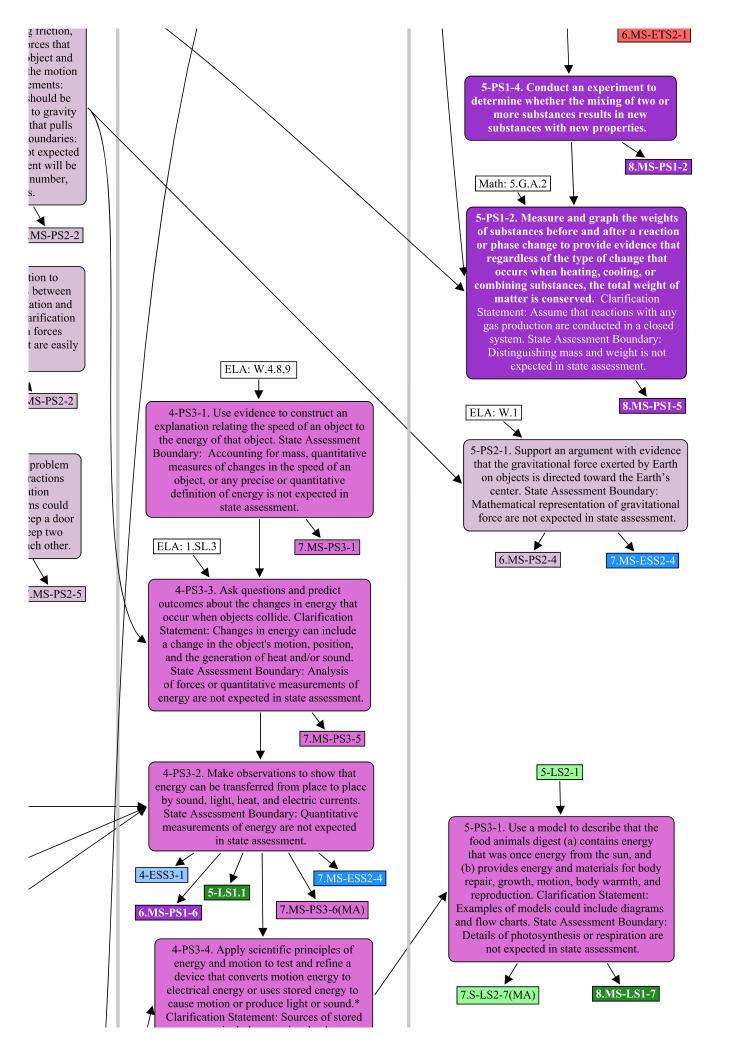
Forces

and Interactions

> K-PS3-1. Make observations to determine that sunlight warms materials on Earth's surface. Clarification Statements: Examples of materials on Earth's surface could include sand, soil, rocks, and water. Measures of temperature should be limited to relative measures such as warmer/cooler.

K-PS3-2. Use tools and materials to design and build a model of a structure that will reduce the warming effect of sunlight on an area.*





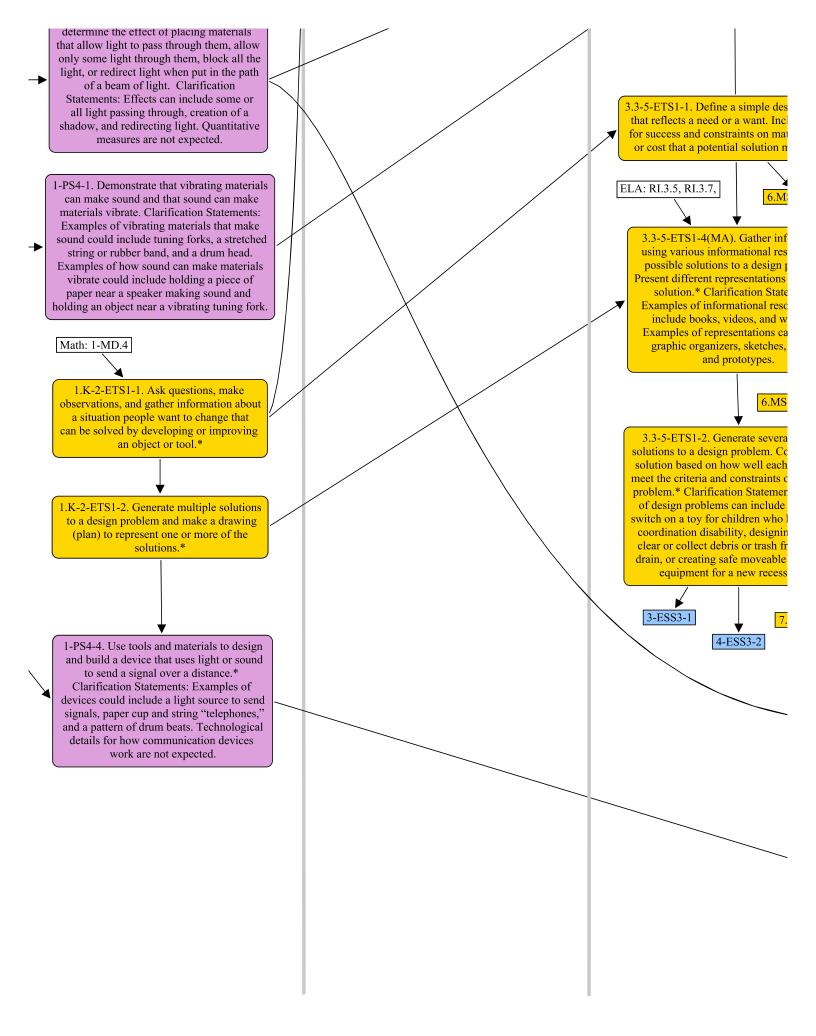
PreK-PS4-2(MA). Connect daily experience and investigations to demonstrate the relationships between the size and shape of shadows, the objects creating the shadow, and the light source.

PreK-LS1-4(MA)

PreK-PS4-1(MA). Investigate sounds made by different objects and materials and discuss explanations about what is causing the sounds. Through play and investigations, identify ways to manipulate different objects and materials that make sound to change volume and pitch.

4: Waves

> Massachusetts Department of Elementary and Secondary Education April 2016



ign problem lude criteria terials, time, nust meet.*

S-ETS1-1

ormation ources on problem. of a design ments: purces can ebsites. in include models,

-ETS1-5(MA)

I possible ompare each is likely to of the design it: Examples adapting a have a motor ig a way to om a storm playground game.

MS-ETS1-2

energy can include water in a bucket or a weight suspended at a height, and a battery.

HS-PS3-3

4.3-5-ETS1-5(MA). Evaluate relevant design features that must be considered in building a model or prototype of a solution to a given design problem.* Clarification Statement: Examples of design features can include size, shape, and weight.

5-LS2-2(MA)

7.MS-ETS1-7(MA)

4.3-5-ETS1-3. Plan and carry out tests of one or more elements of a model or prototype in which variables are controlled and failure points are considered to identify which elements need to be improved. Apply the results of tests to redesign a model or prototype.*

5-ESS3-2(MA)

Math: 4-G.3

7.MS-ETS1-4

4-PS4-1. Develop a model of a simple wave to communicate that waves (a) are regular patterns of motion along which energy travels and (b) can differ in amplitude and wavelength. Clarification Statements:

Examples of models could include diagrams, analogies, and physical models using wire to illustrate wavelength and amplitude of waves. Focus is on mechanical waves (including sound). State Assessment

Boundary: Interference effects, electromagnetic waves, non-periodic waves, or quantitative models of amplitude and wavelength are not expected in state assessment.

6.MS-PS4-1

6.MS-PS4-3

4-PS4-2. Develop a model to describe that light must reflect off an object and enter the eye for the object to be seen. State Assessment Boundary: Specific colors reflected and seen, the cellular mechanisms of vision, or how the retina works are not expected in state assessment.

6.MS-PS4-2

4-PS4-3. Develop and compare multiple ways to transfer information through encoding, sending, receiving, and decoding a pattern.* Clarification Statement: Examples of solutions could include drums sending coded information through sound waves, using a grid of 1s and 0s representing black and white to send information about a picture, and using Morse code to send text.

6.MS-PS4-3