



Science

Grade 1

1st Nine Weeks



This academic overview can be used to monitor and support your child's at-home learning progress.

Unit 1: Introduction & Properties of Objects

Student Learning Targets

- I can sort objects into groups with similar observable physical properties.
- I can identify that objects have observable properties.
- I can predict how a specific material will change when exposed to heating or cooling.
- I can describe how materials can be affected by heat or cold.
- I can sort objects into groups based on the materials that make them up.
- I can identify the materials that make up different objects.

Questions to Check for Unit Understanding

- What properties can be used to classify objects?
- What information should be recorded when making observations about objects?

Key Academic Vocabulary

- Color: the share you see when you look at an object
- Shape: the outline of an object
- Texture: how rough or smooth something is
- Property: a single part/characteristic of the way an object is
- Heavier: has more mass
- Lighter: has less mass
- Smaller: has less size
- Larger: has more size

Unit 2: Force & Motion

Student Learning Targets

- I can accurately predict what will happen when a magnet is applied to certain objects.
- I can describe how magnets are used to push or pull objects.
- I can demonstrate directional movement patterns by using objects or my body.
- I can describe different ways that objects can move.

Questions to Check for Unit Understanding

- What physical properties of objects allow them to be attracted to a magnet?
- What happens when you put two magnets together?
- How can we illustrate or demonstrate how objects move?
- How can patterns of movement be recorded?

Key Academic Vocabulary

- Attract: to cause an object to move closer to another object
- Repel: to cause an object to move away from another object
- Force: a push or pull that causes objects to move or objects to stop moving
- Magnet: a piece of metal that attracts iron objects
- Pull: a force that moves objects forward
- Push: a force that moves objects away