

24-25 Third Grade Science Priority Standards © 2024 All rights reserved by CCSD 46. Do not copy without permission.

Trimester 1

Forces and Interactions

3-PS2-1 Student can plan and conduct an investigation that evidences the effects of balanced and unbalanced forces on the motion of an object.

3-PS2-2 Student can use an object's motion to provide evidence that a pattern can be used to predict future motion.

3-PS2-3 Student can use cause and effect to describe electric or magnetic interactions between two objects not in contact with each other.

3-PS2-4 Student can define a simple design problem that can be solved by applying scientific ideas about magnets.

Engineering Design

3-5-ETS1-2 Student can generate and compare multiple possible solutions to a problem based on how well each is likely to meet the criteria and constraints of the problem.

3-5-ETS1-3 Student can 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.

Trimester 2

Earth's Systems

3-ESS2-2 Student can describe climates in different regions

3-ESS2-1 Student can represent data in tables and graphs to show typical weather conditions based on the season

Trimester 3

Inheritance and Variation of Traits

- 3-LS3-2 Student can use evidence to support the explanation that traits can be influenced by the environment.
- 3-LS1-1 Student can develop models to showcase similarities and differences in organisms and their life cycles.
- 3-LS3-1 Student can analyze and interpret data to give evidence that plants and animals have traits inherited from parents and groups of similar organisms have similar traits.
- 3-LS4-2 Student can construct an explanation with evidence how characteristcs vary among individuals of the same species and how that may provide advantages in surviving, finding mates and reproducing.

Interdependent Relationships in Ecosystems

- 3-LS4-1 Student can analyze and interpret data from fossils to provide evidence of the organisms and the environments in which they lived long ago.
- 3-LS4-3 Student can construct an argument with evidence that differentiates between how well organisms survive in a
- 3-LS4-4 Student can share possible solutions to problems caused when the environment changes and the types of plants and animals that live there may change.
- 3-LS2-1 Student can construct an argument that some animals form groups that help members survive.

Engineering Design

3-5-ETS1-1 Student can define a simple design problem reflecting a need or a want that includes specified criteria for success and constraints on materials, time, or cost.

3-5-ETS1-2 Student can generate and compare multiple possible solutions to a problem based on how well each is likely to meet the criteria and constraints of the problem.