



**Community Consolidated
School District 46**

565 Frederick Road, Grayslake, IL 60030

25-26 First Grade Science Priority Standards

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Trimester 1	Trimester 2	Trimester 3
From Molecules to Organisms: Structures and Processes	Waves and Their Applications in Technologies for Information Transfer	Waves and Their Applications in Technologies for Information Transfer
1-LS1-1 Students can explore how plants and animals use their body parts to survive, grow, and meet their needs—and then use that knowledge to come up with creative solutions to real-world problems.	1-PS4-1 Student can plan and conduct investigations to show that vibrating materials can produce sound, and that sound can cause materials to vibrate.	K-2-ETS1-1 Student can observe that objects in the dark can only be seen when there is light.
1-LS3-1 Students can see and talk about how young plants and animals look like their parents, while also noticing how they are different.	1-PS4-4 Student can use various tools and materials to create a device that uses light or sound to communicate over a distance.	1-PS4-3 Student can plan and conduct investigations to explore how different materials affect the path of a beam of light.
Engineering Design	From Molecules to Organisms: Structures and Processes	Engineering Design
K-2-ETS1-1 Student can ask questions, observe their surroundings, and collect information to identify a simple problem that can be addressed by creating a new or improved object or tool.	1-LS1-2 Student can read and use various media to identify behaviors of parents and their young that support the survival of the offspring.	K-2-ETS1-2 Student can create a simple drawing or model to show how the shape of an object helps it work effectively to solve a specific problem.
K-2-ETS1-2 Student can create a simple drawing or model to show how the shape of an object helps it work effectively to solve a specific problem.	1-LS3-1 Student can observe and explain how young plants and animals resemble their parents, while also recognizing the differences between them.	
K-2-ETS1-3 Student can analyze test results from two different objects created to solve the same problem.	Engineering Design	
	K-2-ETS1-1 Student can ask questions, observe their surroundings, and collect information to identify a simple problem that can be addressed by creating a new or improved object or tool.	