



**Community Consolidated  
School District 46**

565 Frederick Road, Grayslake, IL 60030

## 25-26 Third Grade Science Priority Standards

© 2025 All rights reserved by CCSD 46. Do not copy without permission.

Trimester 1	Trimester 2	Trimester 3
<b>Motion and Stability: Forces and Interactions</b>	<b>Inheritance and Variation of Traits</b>	<b>Inheritance and Variation of Traits</b>
3-PS2-1 Student can plan and carry out investigations to show how balanced and unbalanced forces affect the movement of an object.	3-LS3-2 Student can use evidence to explain how traits, like how a plant grows or how an animal behaves, can be affected by the environment.	3-LS1-1 Student can create models to show that all living things go through a life cycle that includes birth, growth, reproduction, and death, even though each one is different.
3-PS2-2 Student can observe and measure how an object moves to find patterns that help predict its future motion.	3-LS4-1 Student can study fossil data to learn about what plants and animals lived long ago and what their environments were like.	3-LS2-1 Student can explain, using evidence, how some animals live in groups to help each other survive.
3-PS2-4 Student can come up with a simple problem and design a solution using what they know about how magnets work.	3-LS4-3 Student can use evidence to explain why some living things do well, some do poorly, and some can't survive in a specific habitat.	3-LS3-1 Student can use data to show that plants and animals inherit traits from their parents, and that these traits can vary among similar organisms.
<b>Engineering Design</b>	3-LS4-4 Student can share possible solutions and use evidence to explain if a solution works to help plants and animals when the environment changes.	3-LS4-2 Student can use evidence to explain how differences in traits among the same kind of animal or plant can help them survive, find mates, and have offspring.
3-5-ETS1-1 Student can describe a simple problem based on a need or want and include goals and limits like materials, time, or cost.	<b>Engineering Design</b>	<b>Engineering Design</b>
3-5-ETS1-3 Student can plan and run fair tests to find out what works or doesn't in a model or design, and use that information to make it better.	3-5-ETS1-2 Student can come up with different solutions to a problem and compare them to see which one best meets the goals and limits of the task.	3-5-ETS1-2 Student can come up with different solutions to a problem and compare them to see which one best meets the goals and limits of the task.
	<b>Earth's Systems</b>	
	3-ESS2-1 Student can use tables and graphs to show what the weather is usually like during a certain season.	
	3-ESS2-2 Student can gather and use information to describe what the climate is like in different parts of the world.	