Mad Science Programming
Correlations: Florida Elementary Science Curriculum Standards

Benchmark Number	Descriptor	Grade Level	Body Of Knowledge	Idea	Level of Com-plexity Rating	**Correlated Mad Science Programs**
SC.K.E.5.1	Explore the Law of Gravity by investigating how objects are pulled toward the ground unless something holds them up.	K	Earth and Space Science	Earth in Space and Time	Mod	**Fun-damental Forces (ASP)** **Stunt Planes and Gliders (ASP)** **Great Gravity (ASP)** **Moving Motion (ASP)**
SC.K.E.5.2	Recognize the repeating pattern of day and night.	K	Earth and Space Science	Earth in Space and Time	Low	**Planets and Moons (ASP)**
SC.K.E.5.3	Recognize that the Sun can only be seen in the daytime.	K	Earth and Space Science	Earth in Space and Time	Low	**Planets and Moons (ASP)**
SC.K.E.5.4	Observe that sometimes the Moon can be seen at night and sometimes during the day.	K	Earth and Space Science	Earth in Space and Time	Mod	**Planets and Moons (ASP)**
SC.K.E.5.5	Observe that things can be big and things can be small as seen from Earth.	K	Earth and Space Science	Earth in Space and Time	High	**Planets and Moons (ASP)** **Space Phenomena (ASP)** **Sun and Stars (ASP)**

SC.K.E.5.6	Observe that some objects are far away and some are nearby as seen from Earth.	K	Earth and Space Science	Earth in Space and Time	High	**Planets and Moons (ASP)** **Space Phenomena (ASP)** **Sun and Stars (ASP)**
SC.K.L.14.1	Recognize the five senses and related body parts.	K	Life Science	Organization and Development of Living Organisms	Low	**Seeking our Senses (WS)** **Tantalizing Taste (ASP)**
SC.K.L.14.2	Recognize that some books and other media portray animals and plants with characteristics and behaviors they do not have in real life.	K	Life Science	Organization and Development of Living Organisms	Mod	**All About Animals (ASP)**
SC.K.L.14.3	Observe plants and animals, describe how they are alike and how they are different in the way they look and in the things they do.	K	Life Science	Organization and Development of Living Organisms	Mod	**All About Animals (ASP)**
SC.K.N.1.1	Collaborate with a partner to collect information.	K	Nature of Science	The Practice of Science	Low	**All Mad Science Programming**

SC.K.N.1.2	Make observations of the natural world and know that they are descriptors collected using the five senses.	K	Nature of Science	The Practice of Science	Mod	**Seeking our Senses (WS)** **Tantalizing Taste (ASP)**
SC.K.N.1.3	Keep records as appropriate -- such as pictorial records -- of investigations conducted.	K	Nature of Science	The Practice of Science	Mod	**Atmosphere and Beyond (NASA)** **Living in Space (NASA)** **Planets and Moons (NASA)** **Rocket Science (NASA)** **Space Phenomena (NASA)** **Space Technology (NASA)** **Space Travel (NASA)** **Sun and Stars (NASA)** **Lab Works (ASP)** **Junior Reactors (ASP)** **pH Phactor (ASP)** **Slime Time (ASP)** **Glow Show (ASP)** **Dry Ice Capades (ASP)** **Super Sticky Stuff (ASP)** **Chem in a Flash (ASP)**

SC.K.N.1.4	Observe and create a visual representation of an object which includes its major features.	K	Nature of Science	The Practice of Science	High	**Lab Works (ASP)** **Junior Reactors (ASP)** **pH Phactor (ASP)** **Slime Time (ASP)** **Glow Show (ASP)** **Dry Ice Capades (ASP)** **Super Sticky Stuff (ASP)** **Chem in a Flash (ASP)** **Planets and Moons (ASP)** **Atmosphere and Beyond (ASP)** **Space Phenomena (ASP)** **Sun and Stars (ASP)** **Rocket Science (ASP)** **Space Travel (ASP)** **Space Technology (ASP)** **Living in Space (ASP)** **Invention-ation (WS)**
SC.K.N.1.5	Recognize that learning can come from careful observation.	K	Nature of Science	The Practice of Science	Mod	**All Mad Science Programming**
SC.K.P.8.1	Sort objects by observable properties, such as size, shape, color, temperature (hot or cold), weight (heavy or light) and texture.	K	Physical Science	Properties of Matter	Mod	**All About Animals (ASP)** **Bugs! (ASP)** **Glow Show (ASP)** **Life in the Sea (ASP)** **Mission Nutrition (ASP)** **pH Phactor (ASP)** **Planets and Moons (ASP)** **Slime Time (ASP)** **Sun and Stars (ASP)** **Tantalizing Taste (ASP)**

SC.K.P.9.1	Recognize that the shape of materials such as paper and clay can be changed by cutting, tearing, crumpling, smashing, or rolling.	K	Physical Science	Changes in Matter	Low	**Che-Mystery (ASP)** **Junior Reactors (ASP)** **Matter of Fact (WS)**
SC.K.P.10.1	Observe that things that make sound vibrate.	K	Physical Science	Forms of Energy	Low	**Sonic Sounds (ASP)** **Sound Basics (WS)** **Good Vibrations (WS)**
SC.K.P.12.1	Investigate that things move in different ways, such as fast, slow, etc.	K	Physical Science	Motion of Objects	High	**Fun-damental Forces (ASP)** **Stunt Planes and Gliders (ASP)** **Mad Science Machines (ASP)** **Science of Toys (ASP)** **Energy Burst (ASP)** **Moving Motion (ASP)** **Rocket Science (ASP)** **Space Travel (ASP)**

SC.K.P.13.1	Observe that a push or a pull can change the way an object is moving.	K	Physical Science	Forces and Changes in Motion	Low	**Fun-damental Forces (ASP)** **Stunt Planes and Gliders (ASP)** **Mad Science Machines (ASP)** **Energy Burst (ASP)** **Moving Motion (ASP)**
SC.1.E.5.1	Observe and discuss that there are more stars in the sky than anyone can easily count and that they are not scattered evenly in the sky.	1	Earth and Space Science	Earth in Space and Time	Mod	**Space Phenomena (ASP)** **Sun and Stars (ASP)**
SC.1.E.5.2	Explore the Law of Gravity by demonstrating that Earth's gravity pulls any object on or near Earth toward it even though nothing is touching the object.	1	Earth and Space Science	Earth in Space and Time	Mod	**Stunt Planes and Gliders (ASP)** **Great Gravity (ASP)**
SC.1.E.5.3	Investigate how magnifiers make things appear bigger and help people see things they could not see without them.	1	Earth and Space Science	Earth in Space and Time	Mod	**Detective Science (ASP)**

SC.1.E.5.4	Identify the beneficial and harmful properties of the Sun.	1	Earth and Space Science	Earth in Space and Time	Mod	**Be Sun Smart! (WS)**
SC.1.E.6.1	Recognize that water, rocks, soil, and living organisms are found on Earth's surface.	1	Earth and Space Science	Earth Structures	Low	**Earthworks (ASP)** **Decomposers (WS)** **The Dirt on Garbage (WS)**
SC.1.E.6.2	Describe the need for water and how to be safe around water.	1	Earth and Space Science	Earth Structures	Mod	**NA**
SC.1.E.6.3	Recognize that some things in the world around us happen fast and some happen slowly.	1	Earth and Space Science	Earth Structures	High	**Moving Motion (ASP)**
SC.1.L.14.1	Make observations of living things and their environment using the five senses.	1	Life Science	Organization and Development of Living Organisms	Low	**NA**
SC.1.L.14.2	Identify the major parts of plants, including stem, roots, leaves, and flowers.	1	Life Science	Organization and Development of Living Organisms	Low	**NA**

SC.1.L.14.3	Differentiate between living and nonliving things.	1	Life Science	Organization and Development of Living Organisms	High	**All About Animals (ASP)**
SC.1.L.16.1	Make observations that plants and animals closely resemble their parents, but variations exist among individuals within a population.	1	Life Science	Heredity and Reproduction	Low	**All About Animals (ASP)**
SC.1.L.17.1	Through observation, recognize that all plants and animals, including humans, need the basic necessities of air, water, food, and space.	1	Life Science	Interdependence	Low	**NA**
SC.1.N.1.1	Raise questions about the natural world, investigate them in teams through free exploration, and generate appropriate explanations based on those explorations.	1	Nature of Science	The Practice of Science	High	**All Mad Science Programming**

SC.1.N.1.2	Using the five senses as tools, make careful observations, describe objects in terms of number, shape, texture, size, weight, color, and motion, and compare their observations with others.	1	Nature of Science	The Practice of Science	Mod	**Junior Reactors (ASP)** **pH Phactor (ASP)** **Slime Time (ASP)** **The Glow Show (ASP)** **Seeking Our Senses (WS)**
SC.1.N.1.3	Keep records as appropriate - such as pictorial and written records - of investigations conducted.	1	Nature of Science	The Practice of Science	Mod	**Lab Works (ASP)** **Junior Reactors (ASP)** **pH Phactor (ASP)** **Slime Time (ASP)** **The Glow Show (ASP)** **Dry Ice Capades (ASP)** **Super Sticky Stuff (ASP)** **Chem in a Flash (ASP)** **Planets and Moons (ASP)** **Atmosphere and Beyond (ASP)** **Space Phenomena (ASP)** **Sun and Stars (ASP)** **Rocket Science (ASP)** **Space Travel (ASP)** **Space Technology (ASP)** **Living in Space (ASP)** **Measure for Measure (WS)**
SC.1.N.1.4	Ask "how do you know?" in appropriate situations.	1	Nature of Science	The Practice of Science	Mod	**All Mad Science Programming**

SC.1.P.8.1	Sort objects by observable properties, such as size, shape, color, temperature (hot or cold), weight (heavy or light), texture, and whether objects sink or float.	1	Physical Science	Properties of Matter	Mod	**Junior Reactors (ASP)** **pH Phactor (ASP)** **Slime Time (ASP)** **The Glow Show (ASP)** **Seeking Our Senses (WS)**
SC.1.P.12.1	Demonstrate and describe the various ways that objects can move, such as in a straight line, zigzag, back-and-forth, round-and-round, fast, and slow.	1	Physical Science	Motion of Objects	Mod	**Moving Motion (ASP)**
SC.1.P.13.1	Demonstrate that the way to change the motion of an object is by applying a push or a pull.	1	Physical Science	Forces and Changes in Motion	Mod	**Energy Burst (ASP)** **Fun-damental Forces (ASP)** **Moving Motion (ASP)**
SC.2.E.6.1	Recognize that Earth is made up of rocks. Rocks come in many sizes and shapes.	2	Earth and Space Science	Earth Structures	Mod	**Earthworks (ASP)**

SC.2.E.6.2	Describe how small pieces of rock and dead plant and animal parts can be the basis of soil and explain the process by which soil is formed.	2	Earth and Space Science	Earth Structures	High	**NA**
SC.2.E.6.3	Classify soil types based on color, texture (size of particles), the ability to retain water, and the ability to support the growth of plants.	2	Earth and Space Science	Earth Structures	High	**NA**
SC.2.E.7.1	Compare and describe changing patterns in nature that repeat themselves, such as weather conditions including temperature and precipitation, day to day and season to season.	2	Earth and Space Science	Earth Systems and Patterns	Mod	**Walloping Weather (ASP)**
SC.2.E.7.2	Investigate by observing and measuring, that the Sun's energy directly and indirectly warms the water, land, and air.	2	Earth and Space Science	Earth Systems and Patterns	High	**NA**

SC.2.E.7.3	Investigate, observe and describe how water left in an open container disappears (evaporates), but water in a closed container does not disappear (evaporate).	2	Earth and Space Science	Earth Systems and Patterns	High	**NA**
SC.2.E.7.4	Investigate that air is all around us and that moving air is wind.	2	Earth and Space Science	Earth Systems and Patterns	High	**Under Pressure (ASP)**
SC.2.E.7.5	State the importance of preparing for severe weather, lightning, and other weather related events.	2	Earth and Space Science	Earth Systems and Patterns	Low	**Walloping Weather (ASP)**
SC.2.L.14.1	Distinguish human body parts (brain, heart, lungs, stomach, muscles, and skeleton) and their basic functions.	2	Life Science	Organization and Development of Living Organisms	Mod	**Body Basics (WS)**
SC.2.L.16.1	Observe and describe major stages in the life cycles of plants and animals, including beans and butterflies.	2	Life Science	Heredity and Reproduction	Mod	**NA**

SC.2.L.17.1	Compare and contrast the basic needs that all living things, including humans, have for survival.	2	Life Science	Interdependence	Mod	**NA**
SC.2.L.17.2	Recognize and explain that living things are found all over Earth, but each is only able to live in habitats that meet its basic needs.	2	Life Science	Interdependence	Mod	**All About Animals (ASP)**
SC.2.N.1.1	Raise questions about the natural world, investigate them in teams through free exploration and systematic observations, and generate appropriate explanations based on those explorations.	2	Nature of Science	The Practice of Science	High	**All Mad Science Programming**
SC.2.N.1.2	Compare the observations made by different groups using the same tools.	2	Nature of Science	The Practice of Science	Mod	**All Mad Science Programming**
SC.2.N.1.3	Ask "how do you know?" in appropriate situations and attempt reasonable answers when asked the same question by others.	2	Nature of Science	The Practice of Science	High	**All Mad Science Programming**

SC.2.N.1.4	Explain how particular scientific investigations should yield similar conclusions when repeated.	2	Nature of Science	The Practice of Science	High	**NA**
SC.2.N.1.5	Distinguish between empirical observation (what you see, hear, feel, smell, or taste) and ideas or inferences (what you think).	2	Nature of Science	The Practice of Science	Mod	**NA**
SC.2.N.1.6	Explain how scientists alone or in groups are always investigating new ways to solve problems.	2	Nature of Science	The Practice of Science	Mod	**All Mad Science Programming**
SC.2.P.8.1	Observe and measure objects in terms of their properties, including size, shape, color, temperature, weight, texture, sinking or floating in water, and attraction and repulsion of magnets.	2	Physical Science	Properties of Matter	Low	**Chem in a Flash (ASP)** **Dry Ice Capades (ASP)** **Junior Reactors (ASP)** **Lab Works (ASP)** **Magnetic Magic (ASP)** **Magnificent Magnets (WS)** **Measure for Measure (WS)** **pH Phactor (ASP)** **Planets and Moons (ASP)** **Slime Time (ASP)** **Slippery Science (WS)** **Super Sticky Stuff (ASP)** **The Glow Show (ASP)** **Wacky Waves (ASP)**

SC.2.P.8.2	Identify objects and materials as solid, liquid, or gas.	2	Physical Science	Properties of Matter	Low	**Che-Mystery (ASP)** **Dry Ice Capades (ASP)** **Harnessing Heat (ASP)**
SC.2.P.8.3	Recognize that solids have a definite shape and that liquids and gases take the shape of their container.	2	Physical Science	Properties of Matter	Low	**Che-Mystery (ASP)** **Dry Ice Capades (ASP)** **Harnessing Heat (ASP)**
SC.2.P.8.4	Observe and describe water in its solid, liquid, and gaseous states.	2	Physical Science	Properties of Matter	Low	**Che-Mystery (ASP)** **Dry Ice Capades (ASP)** **Harnessing Heat (ASP)**
SC.2.P.8.5	Measure and compare temperatures taken every day at the same time.	2	Physical Science	Properties of Matter	Mod	**NA**
SC.2.P.8.6	Measure and compare the volume of liquids using containers of various shapes and sizes.	2	Physical Science	Properties of Matter	Mod	**Lab Works (ASP)**
SC.2.P.9.1	Investigate that materials can be altered to change some of their properties, but not all materials respond the same way to any one alteration.	2	Physical Science	Changes in Matter	High	**NA**

SC.2.P.10.1	Discuss that people use electricity or other forms of energy to cook their food, cool or warm their homes, and power their cars.	2	Physical Science	Forms of Energy	Low	**Current Events (ASP)**
SC.2.P.13.1	Investigate the effect of applying various pushes and pulls on different objects.	2	Physical Science	Forces and Changes in Motion	High	**Energy Burst (ASP)** **Fun-damental Forces (ASP)** **Moving Motion (ASP)**
SC.2.P.13.2	Demonstrate that magnets can be used to make some things move without touching them.	2	Physical Science	Forces and Changes in Motion	Low	**Magnetic Magic (ASP)** **Magnificent Magnets (WS)**
SC.2.P.13.3	Recognize that objects are pulled toward the ground unless something holds them up.	2	Physical Science	Forces and Changes in Motion	Low	**Fun-damental Forces (ASP)** **Great Gravity (ASP)** **Moving Motion (ASP)** **Stunt Planes and Gliders (ASP)**
SC.2.P.13.4	Demonstrate that the greater the force (push or pull) applied to an object, the greater the change in motion of the object.	2	Physical Science	Forces and Changes in Motion	Mod	**Energy Burst (ASP)** **Fun-damental Forces (ASP)** **Moving Motion (ASP)**

SC.3.E.5.1	Explain that stars can be different; some are smaller, some are larger, and some appear brighter than others; all except the Sun are so far away that they look like points of light.	3	Earth and Space Science	Earth in Space and Time	High	**Sun and Stars (ASP)**
SC.3.E.5.2	Identify the Sun as a star that emits energy; some of it in the form of light.	3	Earth and Space Science	Earth in Space and Time	Mod	**Sun and Stars (ASP)**
SC.3.E.5.3	Recognize that the Sun appears large and bright because it is the closest star to Earth.	3	Earth and Space Science	Earth in Space and Time	High	**Sun and Stars (ASP)**
SC.3.E.5.4	Explore the Law of Gravity by demonstrating that gravity is a force that can be overcome.	3	Earth and Space Science	Earth in Space and Time	High	**Fun-damental Forces (ASP)** **Great Gravity (ASP)** **Moving Motion (ASP)** **Rocket Science (ASP)** **Space Travel (ASP)** **Stunt Planes and Gliders (ASP)**
SC.3.E.5.5	Investigate that the number of stars seen through telescopes is dramatically greater than those seen by the unaided eye.	3	Earth and Space Science	Earth in Space and Time	Mod	**NA**

SC.3.E.6.1	Demonstrate that radiant energy from the Sun can heat objects and when the Sun is not present, heat may be lost.	3	Earth and Space Science	Earth Structures	High	**Ecosystem Explorations (WS)** **Photosynthesis (WS)**
SC.3.L.14.1	Describe structures in plants and their roles in food production, support, water and nutrient transport, and reproduction.	3	Life Science	Organization and Development of Living Organisms	Mod	**Photosynthesis (WS)**
SC.3.L.14.2	Investigate and describe how plants respond to stimuli (heat, light, gravity), such as the way plant stems grow toward light and their roots grow downward in response to gravity.	3	Life Science	Organization and Development of Living Organisms	High	**Photosynthesis (WS)**

SC.3.L.15.1	Classify animals into major groups (mammals, birds, reptiles, amphibians, fish, arthropods, vertebrates and invertebrates, those having live births and those which lay eggs) according to their physical characteristics and behaviors.	3	Life Science	Diversity and Evolution of Living Organisms	Mod	**All About Animals (ASP)**
SC.3.L.15.2	Classify flowering and nonflowering plants into major groups such as those that produce seeds, or those like ferns and mosses that produce spores, according to their physical characteristics.	3	Life Science	Diversity and Evolution of Living Organisms	Mod	**NA**
SC.3.L.17.1	Describe how animals and plants respond to changing seasons.	3	Life Science	Interdependence	Mod	**All About Animals (ASP)** **Ecosystem Explorations (WS)**
SC.3.L.17.2	Recognize that plants use energy from the Sun, air, and water to make their own food.	3	Life Science	Interdependence	Low	**Photosynthesis (WS)**

SC.3.N.1.1	Raise questions about the natural world, investigate them individually and in teams through free exploration and systematic investigations, and generate appropriate explanations based on those explorations.	3	Nature of Science	The Practice of Science	High	**All Mad Science Programming**
SC.3.N.1.2	Compare the observations made by different groups using the same tools and seek reasons to explain the differences across groups.	3	Nature of Science	The Practice of Science	High	**All Mad Science Programming**

SC.3.N.1.3	Keep records as appropriate, such as pictorial, written, or simple charts and graphs, of investigations conducted.	3	Nature of Science	The Practice of Science	Mod	**Lab Works (ASP)** **Junior Reactors (ASP)** **pH Phactor (ASP)** **Slime Time (ASP)** **The Glow Show (ASP)** **Dry Ice Capades (ASP)** **Super Sticky Stuff (ASP)** **Chem in a Flash (ASP)** **Planets and Moons (ASP)** **Atmosphere and Beyond (ASP)** **Space Phenomena (ASP)** **Sun and Stars (ASP)** **Rocket Science (ASP)** **Space Travel (ASP)** **Space Technology (ASP)** **Living in Space (ASP)** **Invention-ation (WS)** **Scientific Method (WS)**
SC.3.N.1.4	Recognize the importance of communication among scientists.	3	Nature of Science	The Practice of Science	Mod	**Invention-ation (WS)** **Scientific Method (WS)**
SC.3.N.1.5	Recognize that scientists question, discuss, and check each others' evidence and explanations.	3	Nature of Science	The Practice of Science	Mod	**Invention-ation (WS)** **Scientific Method (WS)**
SC.3.N.1.6	Infer based on observation.	3	Nature of Science	The Practice of Science	High	**All Mad Science Programming**

SC.3.N.1.7	Explain that empirical evidence is information, such as observations or measurements, that is used to help validate explanations of natural phenomena.	3	Nature of Science	The Practice of Science	High	**NA**
SC.3.N.3.1	Recognize that words in science can have different or more specific meanings than their use in everyday language; for example, energy, cell, heat/cold, and evidence.	3	Nature of Science	The Role of Theories, Laws, Hypotheses, and Models	Mod	**NA**
SC.3.N.3.2	Recognize that scientists use models to help understand and explain how things work.	3	Nature of Science	The Role of Theories, Laws, Hypotheses, and Models	Low	**Planets and Moons (ASP)** **Space Travel (ASP)**
SC.3.N.3.3	Recognize that all models are approximations of natural phenomena; as such, they do not perfectly account for all observations.	3	Nature of Science	The Role of Theories, Laws, Hypotheses, and Models	Mod	**NA**

SC.3.P.8.1	Measure and compare temperatures of various samples of solids and liquids.	3	Physical Science	Properties of Matter	Mod	**Dry Ice Capades (ASP)** **Harnessing Heat (ASP)**
SC.3.P.8.2	Measure and compare the mass and volume of solids and liquids.	3	Physical Science	Properties of Matter	Mod	**Turn Up the Volume (WS)**
SC.3.P.8.3	Compare materials and objects according to properties such as size, shape, color, texture, and hardness.	3	Physical Science	Properties of Matter	Mod	**Earthworks (ASP)** **Junior Reactors (ASP)** **Lab Works (ASP)** **pH Phactor (ASP)** **Planets and Moons (ASP)** **Slime Time (ASP)** **Slippery Science (WS)** **Super Sticky Stuff (ASP)** **The Glow Show (ASP)**
SC.3.P.9.1	Describe the changes water undergoes when it changes state through heating and cooling by using familiar scientific terms such as melting, freezing, boiling, evaporation, and condensation.	3	Physical Science	Changes in Matter	Mod	**Dry Ice Capades (ASP)** **Harnessing Heat (ASP)**

SC.3.P.10.1	Identify some basic forms of energy such as light, heat, sound, electrical, and mechanical.	3	Physical Science	Forms of Energy	Low	**Harnessing Heat (ASP)** **Lights, Color, Action (ASP)** **Sonic Sounds (ASP)** **Watts-Up (ASP)** **Current Events (ASP)** **Energy Burst (ASP)** **The Glow Show (ASP)** **Electricity (WS)** **Good Vibrations (WS)**
SC.3.P.10.2	Recognize that energy has the ability to cause motion or create change.	3	Physical Science	Forms of Energy	Low	**Watts-Up (ASP)** **Current Events (ASP)** **Energy Burst (ASP)** **Moving Motion (ASP)** **Electricity (WS)**
SC.3.P.10.3	Demonstrate that light travels in a straight line until it strikes an object or travels from one medium to another.	3	Physical Science	Forms of Energy	Mod	**Lights, Color, Action (ASP)** **Space Technology (ASP)**
SC.3.P.10.4	Demonstrate that light can be reflected, refracted, and absorbed.	3	Physical Science	Forms of Energy	Mod	**Lights, Color, Action (ASP)**
SC.3.P.11.1	Investigate, observe, and explain that things that give off light often also give off heat.	3	Physical Science	Energy Transfer and Transformations	High	**NA**

SC.3.P.11.2	Investigate, observe, and explain that heat is produced when one object rubs against another, such as rubbing one's hands together.	3	Physical Science	Energy Transfer and Transformations	High	**NA**
SC.4.E.5.1	Observe that the patterns of stars in the sky stay the same although they appear to shift across the sky nightly, and different stars can be seen in different seasons.	4	Earth and Space Science	Earth in Space and Time	High	**Atmosphere and Beyond (ASP)** **Sun and Stars (ASP)**
SC.4.E.5.2	Describe the changes in the observable shape of the moon over the course of about a month.	4	Earth and Space Science	Earth in Space and Time	Mod	**Planets and Moons (ASP)**
SC.4.E.5.3	Recognize that Earth revolves around the Sun in a year and rotates on its axis in a 24-hour day.	4	Earth and Space Science	Earth in Space and Time	Mod	**Planets and Moons (ASP)**

SC.4.E.5.4	Relate that the rotation of Earth (day and night) and apparent movements of the Sun, Moon, and stars are connected.	4	Earth and Space Science	Earth in Space and Time	High	**Planets and Moons (ASP)**
SC.4.E.5.5	Investigate and report the effects of space research and exploration on the economy and culture of Florida.	4	Earth and Space Science	Earth in Space and Time	High	**NA**
SC.4.E.6.1	Identify the three categories of rocks: igneous, (formed from molten rock); sedimentary (pieces of other rocks and fossilized organisms); and metamorphic (formed from heat and pressure).	4	Earth and Space Science	Earth Structures	Low	**Earthworks (ASP)** **Mineral Mania (WS)**

SC.4.E.6.2	Identify the physical properties of common earth-forming minerals, including hardness, color, luster, cleavage, and streak color, and recognize the role of minerals in the formation of rocks.	4	Earth and Space Science	Earth Structures	Mod	**Mineral Mania (WS)**
SC.4.E.6.3	Recognize that humans need resources found on Earth and that these are either renewable or nonrenewable.	4	Earth and Space Science	Earth Structures	Mod	**NA**
SC.4.E.6.4	Describe the basic differences between physical weathering (breaking down of rock by wind, water, ice, temperature change, and plants) and erosion (movement of rock by gravity, wind, water, and ice).	4	Earth and Space Science	Earth Structures	Mod	**Earthworks (ASP)**

SC.4.E.6.5	Investigate how technology and tools help to extend the ability of humans to observe very small things and very large things.	4	Earth and Space Science	Earth Structures	High	**Cells (WS)** **Space Technology (ASP)**
SC.4.E.6.6	Identify resources available in Florida (water, phosphate, oil, limestone, silicon, wind, and solar energy).	4	Earth and Space Science	Earth Structures	Low	**NA**
SC.4.L.16.1	Identify processes of sexual reproduction in flowering plants, including pollination, fertilization (seed production), seed dispersal, and germination.	4	Life Science	Heredity and Reproduction	Mod	**NA**
SC.4.L.16.2	Explain that although characteristics of plants and animals are inherited, some characteristics can be affected by the environment.	4	Life Science	Heredity and Reproduction	High	**NA**
SC.4.L.16.3	Recognize that animal behaviors may be shaped by heredity and learning.	4	Life Science	Heredity and Reproduction	High	**NA**

SC.4.L.16.4	Compare and contrast the major stages in the life cycles of Florida plants and animals, such as those that undergo incomplete and complete metamorphosis, and flowering and nonflowering seed-bearing plants.	4	Life Science	Heredity and Reproduction	Mod	**NA**
SC.4.L.17.1	Compare the seasonal changes in Florida plants and animals to those in other regions of the country.	4	Life Science	Interdependence	Mod	**NA**
SC.4.L.17.2	Explain that animals, including humans, cannot make their own food and that when animals eat plants or other animals, the energy stored in the food source is passed to them.	4	Life Science	Interdependence	Mod	**Ecosystem Explorations (WS)**
SC.4.L.17.3	Trace the flow of energy from the Sun along the food chain through the producers to the consumers.	4	Life Science	Interdependence	Mod	**Ecosystem Explorations (WS)**

SC.4.L.17.4	Recognize ways plants and animals, including humans, can impact the environment.	4	Life Science	Interdependence	High	**Ecosystem Explorations (WS)** **The Dirt on Garbage (WS)**
SC.4.N.1.1	Raise questions about the natural world, use appropriate reference materials that support understanding to obtain information (identifying the source), conduct both individual and team investigations through free exploration and systematic investigations, and generate appropriate explanations based on those explorations.	4	Nature of Science	The Practice of Science	High	**All Mad Science Programming**
SC.4.N.1.2	Compare the observations made by different groups using multiple tools and seek reasons to explain the differences across groups.	4	Nature of Science	The Practice of Science	High	**All Mad Science Programming**

SC.4.N.1.3	Explain that science does not always follow a rigidly defined method ("the scientific method") but that science does involve the use of observations and empirical evidence.	4	Nature of Science	The Practice of Science	Mod	**All Mad Science Programming**
SC.4.N.1.4	Attempt reasonable answers to scientific questions and cite evidence in support.	4	Nature of Science	The Practice of Science	High	**All Mad Science Programming**
SC.4.N.1.5	Compare the methods and results of investigations done by other classmates.	4	Nature of Science	The Practice of Science	Mod	**All Mad Science Programming**
SC.4.N.1.6	Keep records that describe observations made, carefully distinguishing observations from ideas and inferences about the observations.	4	Nature of Science	The Practice of Science	High	**NA**
SC.4.N.1.7	Recognize and explain that scientists base their explanations on evidence.	4	Nature of Science	The Practice of Science	Mod	**All Mad Science Programming**
SC.4.N.1.8	Recognize that science involves creativity in designing experiments.	4	Nature of Science	The Practice of Science	Mod	**Invention-ation (WS)**

SC.4.N.2.1	Explain that science focuses solely on the natural world.	4	Nature of Science	The Characteristics of Scientific Knowledge	Mod	**NA**
SC.4.N.3.1	Explain that models can be three dimensional, two dimensional, an explanation in your mind, or a computer model.	4	Nature of Science	The Role of Theories, Laws, Hypotheses, and Models	Mod	**NA**
SC.4.P.8.1	Measure and compare objects and materials based on their physical properties including: mass, shape, volume, color, hardness, texture, odor, taste, attraction to magnets.	4	Physical Science	Properties of Matter	Mod	**Chem in a Flash (ASP)** **Dry Ice Capades (ASP)** **Junior Reactors (ASP)** **Lab Works (ASP)** **Magnetic Magic (ASP)** **Mischievous Magnets (WS)** **Matter of Fact (WS)** **pH Phactor (ASP)** **Planets and Moons (ASP)** **Playing with Polymers (WS)** **Slime Time (ASP)** **Super Sticky Stuff (ASP)** **The Glow Show (ASP)** **Wacky Waves (ASP)**
SC.4.P.8.2	Identify properties and common uses of water in each of its states.	4	Physical Science	Properties of Matter	Low	**Dry Ice Capades (ASP)** **Harnessing Heat (ASP)**

SC.4.P.8.3	Explore the Law of Conservation of Mass by demonstrating that the mass of a whole object is always the same as the sum of the masses of its parts.	4	Physical Science	Properties of Matter	Mod	**NA**
SC.4.P.8.4	Investigate and describe that magnets can attract magnetic materials and attract and repel other magnets.	4	Physical Science	Properties of Matter	High	**Magnetic Magic (ASP)** **Mischievous Magnets (WS)**
SC.4.P.9.1	Identify some familiar changes in materials that result in other materials with different characteristics, such as decaying animal or plant matter, burning, rusting, and cooking.	4	Physical Science	Changes in Matter	Low	**Chem in a Flash (ASP)** **Junior Reactors (ASP)** **Matter of Fact (WS)**
SC.4.P.10.1	Observe and describe some basic forms of energy, including light, heat, sound, electrical, and the energy of motion.	4	Physical Science	Forms of Energy	Mod	**Current Events (ASP)** **Electricity (WS)** **Energy Burst (ASP)** **Good Vibrations (WS)** **Harnessing Heat (ASP)** **Lights, Color, Action (ASP)** **Sonic Sounds (ASP)** **Watts-Up (ASP)**

SC.4.P.10.2	Investigate and describe that energy has the ability to cause motion or create change.	4	Physical Science	Forms of Energy	Mod	**Energy Burst (ASP)** **Mad Science Machines (ASP)** **Moving Motion (ASP)**
SC.4.P.10.3	Investigate and explain that sound is produced by vibrating objects and that pitch depends on how fast or slow the object vibrates.	4	Physical Science	Forms of Energy	High	**Good Vibrations (WS)** **Sonic Sounds (ASP)**
SC.4.P.10.4	Describe how moving water and air are sources of energy and can be used to move things.	4	Physical Science	Forms of Energy	Mod	**NA**
SC.4.P.11.1	Recognize that heat flows from a hot object to a cold object and that heat flow may cause materials to change temperature.	4	Physical Science	Energy Transfer and Transformations	Low	**Harnessing Heat (ASP)**
SC.4.P.11.2	Identify common materials that conduct heat well or poorly.	4	Physical Science	Energy Transfer and Transformations	Low	**Harnessing Heat (ASP)**

SC.4.P.12.1	Recognize that an object in motion always changes its position and may change its direction.	4	Physical Science	Motion of Objects	Low	**Energy Burst (ASP)** **Fun-damental Forces (ASP)** **Moving Motion (ASP)**
SC.4.P.12.2	Investigate and describe that the speed of an object is determined by the distance it travels in a unit of time and that objects can move at different speeds.	4	Physical Science	Motion of Objects	Mod	**NA**
SC.5.E.5.1	Recognize that a galaxy consists of gas, dust, and many stars, including any objects orbiting the stars. Identify our home galaxy as the Milky Way.	5	Earth and Space Science	Earth in Space and Time	Low	**Sun and Stars (ASP)**
SC.5.E.5.2	Recognize the major common characteristics of all planets and compare/contrast the properties of inner and outer planets.	5	Earth and Space Science	Earth in Space and Time	Mod	**Planets and Moons (ASP)**

SC.5.E.5.3	Distinguish among the following objects of the Solar System -- Sun, planets, moons, asteroids, comets -- and identify Earth's position.	5	Earth and Space Science	Earth in Space and Time	High	**Space Phenomena (ASP)**
SC.5.E.7.1	Create a model to explain the parts of the water cycle. Water can be a gas, a liquid, or a solid and can go back and forth from one state to another.	5	Earth and Space Science	Earth Systems and Patterns	High	**Ecosystem Explorations (WS)**
SC.5.E.7.2	Recognize that the ocean is an integral part of the water cycle and is connected to all of Earth's water reservoirs via evaporation and precipitation processes.	5	Earth and Space Science	Earth Systems and Patterns	Mod	**NA**
SC.5.E.7.3	Recognize how air temperature, barometric pressure, humidity, wind speed and direction, and precipitation determine the weather in a particular place and time.	5	Earth and Space Science	Earth Systems and Patterns	Mod	**Walloping Weather (ASP)**

SC.5.E.7.4	Distinguish among the various forms of precipitation (rain, snow, sleet, and hail), making connections to the weather in a particular place and time.	5	Earth and Space Science	Earth Systems and Patterns	High	**Walloping Weather (ASP)**
SC.5.E.7.5	Recognize that some of the weather-related differences, such as temperature and humidity, are found among different environments, such as swamps, deserts, and mountains.	5	Earth and Space Science	Earth Systems and Patterns	Mod	**Ecosystem Explorations (WS)** **Walloping Weather (ASP)**
SC.5.E.7.6	Describe characteristics (temperature and precipitation) of different climate zones as they relate to latitude, elevation, and proximity to bodies of water.	5	Earth and Space Science	Earth Systems and Patterns	High	**NA**
SC.5.E.7.7	Design a family preparedness plan for natural disasters and identify the reasons for having such a plan.	5	Earth and Space Science	Earth Systems and Patterns	Mod	**NA**

SC.5.L.14.1	Identify the organs in the human body and describe their functions, including the skin, brain, heart, lungs, stomach, liver, intestines, pancreas, muscles and skeleton, reproductive organs, kidneys, bladder, and sensory organs.	5	Life Science	Organization and Development of Living Organisms	Mod	**NA**
SC.5.L.14.2	Compare and contrast the function of organs and other physical structures of plants and animals, including humans, for example: some animals have skeletons for support -- some with internal skeletons others with exoskeletons -- while some plants have stems for support.	5	Life Science	Organization and Development of Living Organisms	Mod	**All About Animals (ASP)** **Bugs! (ASP)** **Life in the Sea (ASP)**

SC.5.L.15.1	Describe how, when the environment changes, differences between individuals allow some plants and animals to survive and reproduce while others die or move to new locations.	5	Life Science	Diversity and Evolution of Living Organisms	High	**All About Animals (ASP)**
SC.5.L.17.1	Compare and contrast adaptations displayed by animals and plants that enable them to survive in different environments such as life cycles variations, animal behaviors and physical characteristics.	5	Life Science	Interdependence	Mod	**All About Animals (ASP)**

SC.5.N.1.1	Define a problem, use appropriate reference materials to support scientific understanding, plan and carry out scientific investigations of various types such as: systematic observations, experiments requiring the identification of variables, collecting and organizing data, interpreting data in charts, tables, and graphics, analyze information, make predictions, and defend conclusions.	5	Nature of Science	The Practice of Science	High	**All Mad Science Programming**
SC.5.N.1.2	Explain the difference between an experiment and other types of scientific investigation.	5	Nature of Science	The Practice of Science	Mod	**NA**
SC.5.N.1.3	Recognize and explain the need for repeated experimental trials.	5	Nature of Science	The Practice of Science	Mod	**Scientific Method (WS)**

SC.5.N.1.4	Identify a control group and explain its importance in an experiment.	5	Nature of Science	The Practice of Science	Mod	**Scientific Method (WS)**
SC.5.N.1.5	Recognize and explain that authentic scientific investigation frequently does not parallel the steps of "the scientific method."	5	Nature of Science	The Practice of Science	Mod	**NA**
SC.5.N.1.6	Recognize and explain the difference between personal opinion/interpretation and verified observation.	5	Nature of Science	The Practice of Science	Mod	**All Mad Science Programming**
SC.5.N.2.1	Recognize and explain that science is grounded in empirical observations that are testable; explanation must always be linked with evidence.	5	Nature of Science	The Characteristics of Scientific Knowledge	Mod	**All Mad Science Programming**
SC.5.N.2.2	Recognize and explain that when scientific investigations are carried out, the evidence produced should be replicable by others.	5	Nature of Science	The Characteristics of Scientific Knowledge	Mod	**Scientific Method (WS)**

SC.5.P.8.1	Compare and contrast the basic properties of solids, liquids, and gases, such as mass, volume, color, texture, and temperature.	5	Physical Science	Properties of Matter	Mod	**Harnessing Heat (ASP)** **Dry Ice Capades (ASP)**
SC.5.P.8.2	Investigate and identify materials that will dissolve in water and those that will not and identify the conditions that will speed up or slow down the dissolving process.	5	Physical Science	Properties of Matter	High	**NA**
SC.5.P.8.3	Demonstrate and explain that mixtures of solids can be separated based on observable properties of their parts such as particle size, shape, color, and magnetic attraction.	5	Physical Science	Properties of Matter	Mod	**Black and Blue Oceans (WS)** **Wacky Waves (ASP)**
SC.5.P.8.4	Explore the scientific theory of atoms (also called atomic theory) by recognizing that all matter is composed of parts that are too small to be seen without magnification.	5	Physical Science	Properties of Matter	Low	**Junior Reactors (ASP)** **Matter of Fact (ASP)**

SC.5.P.9.1	Investigate and describe that many physical and chemical changes are affected by temperature.	5	Physical Science	Changes in Matter	High	**Harnessing Heat (ASP)**
SC.5.P.10.1	Investigate and describe some basic forms of energy, including light, heat, sound, electrical, chemical, and mechanical.	5	Physical Science	Forms of Energy	Mod	**Current Events (ASP)** **Electricity (WS)** **Energy Burst (ASP)** **Good Vibrations (WS)** **Harnessing Heat (ASP)** **Lights, Color, Action (ASP)** **Sonic Sounds (ASP)** **Watts-Up (ASP)**
SC.5.P.10.2	Investigate and explain that energy has the ability to cause motion or create change.	5	Physical Science	Forms of Energy	High	**Energy Burst (ASP)** **Mad Science Machines (ASP)** **Moving Motion (ASP)**
SC.5.P.10.3	Investigate and explain that an electrically-charged object can attract an uncharged object and can either attract or repel another charged object without any contact between the objects.	5	Physical Science	Forms of Energy	High	**Electricity (WS)** **Watts-Up (ASP)**

SC.5.P.10.4	Investigate and explain that electrical energy can be transformed into heat, light, and sound energy, as well as the energy of motion.	5	Physical Science	Forms of Energy	High	**Current Events (ASP)** **Electricity (WS)** **Watts-Up (ASP)**
SC.5.P.11.1	Investigate and illustrate the fact that the flow of electricity requires a closed circuit (a complete loop).	5	Physical Science	Energy Transfer and Transformations	Mod	**Current Events (ASP)** **Electricity (WS)** **Watts-Up (ASP)**
SC.5.P.11.2	Identify and classify materials that conduct electricity and materials that do not.	5	Physical Science	Energy Transfer and Transformations	Mod	**Electricity (WS)** **Watts-Up (ASP)**
SC.5.P.13.1	Identify familiar forces that cause objects to move, such as pushes or pulls, including gravity acting on falling objects.	5	Physical Science	Forces and Changes in Motion	Low	**Energy Burst (ASP)** **Fun-Damental Forces (ASP)** **Great Gravity (ASP)** **Mad Science Machines (ASP)** **Moving Motion (ASP)** **Stunt Planes and Gliders (ASP)**
SC.5.P.13.2	Investigate and describe that the greater the force applied to it, the greater the change in motion of a given object.	5	Physical Science	Forces and Changes in Motion	Mod	**Energy Burst (ASP)** **Fun-Damental Forces (ASP)** **Mad Science Machines (ASP)** **Moving Motion (ASP)**

SC.5.P.13.3	Investigate and describe that the more mass an object has, the less effect a given force will have on the object's motion.	5	Physical Science	Forces and Changes in Motion	Mod	**Moving Motion (ASP)**
SC.5.P.13.4	Investigate and explain that when a force is applied to an object but it does not move, it is because another opposing force is being applied by something in the environment so that the forces are balanced.	5	Physical Science	Forces and Changes in Motion	High	**NA**
SC.6.E.6.1	Describe and give examples of ways in which Earth's surface is built up and torn down by physical and chemical weathering, erosion, and deposition.	6	Earth and Space Science	Earth Structures	Mod	**Earthworks (ASP)**

SC.6.E.6.2	Recognize that there are a variety of different landforms on Earth's surface such as coastlines, dunes, rivers, mountains, glaciers, deltas, and lakes and relate these landforms as they apply to Florida.	6	Earth and Space Science	Earth Structures	Mod	**NA**
SC.6.E.7.1	Differentiate among radiation, conduction, and convection, the three mechanisms by which heat is transferred through Earth's system.	6	Earth and Space Science	Earth Systems and Patterns	Mod	**NA**
SC.6.E.7.2	Investigate and apply how the cycling of water between the atmosphere and hydrosphere has an effect on weather patterns and climate.	6	Earth and Space Science	Earth Systems and Patterns	High	**NA**

SC.6.E.7.3	Describe how global patterns such as the jet stream and ocean currents influence local weather in measurable terms such as temperature, air pressure, wind direction and speed, and humidity and precipitation.	6	Earth and Space Science	Earth Systems and Patterns	High	**NA**
SC.6.E.7.4	Differentiate and show interactions among the geosphere, hydrosphere, cryosphere, atmosphere, and biosphere.	6	Earth and Space Science	Earth Systems and Patterns	High	**Atmosphere and Beyond (ASP)**
SC.6.E.7.5	Explain how energy provided by the sun influences global patterns of atmospheric movement and the temperature differences between air, water, and land.	6	Earth and Space Science	Earth Systems and Patterns	High	**NA**
SC.6.E.7.6	Differentiate between weather and climate.	6	Earth and Space Science	Earth Systems and Patterns	Mod	**Walloping Weather (ASP)**

SC.6.E.7.7	Investigate how natural disasters have affected human life in Florida.	6	Earth and Space Science	Earth Systems and Patterns	High	**NA**
SC.6.E.7.8	Describe ways human beings protect themselves from hazardous weather and sun exposure.	6	Earth and Space Science	Earth Systems and Patterns	Mod	**Be Sun Smart (WS)**
SC.6.E.7.9	Describe how the composition and structure of the atmosphere protects life and insulates the planet.	6	Earth and Space Science	Earth Systems and Patterns	Mod	**Be Sun Smart (WS)**
SC.6.L.14.1	Describe and identify patterns in the hierarchical organization of organisms from atoms to molecules and cells to tissues to organs to organ systems to organisms.	6	Life Science	Organization and Development of Living Organisms	Low	**Cells (WS)**

SC.6.L.14.2	Investigate and explain the components of the scientific theory of cells (cell theory): all organisms are composed of cells (single-celled or multi-cellular), all cells come from pre-existing cells, and cells are the basic unit of life.	6	Life Science	Organization and Development of Living Organisms	Mod	**Cells (WS)**
SC.6.L.14.3	Recognize and explore how cells of all organisms undergo similar processes to maintain homeostasis, including extracting energy from food, getting rid of waste, and reproducing.	6	Life Science	Organization and Development of Living Organisms	Mod	**Cells (WS)**
SC.6.L.14.4	Compare and contrast the structure and function of major organelles of plant and animal cells, including cell wall, cell membrane, nucleus, cytoplasm, chloroplasts, mitochondria, and vacuoles.	6	Life Science	Organization and Development of Living Organisms	Mod	**Cells (WS)**

SC.6.L.14.5	Identify and investigate the general functions of the major systems of the human body (digestive, respiratory, circulatory, reproductive, excretory, immune, nervous, and musculoskeletal) and describe ways these systems interact with each other to maintain homeostasis.	6	Life Science	Organization and Development of Living Organisms	High	**NA**
SC.6.L.14.6	Compare and contrast types of infectious agents that may infect the human body, including viruses, bacteria, fungi, and parasites.	6	Life Science	Organization and Development of Living Organisms	Mod	**NA**
SC.6.L.15.1	Analyze and describe how and why organisms are classified according to shared characteristics with emphasis on the Linnaean system combined with the concept of Domains.	6	Life Science	Diversity and Evolution of Living Organisms	High	**All About Animals (ASP)**

SC.6.N.1.1	Define a problem from the sixth grade curriculum, use appropriate reference materials to support scientific understanding, plan and carry out scientific investigation of various types, such as systematic observations or experiments, identify variables, collect and organize data, interpret data in charts, tables, and graphics, analyze information, make predictions, and defend conclusions.	6	Nature of Science	The Practice of Science	High	**Scientific Method (WS)**
SC.6.N.1.2	Explain why scientific investigations should be replicable.	6	Nature of Science	The Practice of Science	High	**Scientific Method (WS)**

SC.6.N.1.3	Explain the difference between an experiment and other types of scientific investigation, and explain the relative benefits and limitations of each.	6	Nature of Science	The Practice of Science	High	**NA**
SC.6.N.1.4	Discuss, compare, and negotiate methods used, results obtained, and explanations among groups of students conducting the same investigation.	6	Nature of Science	The Practice of Science	High	**Scientific Method (WS)**
SC.6.N.1.5	Recognize that science involves creativity, not just in designing experiments, but also in creating explanations that fit evidence.	6	Nature of Science	The Practice of Science	Mod	**Invention-ation (WS)** **Scientific Method (WS)**
SC.6.N.2.1	Distinguish science from other activities involving thought.	6	Nature of Science	The Characteristics of Scientific Knowledge	Mod	**Invention-ation (WS)** **Scientific Method (WS)**

SC.6.N.2.2	Explain that scientific knowledge is durable because it is open to change as new evidence or interpretations are encountered.	6	Nature of Science	The Characteristics of Scientific Knowledge	Mod	**NA**
SC.6.N.2.3	Recognize that scientists who make contributions to scientific knowledge come from all kinds of backgrounds and possess varied talents, interests, and goals.	6	Nature of Science	The Characteristics of Scientific Knowledge	Low	**Invention-ation (WS)**
SC.6.N.3.1	Recognize and explain that a scientific theory is a well-supported and widely accepted explanation of nature and is not simply a claim posed by an individual. Thus, the use of the term theory in science is very different than how it is used in everyday life.	6	Nature of Science	The Role of Theories, Laws, Hypotheses, and Models	Mod	**NA**

SC.6.N.3.2	Recognize and explain that a scientific law is a description of a specific relationship under given conditions in the natural world. Thus, scientific laws are different from societal laws.	6	Nature of Science	The Role of Theories, Laws, Hypotheses, and Models	Mod	**NA**
SC.6.N.3.3	Give several examples of scientific laws.	6	Nature of Science	The Role of Theories, Laws, Hypotheses, and Models	Low	**Moving Motion (ASP)**
SC.6.N.3.4	Identify the role of models in the context of the sixth grade science benchmarks.	6	Nature of Science	The Role of Theories, Laws, Hypotheses, and Models	Mod	**NA**
SC.6.P.11.1	Explore the Law of Conservation of Energy by differentiating between potential and kinetic energy. Identify situations where kinetic energy is transformed into potential energy and vice versa.	6	Physical Science	Energy Transfer and Transformations	Mod	**Energy Burst (ASP)**

SC.6.P.12.1	Measure and graph distance versus time for an object moving at a constant speed. Interpret this relationship.	6	Physical Science	Motion of Objects	High	**NA**
SC.6.P.13.1	Investigate and describe types of forces including contact forces and forces acting at a distance, such as electrical, magnetic, and gravitational.	6	Physical Science	Forces and Changes in Motion	Mod	**Energy Burst (ASP)** **Fun-Damental Forces (ASP)** **Great Gravity (ASP)** **Mad Science Machines (ASP)** **Moving Motion (ASP)** **Stunt Planes and Gliders (ASP)**
SC.6.P.13.2	Explore the Law of Gravity by recognizing that every object exerts gravitational force on every other object and that the force depends on how much mass the objects have and how far apart they are.	6	Physical Science	Forces and Changes in Motion	Low	**Great Gravity (ASP)**
SC.6.P.13.3	Investigate and describe that an unbalanced force acting on an object changes its speed, or direction of motion, or both.	6	Physical Science	Forces and Changes in Motion	Mod	**Fun-damental Forces (ASP)**