



**First Grade**

Exhibit Areas	Common Core Standards	Next Generation Science Standards
<p><b>Nickelodeon Play Lab</b></p>	<ul style="list-style-type: none"> <li>✓ <b>SL.1.1</b> – Participate in collaborative conversations with diverse partners about grade 1 topics and texts with peers and adults in small and large groups.</li> <li>✓ <b>MP.5</b> – Use appropriate tools strategically.</li> </ul>	<ul style="list-style-type: none"> <li>✓ <b>1-PS4-1</b> – Plan and conduct investigations to provide evidence that vibrating materials can make sound and that sound can make materials vibrate.</li> <li>✓ <b>1-PS4-2</b> – Make observations to construct an evidence-based account that objects can be seen only when illuminated.</li> <li>✓ <b>1-PS4-3</b> – Plan and conduct an investigation to determine the effect of placing objects with different materials in the path of a beam of light.</li> <li>✓ <b>1-PS4-4</b> – Use tools and materials to design and build that uses light or sound to solve the problem of communicating over a distance.</li> <li>✓ <b>PS4.A:</b> Wave Properties: Sound can make matter vibrate, and vibrating matter can make sound.</li> <li>✓ <b>PS4.B:</b> Electromagnetic Radiation: Objects can be seen if light is available to illuminate them or if they give off their own light.</li> </ul>

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<p><b>Cave &amp; Canopy Climber</b></p>	<ul style="list-style-type: none"> <li>✓ <b>SL.1.1</b> - Participate in collaborative conversations with diverse partners about grade 1 topics and texts with peers and adults in small and large groups</li> <li>✓ <b>MP.5</b> - Use appropriate tools strategically.</li> <li>✓ <b>W.1.8</b> - With guidance from adults, recall information from experiences or gather information from provided sources to answer a question.</li> <li>✓ <b>MP.2</b> - Reason abstractly and quantitatively.</li> </ul>	<ul style="list-style-type: none"> <li>✓ <b>1-PS4-1</b> - Plan and conduct investigations to provide evidence that vibrating materials can make sound and that sound can make materials vibrate.</li> <li>✓ <b>1-PS4-4</b> - Use tools and materials to design and build that uses light or sound to solve the problem of communicating over a distance.</li> <li>✓ <b>PS4.A:</b> Wave properties: Sound can make matter vibrate, and vibrating matter can make sound.</li> <li>✓ <b>1-LS1-1</b> - Use materials to design a solution to a human problem by mimicking how plants and/or animals use their external parts to help them survive, grow, and meet their needs.</li> <li>✓ <b>1-LS1-2</b> - Read texts and use media to determine patterns in behavior of parents and offspring that help offspring survive.</li> <li>✓ <b>1-LS3-1</b> - Make observations to construct an evidence-based account that young plants and animals are like, but not exactly like, their parents.</li> <li>✓ <b>LS1.A:</b> Structure and Function: All organisms have external parts.</li> <li>✓ <b>LS1.B:</b> Growth and Development of Organisms: Adult plants and animals can have young. In many kinds of animals, parents and the offspring themselves engage in behaviors that help the offspring to survive.</li> <li>✓ <b>LS1.D:</b> Information Processing: Animals have body parts that capture and convey different kinds of information needed for growth and development.</li> <li>✓ <b>LS3.A:</b> Inheritance of Traits: Young animals and plants are very much, but not exactly like, their parents.</li> <li>✓ <b>LS3.B:</b> Variation of Traits: Individuals of the same kind of plant or animal are recognizable as similar but can also vary in many ways.</li> </ul>

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<p><b>The Market Sponsored by Walmart</b></p>	<ul style="list-style-type: none"> <li>✓ <b>SL.1.1</b> – Participate in collaborative conversations with diverse partners about grade 1 topics and texts with peers and adults in small and large groups.</li> <li>✓ <b>MP.5</b> – Use appropriate tools strategically.</li> <li>✓ <b>W.1.8</b> – With guidance from adults, recall information from experiences or gather information from provided sources to answer a question.</li> <li>✓ <b>MP.2</b> – Reason abstractly and quantitatively.</li> </ul>	<ul style="list-style-type: none"> <li>✓ <b>1-PS4-1</b> – Plan and conduct investigations to provide evidence that vibrating materials can make sound and that sound can make materials vibrate.</li> <li>✓ <b>1-PS4-4</b> – Use tools and materials to design and build that uses light or sound to solve the problem of communicating over a distance.</li> <li>✓ <b>PS4.A:</b> Wave properties: Sound can make matter vibrate, and vibrating matter can make sound.</li> <li>✓ <b>1-LS1-1</b> – Use materials to design a solution to a human problem by mimicking how plants and/or animals use their external parts to help them survive, grow, and meet their needs.</li> <li>✓ <b>1-LS1-2</b> – Read texts and use media to determine patterns in behavior of parents and offspring that help offspring survive.</li> <li>✓ <b>1-LS3-1</b> – Make observations to construct an evidence-based account that young plants and animals are like, but not exactly like, their parents.</li> <li>✓ <b>LS1.A:</b> Structure and Function: All organisms have external parts.</li> <li>✓ <b>LS1.B:</b> Growth and Development of Organisms: Adult plants and animals can have young. In many kinds of animals, parents and the offspring themselves engage in behaviors that help the offspring to survive.</li> <li>✓ <b>LS1.D:</b> Information Processing: Animals have body parts that capture and convey different kinds of information needed for growth and development.</li> <li>✓ <b>LS3.A:</b> Inheritance of Traits: Young animals and plants are very much, but not exactly like, their parents.</li> <li>✓ <b>LS3.B:</b> Variation of Traits: Individuals of the same kind of plant or animal are recognizable as similar but can also vary in many ways.</li> </ul>

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<p style="text-align: center;"><b>The Homestead Cabin &amp; Farm</b></p>	<ul style="list-style-type: none"> <li>✓ <b>W.1.8</b> - With guidance from adults, recall information from experiences or gather information from provided sources to answer a question.</li> <li>✓ <b>MP.2</b> - Reason abstractly and quantitatively.</li> <li>✓ <b>MP.5</b> - Use appropriate tools strategically.</li> </ul>	<ul style="list-style-type: none"> <li>✓ <b>1-LS1-1</b> - Use materials to design a solution to a human problem by mimicking how plants and/or animals use their external parts to help them survive, grow, and meet their needs.</li> <li>✓ <b>1-LS1-2</b> - Read texts and use media to determine patterns in behavior of parents and offspring that help offspring survive.</li> <li>✓ <b>1-LS3-1</b> - Make observations to construct an evidence-based account that young plants and animals are like, but not exactly like, their parents.</li> <li>✓ <b>LS1.A:</b> Structure and Function: All organisms have external parts. Different animals use their body parts in different ways.</li> <li>✓ <b>LS1.B:</b> Growth and Development of Organisms: Adult plants and animals have young. In many kinds of information needed for growth and survival.</li> <li>✓ <b>LS3.A:</b> Inheritance of Traits: Young animals and plants are very much, but not exactly like, their parents.</li> <li>✓ <b>LS3.B:</b> Variation of Traits: Individuals of the same kind of plant or animals are recognizable as similar but can also vary in many ways.</li> </ul>

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<p><b>Outdoor Playscape</b></p>	<ul style="list-style-type: none"> <li>✓ <b>SL.1.1</b> – Participate in collaborative conversations with diverse partners about grade 1 topics and texts with peers and adults in small and large groups.</li> <li>✓ <b>MP.5</b> – Use appropriate tools strategically.</li> <li>✓ <b>W.1.8</b> – With guidance from adults, recall information for experiences or gather information from provided sources to answer a question.</li> <li>✓ <b>MP.2</b> – Reason abstractly and quantitatively.</li> </ul>	<ul style="list-style-type: none"> <li>✓ <b>1-PS4-1</b> – Plan and conduct investigations to provide evidence that vibrating materials can make sound and that sound can make materials vibrate.</li> <li>✓ <b>1-PS4-4</b> – Use tools and materials to design and build that uses light or sound to solve the problem of communicating over a distance.</li> <li>✓ <b>PS4.A:</b> Wave properties: Sound can make matter vibrate, and vibrating matter can make sound.</li> <li>✓ <b>1-LS1-1</b> – Use materials to design a solution to a human problem by mimicking how plants and/or animals use their external parts to help them survive, grow, and meet their needs.</li> <li>✓ <b>1-LS1-2</b> – Read texts and use media to determine patterns in behavior of parents and offspring that help offspring survive.</li> <li>✓ <b>1-LS3-1</b> – Make observations to construct an evidence-based account that young plants and animals are like, but not exactly like, their parents.</li> <li>✓ <b>LS1.A:</b> Structure and Function: All organisms have external parts.</li> <li>✓ <b>LS1.B:</b> Growth and Development of Organisms: Adult plants and animals can have young. In many kinds of animals, parents and the offspring themselves engage in behaviors that help the offspring to survive.</li> <li>✓ <b>LS1.D:</b> Information Processing: Animals have body parts that capture and convey different kinds of information needed for growth and development.</li> <li>✓ <b>LS3.A:</b> Inheritance of Traits: Young animals and plants are very much, but not exactly like, their parents.</li> <li>✓ <b>LS3.B:</b> Variation of Traits: Individuals of the same kind of plant or animal are recognizable as similar but can also vary in many ways.</li> </ul>

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<p><b>Energizer Weather &amp; Nature</b></p>	<ul style="list-style-type: none"> <li>✓ <b>SL.1.1</b> – Participate in collaborative conversations with diverse partners about grade 1 topics and texts with peers and adults in small and large groups.</li> <li>✓ <b>MP.5</b> – Use appropriate tools strategically.</li> <li>✓ <b>W.1.8</b> – With guidance from adults, recall information from experiences or gather information from provided sources to answer a question.</li> <li>✓ <b>MP.2</b> – Reason abstractly and quantitatively.</li> </ul>	<ul style="list-style-type: none"> <li>✓ <b>1-PS4-1</b> – Plan and conduct investigations to provide evidence that vibrating materials can make sound and that sound can make materials vibrate.</li> <li>✓ <b>1-PS4-4</b> – Use tools and materials to design and build that uses light or sound to solve the problem of communicating over a distance.</li> <li>✓ <b>PS4.A:</b> Wave Properties: Sound can make matter vibrate, and vibrating matter can make sound.</li> </ul>