

**Berkeley County Schools
First Grade Science Curriculum Maps**

Nine Weeks 1st

Standard	Topic(s) Addressed	Textbook Location	Suggested Labs, Activities, and Hyperlinks
S.1.10 ask questions, make observations, and gather information about a situation people want to change to define a simple problem that can be solved through the development of a new or improved project or tool	Engineering Design Process	HMH Into Science Student Workbook Unit 1	Unit 1: Lesson 1: Exploration 1: Engineer It- Explore a Problem (p. 14)
S.1.11 Develop a simple sketch, drawing, or physical model to illustrate how the shape of an object helps it function as needed to solve a given problem	Engineering Design Process	HMH Into Science Student Workbook Unit 1	Unit 1: Lesson 1: Exploration 1: Engineer It- Explore a Problem (p. 14)
S.1.12 Analyze data from tests of two objects designed to solve the same problem to compare the strengths and weaknesses of how each performs	Engineering Design Process	HMH Into Science Student Workbook Unit 1	Unit 1: Lesson 1: Exploration 2: Engineer It- Solve a Problem (p. 16)
<p><i>HMH Into Science Teacher's Manual: Unit 1: Online Only Resources & Activities: (page 4)</i> You Solve It: Marshmallow Launcher Unit Project: Pocket Lock-It Unit Performance Task: Build a House</p>			
<p><i>Additional Resources:</i> Padlet- links to resources from HMH Into Science curriculum</p>			

Nine Weeks: 2nd

Standard	Topic(s) Addressed	Textbook Location	Suggested Labs, Activities, and Hyperlinks
S.1.1 Plan and conduct investigations to provide evidence that vibrating materials can make sound and that sound can make materials vibrate	Light and Sound	HMH Into Science Student Workbook Unit 2	Unit 2: Lesson 3: Exploration 1: Engineer It- Send a Message (p. 62) Unit 2: Lesson 3: Exploration 2: Engineer It- Send a Message (p. 64)
S.1.2 Make observations to construct an evidence-based account that objects can be seen only when illuminated	Light and Sound	HMH Into Science Student Workbook Unit 2	Unit 2: Lesson 1: Exploration 1: Watch It Glow (p. 34) Unit 2: Lesson 1: Exploration 2: Make Observations in Different Light (p. 36)
S.1.3 Plan and conduct an investigation to determine the effect of placing objects made with different materials in the path of a beam of light	Light and Sound	HMH Into Science Student Workbook Unit 2	Unit 2: Lesson 2: Exploration 1: Reflect Light (p. 48) Unit 2: Lesson 2: Exploration 2: Test What Happens to Light (p. 50)
S.1.4 Use tools and materials to design and build a device that uses light or sound to solve the problem of communicating over a distance	Light and Sound	HMH Into Science Student Workbook Unit 2	Unit 2: You Solve It: Message Projector (p. 24)
<p><i>HMH Into Science Teacher's Manual: Unit 2: Online Only Resources & Activities: (page 24)</i> You Solve It: Message Projector Unit Project: Make a Rainbow Unit Performance Task: Communicate with Sound</p>			

Nine Weeks: 3rd

Standard	Topic(s) Addressed	Textbook Location	Suggested Labs, Activities, and Hyperlinks
S.1.6 Make observations to construct an evidence-based account that young plants and animals are like, but not exactly like, their parents	Plant Parts & Animal Parts	HMH Into Science Student Workbook Unit 3 and 4	Unit 3: Lesson 2: Exploration 1: Carrot Tops (p. 98) Unit 3: Lesson 2: Exploration 2: Compare Parts (p. 100) Unit 4: Lesson 2: Exploration 1: Explore Animal Families (p. 132) Unit 4: Lesson 2: Exploration 2: Match Animal Families (p. 134)
S.1.5 Read texts and use media to determine patterns in behavior of parents and offspring that help offspring survive	Animal Parts	HMH Into Science Student Workbook Unit 4	Unit 4: Lesson 3: Exploration 1: Describe How Animals Help Young (p. 146) Unit 4: Lesson 3: Exploration 2: Compare Animal Parents (p. 148)
S.1.7 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	Plant Parts & Animal Parts	HMH Into Science Student Workbook Unit 3 and 4	Unit 3: Lesson 1: Exploration 1: Observe Roots and Leaves (p. 82) Unit 3: Lesson 1: Exploration 2: Observe Stems (p. 84) Unit 3: Lesson 1: Exploration 3: Engineer It- Ideas from Parents (p. 86) Unit 4: Lesson 1: Exploration 1: Observe Animal Parts (p. 118) Unit 4: Lesson 1: Exploration 2: Ideas from Animals (p. 120)
HMH Into Science Teacher's Manual: Unit 3: Online Only Resources & Activities: (page 72) You Solve It: Watch Us Grow Unit Project: Explore Plant Parts Unit Performance Task: Design a House			
HMH Into Science Teacher's Manual: Unit 4: Online Only Resources & Activities: (page 108) You Solve It: Build a Safety Helmet Unit Project: Compare Animal Behavior Unit Performance Task: Match Animals & Their Young			

Nine Weeks: 4th

Standard	Topic(s) Addressed	Textbook Location	Suggested Labs, Activities, and Hyperlinks
S.1.8 Use observations of the sun, moon, and stars to describe patterns that can be predicted	Space Systems: Patterns and Cycles	HMH Into Science Student Workbook Unit 5	Unit 5: Lesson 1: Exploration 1: Observe the Daytime and Nighttime Sky (p. 166) Unit 5: Lesson 1: Exploration 2: Trace a Shadow (p. 168)
S.1.9 Make observations at different times of year to relate the amount of daylight to the time of year	Space Systems: Patterns and Cycles	HMH Into Science Student Workbook Unit 5	Unit 5: Lesson 2: Exploration 1: Measure Daylight (p. 180) Unit 5: Lesson 2: Exploration 2: Observe Patterns of Sunrise and Sunset (p. 182)
<p><i>HMH Into Science Teacher's Manual: Unit 5: Online Only Resources & Activities: (page 156)</i> You Solve It: Eyes on the Sky Unit Project: Explore the Moon's Phases Unit Performance Task: Explore Long and Short Days</p>			