



# Next Generation Science Standards Curriculum Connections for the *Emergency Preparedness Squad*

## GRADE 3

V = video content

G = game show

A = activity

M = at-home mission

Curriculum Standards	Module			
	1	2	3	4
<b>GRADE 3   NEXT GENERATION SCIENCE STANDARDS (2013)</b>				
<b>(Earth and Space Science: Natural Hazards)</b> A variety of hazards result from natural processes (e.g., earthquakes, tsunamis, volcanic eruptions, severe weather, floods, coastal erosion). Humans cannot eliminate natural hazards but can take steps to reduce their impacts.	VGAM	VGAM	VGAM	VGAM
<b>(Science and Engineering Practices)</b> Make a claim about the merit of a solution to a problem by citing relevant evidence about how it meets the criteria and constraints of the problem.		VGAM	VGM	
<b>(Crosscutting Concepts: Science is a Human Endeavor)</b> Science affects everyday life.	VGAM	VGAM	VGAM	VGAM
<b>(Crosscutting Concepts: Cause and Effect)</b> Cause and effect relationships are routinely identified, tested, and used to explain change.	VGA	V	VG	
<b>(Engineering Design)</b> Define a simple design problem reflecting a need or a want that includes specified criteria for success and constraints on materials, time, or cost.		VGAM	VGAM	

## GRADE 4

V = video content

G = game show

A = activity

M = at-home mission

Curriculum Standards	Module			
	1	2	3	4
<b>GRADE 4   NEXT GENERATION SCIENCE STANDARDS (2013)</b>				
<b>(Earth and Space Science: Natural Hazards)</b> A variety of hazards result from natural processes (e.g., earthquakes, tsunamis, volcanic eruptions, severe weather, floods, coastal erosion). Humans cannot eliminate natural hazards but can take steps to reduce their impacts.	VGAM	VGAM	VGAM	VGAM
<b>(Science and Engineering Practices)</b> Make a claim about the merit of a solution to a problem by citing relevant evidence about how it meets the criteria and constraints of the problem.		VGAM	VGM	
<b>(Crosscutting Concepts: Science is a Human Endeavor)</b> Science affects everyday life.	VGAM	VGAM	VGAM	VGAM
<b>(Crosscutting Concepts: Cause and Effect)</b> Cause and effect relationships are routinely identified, tested, and used to explain change.	VGA	V	VG	
<b>(Engineering Design)</b> Define a simple design problem reflecting a need or a want that includes specified criteria for success and constraints on materials, time, or cost.		VGAM	VGAM	
<b>(Earth and Space Science: Natural Hazards)</b> A variety of hazards result from natural processes (e.g., earthquakes, tsunamis, volcanic eruptions, severe weather, floods, coastal erosion). Humans cannot eliminate natural hazards but can take steps to reduce their impacts.	VGAM	VGAM	VGAM	VGAM

## GRADE 5

V = video content

G = game show

A = activity

M = at-home mission

Curriculum Standards	Module			
	1	2	3	4
<b>GRADE 5   NEXT GENERATION SCIENCE STANDARDS (2013)</b>				
<b>(Earth and Space Science: Natural Hazards)</b> A variety of hazards result from natural processes (e.g., earthquakes, tsunamis, volcanic eruptions, severe weather, floods, coastal erosion). Humans cannot eliminate natural hazards but can take steps to reduce their impacts.	VGAM	VGAM	VGAM	VGAM
<b>(Science and Engineering Practices)</b> Make a claim about the merit of a solution to a problem by citing relevant evidence about how it meets the criteria and constraints of the problem.		VGAM	VGM	
<b>(Crosscutting Concepts: Science is a Human Endeavor)</b> Science affects everyday life.	VGAM	VGAM	VGAM	VGAM
<b>(Crosscutting Concepts: Cause and Effect)</b> Cause and effect relationships are routinely identified, tested, and used to explain change.	VGA	V	VG	
<b>(Engineering Design)</b> Define a simple design problem reflecting a need or a want that includes specified criteria for success and constraints on materials, time, or cost.		VGAM	VGAM	

Prepared by: