



# 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: