Unless otherwise specified, "descriptions" referenced in the evidence statements could include but are not limited to written, oral, pictorial, and kinesthetic descriptions.

1-PS4-1 Waves and Their Applications in Technologies for Information Transfer

Students who demonstrate understanding can:

1-PS4-1. **Plan and conduct investigations to provide evidence that vibrating materials can make sound and that sound can make materials vibrate.** [Clarification Statement: Examples of vibrating materials that make sound could include tuning forks and plucking a stretched string. Examples of how sound can make matter vibrate could include holding a piece of paper near a speaker making sound and holding an object near a vibrating tuning fork.]

The performance expectation above was developed using the following elements from the NRC document *A Framework for K-12 Science Education*:

Science and Engineering Practices

Planning and Carrying Out Investigations
Planning and carrying out investigations to answer questions or test solutions to problems in K–2 builds on prior experiences and progresses to simple investigations, based on fair tests, which provide data to support explanations or design solutions.

- Plan and conduct investigations collaboratively to produce evidence to answer a question.

Connections to Nature of Science

Scientific Investigations Use a Variety of Methods

- Science investigations begin with a question.
- Scientists use different ways to study the world.

Disciplinary Core Ideas

PS4.A: Wave Properties

- Sound can make matter vibrate, and vibrating matter can make sound.

Crosscutting Concepts

Cause and Effect

- Simple tests can be designed to gather evidence to support or refute student ideas about causes.

Observable features of the student performance by the end of the grade:

1	Identifying the phenomenon under investigation	
	a	Students identify and describe* the phenomenon and purpose of the investigation, which include providing evidence to answer questions about the relationship between vibrating materials and sound.
2	Identifying the evidence to address the purpose of the investigation	
	a	Students collaboratively develop an investigation plan and describe* the evidence that will result from the investigation, including:
		i. Observations that sounds can cause materials to vibrate.
		ii. Observations that vibrating materials can cause sounds.
		iii. How the data will provide evidence to support or refute ideas about the relationship between vibrating materials and sound.
	b	Students individually describe* (with support) how the evidence will address the purpose of the investigation.
3	Planning the investigation	
	a	In the collaboratively developed investigation plan, students individually identify and describe*:
		i. The materials to be used.
		ii. How the materials will be made to vibrate to make sound.
		iii. How resulting sounds will be observed and described*.
		iv. What sounds will be used to make materials vibrate.
		v. How it will be determined that a material is vibrating.
4	Collecting the data	
	a	According to the investigation plan they develop, students collaboratively collect and record observations about:
		i. Sounds causing materials to vibrate.
		ii. Vibrating materials causing sounds.

1-PS4-2 Waves and Their Applications in Technologies for Information Transfer

Students who demonstrate understanding can:

1-PS4-2. **Make observations to construct an evidence-based account that objects in darkness can be seen only when illuminated.** [Clarification Statement: Examples of observations could include those made in a completely dark room, a pinhole box, and a video of a cave explorer with a flashlight. Illumination could be from an external light source or by an object giving off its own light.]

The performance expectation above was developed using the following elements from the NRC document *A Framework for K-12 Science Education*:

Science and Engineering Practices

Constructing Explanations and Designing Solutions

Constructing explanations and designing solutions in K–2 builds on prior experiences and progresses to the use of evidence and ideas in constructing evidence-based accounts of natural phenomena and designing solutions.

- Make observations (firsthand or from media) to construct an evidence-based account for natural phenomena.

Disciplinary Core Ideas

PS4.B: Electromagnetic Radiation

- Objects can be seen if light is available to illuminate them or if they give off their own light.

Crosscutting Concepts

Cause and Effect

- Simple tests can be designed to gather evidence to support or refute student ideas about causes.

Observable features of the student performance by the end of the grade:		
1	Articulating the explanation of phenomena	
	a	Students articulate a statement that relates the given phenomenon to a scientific idea, including that when an object in the dark is lit (e.g., turning on a light in the dark space or from light the object itself gives off), it can be seen.
	b	Students use evidence and reasoning to construct an evidence-based account of the phenomenon.
2	Evidence	
	a	Students make observations (firsthand or from media) to serve as the basis for evidence, including:
		i. The appearance (e.g., visible, not visible, somewhat visible but difficult to see) of objects in a space with no light.
		ii. The appearance (e.g., visible, not visible, somewhat visible but difficult to see) of objects in a space with light.
		iii. The appearance (e.g., visible, not visible, somewhat visible but difficult to see) of objects (e.g., light bulbs, glow sticks) that give off light in a space with no other light.
	b	Students describe* how their observations provide evidence to support their explanation.
3	Reasoning	
	a	Students logically connect the evidence to support the evidence-based account of the phenomenon. Students describe* lines of reasoning that include:
		i. The presence of light in a space causes objects to be able to be seen in that space.
		ii. Objects cannot be seen if there is no light to illuminate them, but the same object in the same space can be seen if a light source is introduced.
		iii. The ability of an object to give off its own light causes the object to be seen in a space where there is no other light.

1-PS4-3 Waves and Their Applications in Technologies for Information Transfer

Students who demonstrate understanding can:

1-PS4-3. **Plan and conduct investigations to determine the effect of placing objects made with different materials in the path of a beam of light.** [Clarification Statement: Examples of materials could include those that are transparent (such as clear plastic), translucent (such as wax paper), opaque (such as cardboard), and reflective (such as a mirror).] [*Assessment Boundary: Assessment does not include the speed of light.*]

The performance expectation above was developed using the following elements from the NRC document *A Framework for K-12 Science Education*:

Science and Engineering Practices

Planning and Carrying Out Investigations

Planning and carrying out investigations to answer questions or test solutions to problems in K–2 builds on prior experiences and progresses to simple investigations, based on fair tests, which provide data to support explanations or design solutions.

- Plan and conduct investigations collaboratively to produce evidence to answer a question.

Disciplinary Core Ideas

PS4.B: Electromagnetic Radiation

- Some materials allow light to pass through them, others allow only some light through and others block all the light and create a dark shadow on any surface beyond them, where the light cannot reach. Mirrors can be used to redirect a light beam. (Boundary: The idea that light travels from place to place is developed through experiences with light sources, mirrors, and shadows, but no attempt is made to discuss the speed of light.)

Crosscutting Concepts

Cause and Effect

- Simple tests can be designed to gather evidence to support or refute student ideas about causes.

Observable features of the student performance by the end of the grade:			
1	Identifying the phenomenon under investigation		
	a	Students identify and describe* the phenomenon and purpose of the investigation, which include:	
		i.	Answering a question about what happens when objects made of different materials (that allow light to pass through them in different ways) are placed in the path of a beam of light.
		ii.	Designing and conducting an investigation to gather evidence to support or refute student ideas about putting objects made of different materials in the path of a beam of light.
2	Identifying evidence to address the purpose of the investigation		
	a	Students collaboratively develop an investigation plan and describe* the data that will result from the investigation, including:	
		i.	Observations of the effect of placing objects made of different materials in a beam of light, including:
			1. A material that allows all light through results in the background lighting up.
			2. A material that allows only some light through results in the background lighting up, but looking darker than when the material allows all light in.
			3. A material that blocks all of the light will create a shadow.
			4. A material that changes the direction of the light will light up the surrounding space in a different direction.
	b	Students individually describe* how these observations provide evidence to answer the question under investigation.	
3	Planning the investigation		
	a	In the collaboratively developed investigation plan, students individually describe* (with support):	
		i.	The materials to be placed in the beam of light, including:
			1. A material that allows all light through (e.g., clear plastic, clear glass).
			2. A material that allows only some light through (e.g., clouded plastic, wax paper).
			3. A material that blocks all of the light (e.g., cardboard, wood).
			4. A material that changes the direction of the light (e.g., mirror, aluminum foil).

		ii. How the effect of placing different materials in the beam of light will be observed and recorded.
		iii. The light source used to produce the beam of light.
4	Collecting the data	
	a	Students collaboratively collect and record observations about what happens when objects made of materials that allow light to pass through them in different ways are placed in the path of a beam of light, according to the developed investigation plan.

1-PS4-4 Waves and Their Applications in Technologies for Information Transfer

Students who demonstrate understanding can:

1-PS4-4. **Use tools and materials to design and build a device that uses light or sound to solve the problem of communicating over a distance.*** [Clarification Statement: Examples of devices could include a light source to send signals, paper cup and string "telephones," and a pattern of drum beats.] [*Assessment Boundary: Assessment does not include technological details for how communication devices work.*]

The performance expectation above was developed using the following elements from the NRC document *A Framework for K-12 Science Education*:

Science and Engineering Practices

Constructing Explanations and Designing Solutions

Constructing explanations and designing solutions in K–2 builds on prior experiences and progresses to the use of evidence and ideas in constructing evidence-based accounts of natural phenomena and designing solutions.

- Use tools and materials provided to design a device that solves a specific problem.

Disciplinary Core Ideas

PS4.C: Information Technologies and Instrumentation

- People also use a variety of devices to communicate (send and receive information) over long distances.

Crosscutting Concepts

Connections to Engineering, Technology, and Applications of Science

Influence of Engineering, Technology, and Science, on Society and the Natural World

- People depend on various technologies in their lives; human life would be very different without technology.

Observable features of the student performance by the end of the grade:		
1	Using scientific knowledge to generate design solutions	
	a	Students describe* a given problem involving people communicating over long distances.
	b	With guidance, students design and build a device that uses light or sound to solve the given problem.
	c	With guidance, students describe* the scientific information they use to design the solution.
2	Describing* specific features of the design solution, including quantification when appropriate	
	a	Students describe* that specific expected or required features of the design solution should include:
		i. The device is able to send or receive information over a given distance.
		ii. The device must use light or sound to communicate.
	b	Students use only the materials provided when building the device.
3	Evaluating potential solutions	
	a	Students describe* whether the device:
		i. Has the expected or required features of the design solution,
		ii. Provides a solution to the problem involving people communicating over a distance by using light or sound.
	b	Students describe* how communicating over long distances helps people.