PLTW Launch Standards Connection

Structure and Function: Human Body

Connections to Standards in PLTW Launch

PLTW curriculum is designed to empower students to thrive in an evolving world. As a part of the design process when developing and updating our curriculum, we focus on connections to a variety of standards. This PLTW Launch module connects to standards in the following:

Next Generation Science Standards

Engineering Design

K-2-ETS1-1

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 object or tool.

K-2-ETS1-2

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.

K-2-ETS1-3

Analyze data from tests of two objects designed to solve the same problem to compare the strengths and weaknesses of how each performs.

Science and Engineering Practices: Asking Questions and Defining Problems

Asking questions and defining problems in K–2 builds on prior experiences and progresses to simple descriptive questions that can be tested.

Science and Engineering Practices: Developing and Using Models

Modeling in K–2 builds on prior experiences and progresses to include using and developing models (i.e., diagram, drawing, physical replica, diorama, dramatization, or storyboard) that represent concrete events or design solutions.

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.

Science and Engineering Practices: Analyzing and Interpreting Data

Analyzing data in K–2 builds on prior experiences and progresses to collecting, recording, and sharing observations.

Science and Engineering Practices: Using Mathematics and Computational Thinking

Mathematical and computational thinking in K–2 builds on prior experience and progresses to recognizing that mathematics can be used to describe the natural and designed world(s).

Next Generation Science Standards

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.

Science and Engineering Practices: Engaging in Argument from Evidence

Engaging in argument from evidence in K–2 builds on prior experiences and progresses to comparing ideas and representations about the natural and designed world(s).

Science and Engineering Practices: Obtaining, Evaluating, and Communicating Information

Obtaining, evaluating, and communicating information in K–2 builds on prior experiences and uses observations and texts to communicate new information.

Disciplinary Core Ideas (K-2)

Engineering, Technology, and Applications of Science

ETS1.A Defining and Delimiting Engineering Problems

• Asking questions, making observations, and gathering information are helpful in thinking about problems.

ETS1.B Developing Possible Solutions

• Designs can be conveyed through sketches, drawings, or physical models. These representations are useful in communicating ideas for a problem's solutions to other people.

ETS1.C Optimizing the Design Solution

• Because there is always more than one possible solution to a problem, it is useful to compare and test designs.

Crosscutting Concepts (K-2)

Systems and System Models – A system is an organized group of related objects or components; models can be used for understanding and predicting the behavior of systems.

• Systems in the natural and designed world have parts that work together.

Structure and Function – The way an object is shaped or structured determines many of its properties and functions.

• The shape and stability of structures of natural and designed objects are related to their function(s).

Computer Science Teachers Association K-12 Computer Science

In Spring 2023 PLTW submitted all necessary documentation required by the Computer Science Teachers Association (CSTA) for a crosswalk review of our Launch and Gateway curricula by the CSTA Standards Review Team. While we anticipate approval and validation by CSTA, the review is pending.

Impacts of Computing

Social Interactions

1A-IC-17

Work respectfully and responsibly with others online.

Safety Law & Ethics

1A-IC-18

Keep login information private, and log off of devices appropriately.

Common Core State Standards English Language Arts - Kindergarten

Literature Standards

Key Ideas and Details

CCSS.ELA-LITERACY.RL.K.1

With prompting and support, ask and answer questions about key details in a text.

CCSS.ELA-LITERACY.RL.K.2

With prompting and support, retell familiar stories, including key details.

CCSS.ELA-LITERACY.RL.K.3

With prompting and support, identify characters, settings, and major events in a story.

CCSS.ELA-LITERACY.RL.K.10

Actively engage in group reading activities with purpose and understanding.

Language Arts Speaking and Listening Standards

Comprehension and Collaboration

CCSS.ELA-LITERACY.SL.K.1

Participate in collaborative conversations with diverse partners about kindergarten topics and texts with peers and adults in small and larger groups.

CCSS.ELA-LITERACY.SL.K.1.a

Follow agreed-upon rules for discussions (e.g., listening to others and taking turns speaking about the topics and texts under discussion).

CCSS.ELA-LITERACY.SL.K.1.b

Continue a conversation through multiple exchanges.

Common Core State Standards Mathematics - Kindergarten

Counting and Cardinality

Know number names and the count sequence.

CCSS.MATH.CONTENT.K.CC.A.3

Write numbers from 0 to 20. Represent a number of objects with a written numeral 0-20 (with 0 representing a count of no objects).

Count to tell the number of objects.

CCSS.MATH.CONTENT.K.CC.B.4

Understand the relationship between numbers and quantities; connect counting to cardinality.

CCSS.MATH.CONTENT.K.CC.B.5

Count to answer "how many?" questions about as many as 20 things arranged in a line, a rectangular array, or a circle, or as many as 10 things in a scattered configuration; given a number from 1–20, count out that many objects.

Compare numbers.

CCSS.MATH.CONTENT.K.CC.C.6

Identify whether the number of objects in one group is greater than, less than, or equal to the number of objects in another group, e.g., by using matching and counting strategies.

Mathematical Practices

CCSS.MATH.PRACTICE.MP1

Make sense of problems and persevere in solving them.

CCSS.MATH.PRACTICE.MP2

Reason abstractly and quantitatively.

CCSS.MATH.PRACTICE.MP3

Construct viable arguments and critique the reasoning of others.

CCSS.MATH.PRACTICE.MP4

Model with mathematics.

CCSS.MATH.PRACTICE.MP5

Use appropriate tools strategically.

Common Core State Standards Mathematics - Kindergarten

Included in Optional Extensions

Operations and Algebraic Thinking

Understand addition as putting together and adding to, and understand subtraction as taking apart and taking from.

CCSS.MATH.CONTENT.K.OA.A.1

Represent addition and subtraction with objects, fingers, mental images, drawings, sounds (e.g., claps), acting out situations, verbal explanations, expressions, or equations.

CCSS.MATH.CONTENT.K.OA.A.2

Solve addition and subtraction word problems, and add and subtract within 10, e.g., by using objects or drawings to represent the problem.

CCSS.MATH.CONTENT.K.OA.A.3

Decompose numbers less than or equal to 10 into pairs in more than one way, e.g., by using objects or drawings, and record each decomposition by a drawing or equation (e.g., $5 = 2 + 3$ and $5 = 4 + 1$).

CCSS.MATH.CONTENT.K.OA.A.4

For any number from 1 to 9, find the number that makes 10 when added to the given number, e.g., by using objects or drawings, and record the answer with a drawing or equation.

Geometry

Identify and describe shapes (squares, circles, triangles, rectangles, hexagons, cubes, cones, cylinders, and spheres).

CCSS.MATH.CONTENT.K.G.A.2

Correctly name shapes regardless of their orientations or overall size.

Mathematical Practices

CCSS.MATH.PRACTICE.MP6

Attend to precision.

References

Computer Science Teachers Association. (2017). *CSTA K-12 Computer Science Standards, revised 2017*. http://www.csteachers.org/standards

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NGSS Lead States. (2013). *Next Generation Science Standards: For states, by states.* National Academies Press.