

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	Page 2
Computer Science Teachers Association K-12 Computer Science Standards	Page 5
Common Core State Standards English Language Arts - Third Grade	Page 6
Common Core State Standards Mathematics - Third Grade	Page 7

Next Generation Science Standards

Heredity: Inheritance and Variation of Traits

3-LS3-1

Analyze and interpret data to provide evidence that plants and animals have traits inherited from parents and that variation of these traits exists in a group of similar organisms.

3-LS3-2

Use evidence to support the explanation that traits can be influenced by the environment.

Biological Evolution: Unity and Diversity

3-LS4-2

Use evidence to construct an explanation for how the variations in characteristics among individuals of the same species may provide advantages in surviving, finding mates, and reproducing.

Engineering Design

3-5-ETS1-1

Define a simple design problem reflecting a need or a want that includes specified criteria for success and constraints on materials, time, or cost.

3-5-ETS1-2

Generate and compare multiple possible solutions to a problem based on how well each is likely to meet the criteria and constraints of the problem.

Science and Engineering Practices: Asking Questions and Defining Problems

Asking questions and defining problems in 3–5 builds on K–2 experiences and progresses to specifying qualitative relationships.

Science and Engineering Practices: Developing and Using Models

Modeling in 3–5 builds on K–2 experiences and progresses to building and revising simple models and using models to represent events and 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 3–5 builds on K–2 experiences and progresses to include investigations that control variables and provide evidence to support explanations or design solutions.

Next Generation Science Standards

Science and Engineering Practices: Analyzing and Interpreting Data

Analyzing data in 3–5 builds on K–2 experiences and progresses to introducing quantitative approaches to collecting data and conducting multiple trials of qualitative observations. When possible and feasible, digital tools should be used.

- Analyze and interpret data to make sense of phenomena, using logical reasoning, mathematics, and/or computation.
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Science and Engineering Practices: Using Mathematics and Computational Thinking

Mathematical and computational thinking in 3–5 builds on K–2 experiences and progresses to extending quantitative measurements to a variety of physical properties and using computation and mathematics to analyze data and compare alternative design solutions.

Science and Engineering Practices: Constructing Explanations and Designing Solutions

Constructing explanations and designing solutions in 3–5 builds on K–2 experiences and progresses to the use of evidence in constructing explanations that specify variables that describe and predict phenomena and in designing multiple solutions to design problems.

- Use evidence (e.g., measurements, observations, patterns) to construct or support an explanation or design a solution to a problem.
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Science and Engineering Practices: Engaging in Argument from Evidence

Engaging in argument from evidence in 3–5 builds on K–2 experiences and progresses to critiquing the scientific explanations or solutions proposed by peers by citing relevant evidence about the natural and designed world(s).

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

Obtaining, evaluating, and communicating information in 3–5 builds on K–2 experiences and progresses to evaluating the merit and accuracy of ideas and methods.

Disciplinary Core Ideas (3-5)

Life Science

LS3.A Inheritance of Traits

- Many characteristics of organisms are inherited from their parents.

LS3.A Inheritance of Traits

- Other characteristics result from individuals' interactions with the environment, which can range from diet to learning. Many characteristics involve both inheritance and environment.

Next Generation Science Standards

LS3.B Variation of Traits

- Different organisms vary in how they look and function because they have different inherited information.

LS3.B Variation of Traits

- The environment also affects the traits that an organism develops.

LS4.B Natural Selection

- Sometimes the differences in characteristics between individuals of the same species provide advantages in surviving, finding mates, and reproducing.

Engineering, Technology, and Applications of Science

ETS1.A Defining and Delimiting Engineering Problems

- Possible solutions to a problem are limited by available materials and resources (constraints). The success of a designed solution is determined by considering the desired features of a solution (criteria). Different proposals for solutions can be compared on the basis of how well each one meets the specified criteria for success or how well each takes the constraints into account.

ETS1.B Developing Possible Solutions

- Research on a problem should be carried out before beginning to design a solution.

ETS1.B Developing Possible Solutions

- At whatever stage, communicating with peers about proposed solutions is an important part of the design process, and shared ideas can lead to improved designs.

Crosscutting Concepts (3-5)

Patterns – Observed patterns in nature guide organization and classification and prompt questions about relationships and causes underlying them.

- Patterns of change can be used to make predictions.

Cause and Effect: Mechanism and Prediction – Events have causes, sometimes simple, sometimes multifaceted. Deciphering causal relationships, and the mechanisms by which they are mediated, is a major activity of science and engineering.

- Cause and effect relationships are routinely identified, tested, and used to explain change.

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.

Computing Systems

Troubleshooting

1B-CS-03

Determine potential solutions to solve simple hardware and software problems using common troubleshooting strategies.

Networks and the Internet

Cybersecurity

1B-NI-05

Discuss real-world cybersecurity problems and how personal information can be protected.

Data and Analysis

Collection Visualization & Transformation

1B-DA-06

Organize and present collected data visually to highlight relationships and support a claim.

Inference & Models

1B-DA-07

Use data to highlight or propose cause-and-effect relationships, predict outcomes, or communicate an idea.

Common Core State Standards English Language Arts - Third Grade

Reading Informational Text Standards

Key Ideas and Details

CCSS.ELA-LITERACY.RI.3.1

Ask and answer questions to demonstrate understanding of a text, referring explicitly to the text as the basis for the answers.

CCSS.ELA-LITERACY.RI.3.2

Determine the main idea of a text; recount the key details and explain how they support the main idea.

CCSS.ELA-LITERACY.RI.3.3

Describe the relationship between a series of historical events, scientific ideas or concepts, or steps in technical procedures in a text, using language that pertains to time, sequence, and cause/effect.

Craft and Structure

CCSS.ELA-LITERACY.RI.3.4

Determine the meaning of general academic and domain-specific words and phrases in a text relevant to a grade 3 topic or subject area.

Writing Standards

Research to Build and Present Knowledge

CCSS.ELA-LITERACY.W.3.8

Recall information from experiences or gather information from print and digital sources; take brief notes on sources and sort evidence into provided categories.

Speaking and Listening Standards

Comprehension and Collaboration

CCSS.ELA-LITERACY.SL.3.1

Engage effectively in a range of collaborative discussions (one-on-one, in groups, and teacher-led) with diverse partners on grade 3 topics and texts, building on others' ideas and expressing their own clearly.

CCSS.ELA-LITERACY.SL.3.2

Determine the main ideas and supporting details of a text read aloud or information presented in diverse media and formats, including visually, quantitatively, and orally.

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Common Core State Standards Mathematics - Third Grade

Measurement and Data

Represent and interpret data.

CCSS.MATH.CONTENT.3.MD.B.3

Draw a scaled picture graph and a scaled bar graph to represent a data set with several categories. Solve one- and two-step “how many more” and “how many less” problems using information presented in scaled bar graphs. For example, draw a bar graph in which each square in the bar graph might represent 5 pets.

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.MP5

Use appropriate tools strategically.

CCSS.MATH.PRACTICE.MP6

Attend to precision.

CCSS.MATH.PRACTICE.MP7

Look for and make use of structure.

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Common Core State Standards Mathematics - Third Grade

Included in Optional Extensions

Number and Operations—Fractions

Develop understanding of fractions as numbers.

CCSS.MATH.CONTENT.3.NF.A.1

Understand a fraction $\frac{1}{b}$ as the quantity formed by 1 part when a whole is partitioned into b equal parts; understand a fraction $\frac{a}{b}$ as the quantity formed by a parts of size $\frac{1}{b}$.

CCSS.MATH.CONTENT.3.NF.A.3

Explain equivalence of fractions in special cases, and compare fractions by reasoning about their size.

Operations and Algebraic Thinking

Represent and solve problems involving multiplication and division.

CCSS.MATH.CONTENT.3.OA.A.1

Interpret products of whole numbers, e.g., interpret 5×7 as the total number of objects in 5 groups of 7 objects each. For example, describe a context in which a total number of objects can be expressed as 5×7 .

CCSS.MATH.CONTENT.3.OA.A.2

Interpret whole-number quotients of whole numbers, e.g., interpret $56 \div 8$ as the number of objects in each share when 56 objects are partitioned equally into 8 shares, or as a number of shares when 56 objects are partitioned into equal shares of 8 objects.

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

Use multiplication and division within 100 to solve word problems in situations involving equal groups, arrays, and measurement quantities, e.g., by using drawings and equations with a symbol for the unknown number to represent the problem.

Mathematical Practices

CCSS.MATH.PRACTICE.MP4

Model with mathematics.

CCSS.MATH.PRACTICE.MP8

Look for and express regularity in repeated reasoning.

References

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

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