K.ESS3.A: Natural Resources
Living things need water, air, and resources from the land, and they live in places that have the things they need. Humans use natural resources for everything they do. (K-ESS3-1)

K.ESS3.B: Natural Hazards
Some kinds of severe weather are more likely than others in a given region. Weather scientists forecast severe weather so that the communities can prepare for and respond to these events. (K-ESS3-2)

K.ESS3.C: Human Impacts on Earth Systems
Things that people do to live comfortably can affect the world around them. But they can make choices that reduce their impacts on the land, water, air, and other living things. (K-ESS3-3)

K.ETS1.A: Defining and Delimiting Engineering Problems
Asking questions, making observations, and gathering information are helpful in thinking about problems. (K-ESS3-2)

K.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. (K-ESS3-3)

Science and Engineering Practice
Asking Questions and Defining Problems
Asking questions and defining problems in K–2 builds on prior experiences and progresses to simple descriptive questions. Ask questions based on observations to find more information about the designed world. (K-ESS3-2)

Science and Engineering Practice
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.
Use a model to represent relationships in the natural world. (K-ESS3-1)

Science and Engineering Practice
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. Read grade-appropriate texts and/or use media to obtain scientific information to describe patterns in the natural world. (K-ESS3-2)

Crosscutting Concept
Cause and Effect
Events have causes that generate observable patterns. (K-ESS3-2), (K-ESS3-3)
Crosscutting Concept

Systems and System Models
Systems in the natural and designed world have parts that work together.
(K-ESS3-1)