**MS-PS1 Matter and Its Interactions**

**MS-PS1 Matter and Its Interactions**

Students who demonstrate understanding can:

**MS-PS1-1.** Develop models to describe the atomic composition of simple molecules and extended structures. [Clarification Statement: Emphasis is on developing models of molecules that vary in complexity. Examples of simple molecules could include ammonia and methanol. Examples of extended structures could include sodium chloride or diamonds. Examples of molecular-level models could include drawings, 3D ball and stick structures, or computer representations showing different molecules with different types of atoms.] [Assessment Boundary: Assessment does not include valence electrons and bonding energy, discussing the ionic nature of subunits of complex structures, or a complete description of all individual atoms in a complex molecule or extended structure is not required.]

**MS-PS1-2.** Analyze and interpret data on the properties of substances before and after the substances interact to determine if a chemical reaction has occurred. [Clarification Statement: Examples of reactions could include burning sugar or steel wool, fat reacting with sodium hydroxide, and mixing zinc with hydrogen chloride.] [Assessment Boundary: Assessment is limited to analysis of the following properties: density, melting point, boiling point, solubility, flammability, and odor.]

**MS-PS1-3.** Gather and make sense of information to describe that synthetic materials come from natural resources and impact society. [Clarification Statement: Emphasis is on natural resources that undergo a chemical process to form the synthetic material. Examples of new materials could include new medicine, foods, and alternative fuels.] [Assessment Boundary: Assessment is limited to qualitative information.]

**MS-PS1-4.** Develop a model that predicts and describes changes in particle motion, temperature, and state of a pure substance when thermal energy is added or removed. [Clarification Statement: Emphasis is on qualitative molecular-level models of solids, liquids, and gases to show that adding or removing thermal energy increases or decreases kinetic energy of the particles until a change of state occurs. Examples of models could include drawings and diagrams. Examples of particles could include molecules or inert atoms. Examples of pure substances could include water, carbon dioxide, and helium.]
**Disciplinary Core Ideas**

**PS1.A: Structure and Properties of Matter**
- Substances are made from different types of atoms, which combine with one another in various ways. Atoms form molecules that range in size from two to thousands of atoms. (MS-PS1-1)
- Each pure substance has characteristic physical and chemical properties (for any bulk quantity under given conditions) that can be used to identify it. (MS-PS1-2), (MS-PS1-3)
- Gases and liquids are made of molecules or inert atoms that are moving about relative to each other. (MS-PS1-4)
- In a liquid, the molecules are constantly in contact with others; in a gas, they are widely spaced except when they happen to collide. In a solid, atoms are closely spaced and may vibrate in position but do not change relative locations. (MS-PS1-4)
- Solids may be formed from molecules, or they may be extended structures with repeating subunits (e.g., crystals). (MS-PS1-1)

**Crosscutting Concepts**

**Patterns**
- Macroscopic patterns are related to the nature of microscopic and atomic-level structure. (MS-PS1-2)

**Cause and Effect**
- Cause and effect relationships may be used to predict phenomena in natural or designed systems. (MS-PS1-4)

**Scale, Proportion, and Quantity**
- Time, space, and energy phenomena can be observed at various scales using models to study systems that are too large or too small. (MS-PS1-1)

**Energy and Matter**
- Matter is conserved because atoms are conserved in physical and chemical processes. (MS-PS1-5)
- The transfer of energy can be tracked as energy flows through a designed or natural system. (MS-PS1-6)

**Structure and Function**
- Structures can be designed to serve particular functions by taking into account properties of different materials, and how materials can be shaped and used. (MS-PS1-3)

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### Grade Eight: Discipline Specific Course Model

#### MS-PS1 Matter and Its Interactions

<table>
<thead>
<tr>
<th>Undergraduate</th>
<th>MS-PS1 Matter and Its Interactions</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Undertake a design project, engaging in the design cycle, to construct and/or implement a solution that meets specific design criteria and constraints.</strong> (MS-PS1-6)</td>
<td><strong>The changes of state that occur with variations in temperature or pressure can be described and predicted using these models of matter.</strong> (MS-PS1-4)</td>
</tr>
<tr>
<td><strong>Obtaining, Evaluating, and Communicating Information</strong> Obtaining, evaluating, and communicating information in 6–8 builds on K–5 and progresses to evaluating the merit and validity of ideas and methods.</td>
<td><strong>PS1.B: Chemical Reactions</strong> Substances react chemically in characteristic ways. In a chemical process, the atoms that make up the original substances are regrouped into different molecules, and these new substances have different properties from those of the reactants. (MS-PS1-2), (MS-PS1-3) <strong>Supplemental DCI ESS3.C, LS4.D (MS-PS1-5)</strong> The total number of each type of atom is conserved, and thus the mass does not change. (MS-PS1-5) Some chemical reactions release energy, others store energy. (MS-PS1-6)</td>
</tr>
<tr>
<td><strong>Gather, read, and synthesize information from multiple appropriate sources and assess the credibility, accuracy, and possible bias of each publication and methods used, and describe how they are supported or not supported by evidence.</strong> (MS-PS1-3)</td>
<td><strong>PS1.A: Definitions of Energy</strong> The term “heat” as used in everyday language refers both to thermal energy (the motion of atoms or molecules within a substance) and the transfer of that thermal energy from one object to another. In science, heat is used only for this second meaning; it refers to the energy transferred due to the temperature difference between two objects. (secondary to MS-PS1-4) The temperature of a system is proportional to the average internal kinetic energy and potential energy per atom or molecule (whichever is the appropriate building block for the system’s material). The details of that relationship depend on the type of atom or molecule and the interactions among the atoms in the material. Temperature is not a direct measure of a system’s total thermal energy. The total thermal...</td>
</tr>
</tbody>
</table>

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**Connections to Engineering, Technology, and Applications of Science**

**Interdependence of Science, Engineering, and Technology**

- Engineering advances have led to important discoveries in virtually every field of science, and scientific discoveries have led to the development of entire industries and engineered systems. (MS-PS1-3)

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

- The uses of technologies and any limitations on their use are driven by individual or societal needs, desires, and values; by the findings of scientific research; and by differences in such factors as climate, natural resources, and economic conditions. Thus technology use varies from region to region and over time. (MS-PS1-3)

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### MS-PS1 Matter and Its Interactions

<table>
<thead>
<tr>
<th>Topic</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>energy</strong> (sometimes called the total internal energy) of a system depends jointly on the temperature, the total number of atoms in the system, and the state of the material. (secondary to MS-PS1-4)</td>
<td></td>
</tr>
</tbody>
</table>

**ETS1.B: Developing Possible Solutions**
- A solution needs to be tested, and then modified on the basis of the test results, in order to improve it. (secondary to MS-PS1-6)

**ETS1.C: Optimizing the Design Solution**
- Although one design may not perform the best across all tests, identifying the characteristics of the design that performed the best in each test can provide useful information for the redesign process—that is, some of the characteristics may be incorporated into the new design. (secondary to MS-PS1-6)
- The iterative process of testing the most promising solutions and modifying what is proposed on the basis of the test results leads to greater refinement and ultimately to an optimal solution. (secondary to MS-PS1-6)

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*California Environmental Principles and Concepts aligned to the CA NGSS: *(MS-PS1-3)*

**Principle II: The long-term functioning and health of terrestrial, freshwater, coastal, and marine ecosystems are influenced by their relationships with human societies.**

**Connections to other DCIs in this grade-band:** **MS.PS3.D** (MS-PS1-2), (MS-PS1-6); **MS.LS1.C** (MS-PS1-2), (MS-PS1-5); **MS.LS2.A** (MS-PS1-3); **MS.LS2.B** (MS-PS1-5); **MS.LS4.D** (MS-PS1-3); **MS.ESS2.A** (MS-PS1-2), (MS-PS1-5); **MS.ESS2.C** (MS-PS1-1), (MS-PS1-4); **MS.ESS3.A** (MS-PS1-3); **MS.ESS3.C** (MS-PS1-3)

**Articulation across grade-bands:** **5.PS1.A** (MS-PS1-1); **5.PS1.B** (MS-PS1-2), (MS-PS1-5); **HS.PS1.A** (MS-PS1-1), (MS-PS1-3), (MS-PS1-4), (MS-PS1-6); **HS.PS1.B** (MS-PS1-2), (MS-PS1-4), (MS-PS1-5), (MS-PS1-6); **HS.PS3.A** (MS-PS1-4), (MS-PS1-6); **HS.PS3.B** (MS-PS1-6); **HS.PS3.D** (MS-PS1-6); **HS.LS2.A** (MS-PS1-3); **HS.LS4.D** (MS-PS1-3); **HS.ESS1.A** (MS-PS1-1); **HS.ESS3.A** (MS-PS1-3)

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### California Common Core State Standards Connections:

**ELA/Literacy –**

<table>
<thead>
<tr>
<th>Code</th>
<th>Description</th>
<th>Standards</th>
</tr>
</thead>
<tbody>
<tr>
<td>RST.6–8.1</td>
<td>Cite specific textual evidence to support analysis of science and technical texts, attending to the precise details of explanations or descriptions (MS-PS1-2), (MS-PS1-3)</td>
<td>(MS-PS1-2), (MS-PS1-3)</td>
</tr>
<tr>
<td>RST.6–8.3</td>
<td>Follow precisely a multistep procedure when carrying out experiments, taking measurements, or performing technical tasks. (MS-PS1-6)</td>
<td>(MS-PS1-6)</td>
</tr>
<tr>
<td>RST.6–8.7</td>
<td>Integrate quantitative or technical information expressed in words in a text with a version of that information expressed visually (e.g., in a flowchart, diagram, model, graph, or table). (MS-PS1-1), (MS-PS1-2), (MS-PS1-4), (MS-PS1-5)</td>
<td>(MS-PS1-1), (MS-PS1-2), (MS-PS1-4), (MS-PS1-5)</td>
</tr>
<tr>
<td>WHST.6–8.7</td>
<td>Conduct short research projects to answer a question (including a self-generated question), drawing on several sources and generating additional related, focused questions that allow for multiple avenues of exploration. (MS-PS1-6)</td>
<td>(MS-PS1-6)</td>
</tr>
<tr>
<td>WHST.6–8.8</td>
<td>Gather relevant information from multiple print and digital sources (primary and secondary), using search terms effectively; assess the credibility and accuracy of each source; and quote or paraphrase the data and conclusions of others while avoiding plagiarism and following a standard format for citation. CA (MS-PS1-3)</td>
<td>(MS-PS1-3)</td>
</tr>
</tbody>
</table>

**Mathematics –**

<table>
<thead>
<tr>
<th>Code</th>
<th>Description</th>
<th>Standards</th>
</tr>
</thead>
<tbody>
<tr>
<td>MP.2</td>
<td>Reason abstractly and quantitatively. (MS-PS1-1), (MS-PS1-2), (MS-PS1-5)</td>
<td>(MS-PS1-1), (MS-PS1-2), (MS-PS1-5)</td>
</tr>
<tr>
<td>MP.4</td>
<td>Model with mathematics. (MS-PS1-1), (MS-PS1-5)</td>
<td>(MS-PS1-1), (MS-PS1-5)</td>
</tr>
<tr>
<td>6.RP.3</td>
<td>Use ratio and rate reasoning to solve real-world and mathematical problems, e.g., by reasoning about tables of equivalent ratios, tape diagrams, double number line diagrams, or equations. (MS-PS1-1), (MS-PS1-2), (MS-PS1-5)</td>
<td>(MS-PS1-1), (MS-PS1-2), (MS-PS1-5)</td>
</tr>
<tr>
<td>6.NS.5</td>
<td>Understand that positive and negative numbers are used together to describe quantities having opposite directions or values (e.g., temperature above/below zero, elevation above/below sea level, credits/debits, positive/negative electric charge); use positive and negative numbers to represent quantities in real-world contexts, explaining the meaning of 0 in each situation. (MS-PS1-4)</td>
<td>(MS-PS1-4)</td>
</tr>
<tr>
<td>6.SP.4</td>
<td>Display numerical data in plots on a number line, including dot plots, histograms, and box plots. (MS-PS1-2)</td>
<td>(MS-PS1-2)</td>
</tr>
<tr>
<td>6.SP.5.a–d</td>
<td>Summarize numerical data sets in relation to their context. (MS-PS1-2)</td>
<td>(MS-PS1-2)</td>
</tr>
</tbody>
</table>

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### MS-PS2 Motion and Stability: Forces and Interactions

**Students who demonstrate understanding can:**

**MS-PS2-1.** Apply Newton's Third Law to design a solution to a problem involving the motion of two colliding objects.* [Clarification Statement: Examples of practical problems could include the impact of collisions between two cars, between a car and stationary objects, and between a meteor and a space vehicle.] [Assessment Boundary: Assessment is limited to vertical or horizontal interactions in one dimension.]

**MS-PS2-2.** Plan an investigation to provide evidence that the change in an object's motion depends on the sum of the forces on the object and the mass of the object. [Clarification Statement: Emphasis is on balanced (Newton’s First Law) and unbalanced forces in a system, qualitative comparisons of forces, mass and changes in motion (Newton’s Second Law), frame of reference, and specification of units.] [Assessment Boundary: Assessment is limited to forces and changes in motion in one dimension in an inertial reference frame and to change in one variable at a time. Assessment does not include the use of trigonometry.]

**MS-PS2-3.** Ask questions about data to determine the factors that affect the strength of electric and magnetic forces. [Clarification Statement: Examples of devices that use electric and magnetic forces could include electromagnets, electric motors, or generators. Examples of data could include the effect of the number of turns of wire on the strength of an electromagnet, or the effect of increasing the number or strength of magnets on the speed of an electric motor.] [Assessment Boundary: Assessment about questions that require quantitative answers is limited to proportional reasoning and algebraic thinking.]

**MS-PS2-4.** Construct and present arguments using evidence to support the claim that gravitational interactions are attractive and depend on the masses of interacting objects. [Clarification Statement: Examples of evidence for arguments could include data generated from simulations or digital tools; and charts displaying mass, strength of interaction, distance from the Sun, and orbital periods of objects within the solar system.] [Assessment Boundary: Assessment does not include Newton's Law of Gravitation or Kepler's Laws.]

**MS-PS2-5.** Conduct an investigation and evaluate the experimental design to provide evidence that fields exist between objects exerting forces on each other even though the objects are not in contact. [Clarification Statement: Examples of this phenomenon could include the interactions of magnets, electrically charged strips of tape, and electrically charged pith balls. Examples of investigations could include first-hand experiences or simulations.] [Assessment Boundary: Assessment is limited to electric and magnetic fields, and is limited to qualitative evidence for the existence of fields.]

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**MS-PS2 Motion and Stability: Forces and Interactions**

### Science and Engineering Practices

**Asking Questions and Defining Problems**

Asking questions and defining problems in grades 6–8 builds from grades K–5 experiences and progresses to specifying relationships between variables, and clarifying arguments and models.

- Ask questions that can be investigated within the scope of the classroom, outdoor environment, and museums and other public facilities with available resources and, when appropriate, frame a hypothesis based on observations and scientific principles. (MS-PS2-3)

**Planning and Carrying Out Investigations**

Planning and carrying out investigations to answer questions or test solutions to problems in 6–8 builds on K–5 experiences and progresses to include investigations that use multiple variables and provide evidence to support explanations or design solutions.

- Plan an investigation individually and collaboratively, and in the design: identify independent and dependent variables and controls, what tools are needed to do the gathering, how measurements will be recorded, and how many data are needed to support a claim. (MS-PS2-2)

- Conduct an investigation and evaluate the experimental design to produce data to serve as the basis for evidence that can meet the goals of the investigation. (MS-PS2-5)

### Disciplinary Core Ideas

**PS2.A: Forces and Motion**

- For any pair of interacting objects, the force exerted by the first object on the second object is equal in strength to the force that the second object exerts on the first, but in the opposite direction (Newton’s Third Law). (MS-PS2-1)

- The motion of an object is determined by the sum of the forces acting on it; if the total force on the object is not zero, its motion will change. The greater the mass of the object, the greater the force needed to achieve the same change in motion. For any given object, a larger force causes a larger change in motion. (MS-PS2-2)

- All positions of objects and the directions of forces and motions must be described in an arbitrarily chosen reference frame and arbitrarily chosen units of size. In order to share information with other people, these choices must also be shared. (MS-PS2-2)

**PS2.B: Types of Interactions**

- Electric and magnetic (electromagnetic) forces can be attractive or repulsive, and their sizes depend on the magnitudes of the charges, currents, or magnetic strengths involved and on the distances between the interacting objects. (MS-PS2-3)

- Gravitational forces are always attractive. There is a gravitational force between any two masses, but it is very small except when one or both of the objects have large mass—e.g., Earth and the sun. (MS-PS2-4)

***Supplemental ESS1.A, ESS1.B

### Crosscutting Concepts

**Cause and Effect**

- Cause and effect relationships may be used to predict phenomena in natural or designed systems. (MS-PS2-3), (MS-PS2-5)

**Systems and System Models**

- Models can be used to represent systems and their interactions—such as inputs, processes and outputs—and energy and matter flows within systems. (MS-PS2-1), (MS-PS2-4),

**Stability and Change**

- Explanations of stability and change in natural or designed systems can be constructed by examining the changes over time and forces at different scales. (MS-PS2-2)

**Connections to Engineering, Technology, and Applications of Science**

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

- The uses of technologies and any limitations on their use are driven by individual or societal needs, desires, and values; by the findings of scientific research; and by differences in such factors as climate, natural resources, and economic conditions. (MS-PS2-1)

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### MS-PS2 Motion and Stability: Forces and Interactions

<table>
<thead>
<tr>
<th>Constructing Explanations and Designing Solutions</th>
<th>Forces that act at a distance (electric, magnetic, and gravitational) can be explained by fields that extend through space and can be mapped by their effect on a test object (a charged object, or a ball, respectively). (MS-PS2-5)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Constructing explanations and designing solutions in 6–8 builds on K–5 experiences and progresses to include constructing explanations and designing solutions supported by multiple sources of evidence consistent with scientific ideas, principles, and theories.</td>
<td><strong>Engaging in Argument from Evidence</strong> Engaging in argument from evidence in 6–8 builds from K–5 experiences and progresses to constructing a convincing argument that supports or refutes claims for either explanations or solutions about the natural and designed world. <strong>Connections to Nature of Science</strong> Scientific Knowledge is Based on Empirical Evidence <strong>Articulation across grade-bands:</strong> 3.PS2.A (MS-PS2-1), (MS-PS2-2); 3.PS2.B (MS-PS2-3), (MS-PS2-5); 5.PS2.B (MS-PS2-4); HS.PS2.A (MS-PS2-1), (MS-PS2-2); HS.PS2.B (MS-PS2-3), (MS-PS2-4), (MS-PS2-5); HS.PS3.A (MS-PS2-5); HS.PS3.B (MS-PS2-2), (MS-PS2-5); HS.PS3.C (MS-PS2-5); HS.ESS1.B (MS-PS2-4)</td>
</tr>
<tr>
<td></td>
<td>▪ Apply scientific ideas or principles to design an object, tool, process or system. (MS-PS2-1) <strong>Constructions to Nature of Science</strong></td>
</tr>
<tr>
<td></td>
<td>▪ Construct and present oral and written arguments supported by empirical evidence and scientific reasoning to support or refute an explanation or a model for a phenomenon or a solution to a problem. (MS-PS2-4)</td>
</tr>
<tr>
<td></td>
<td></td>
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<tr>
<td></td>
<td><strong>Connections to other DCIs in this grade-band:</strong> MS.PS3.A (MS-PS2-2); MS.PS3.B (MS-PS2-2); MS.PS3.C (MS-PS2-1); MS.ESS1.A (MS-PS2-4); MS.ESS1.B (MS-PS2-4); MS.ESS2.C (MS-PS2-2), (MS-PS2-4)</td>
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<tr>
<td>Connections to other DCIs in this grade-band:</td>
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<td></td>
<td>Articulation across grade-bands:</td>
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### MS-PS2 Motion and Stability: Forces and Interactions

*California Common Core State Standards Connections:*

**ELA/Literacy –**
- **RST.6–8.1** Cite specific textual evidence to support analysis of science and technical texts. (MS-PS2-1), (MS-PS2-3)
- **RST.6–8.3** Follow precisely a multistep procedure when carrying out experiments, taking measurements, or performing technical tasks. (MS-PS2-1), (MS-PS2-2), (MS-PS2-5)
- **WHST.6–8.1.a-e** Write arguments focused on discipline-specific content. (MS-PS2-4)
- **WHST.6–8.7** Conduct short research projects to answer a question (including a self-generated question), drawing on several sources and generating additional related, focused questions that allow for multiple avenues of exploration. (MS-PS2-1), (MS-PS2-2), (MS-PS2-5)

**Mathematics –**
- **MP.2** Reason abstractly and quantitatively. (MS-PS2-1), (MS-PS2-2), (MS-PS2-3)
- **6.NS.5** Understand that positive and negative numbers are used together to describe quantities having opposite directions or values; use positive and negative numbers to represent quantities in real-world contexts, explaining the meaning of 0 in each situation. (MS-PS2-1)
- **6.EE.2.a-c** Write, read, and evaluate expressions in which letters stand for numbers. (MS-PS2-1), (MS-PS2-2)
- **7.EE.3–4** Solve real-life and mathematical problems using numerical and algebraic expressions and equations. (MS-PS2-1), (MS-PS2-2)

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### MS-PS3 Energy

#### Grade Eight: Discipline Specific Course Model

**MS-PS3 Energy**

Students who demonstrate understanding can:

**MS-PS3-1.** Construct and interpret graphical displays of data to describe the relationships of kinetic energy to the mass of an object and to the speed of an object.

[Clarification Statement: Emphasis is on descriptive relationships between kinetic energy and mass separately from kinetic energy and speed. Examples could include riding a bicycle at different speeds, rolling different sizes of rocks downhill, and getting hit by a wiffle ball versus a tennis ball.]

**MS-PS3-2.** Develop a model to describe that when the arrangement of objects interacting at a distance changes, different amounts of potential energy are stored in the system. [Clarification Statement: Emphasis is on relative amounts of potential energy, not on calculations of potential energy. Examples of objects within systems interacting at varying distances could include: the Earth and either a roller coaster cart at varying positions on a hill or objects at varying heights on shelves, changing the direction/orientation of a magnet, and a balloon with static electrical charge being brought closer to a classmate’s hair. Examples of models could include representations, diagrams, pictures, and written descriptions of systems.] [Assessment Boundary: Assessment is limited to two objects and electric, magnetic, and gravitational interactions.]

The performance expectation(s) above were developed using the following elements from the NRC document *A Framework for K–12 Science Education:*

<table>
<thead>
<tr>
<th>Science and Engineering Practices</th>
<th>Disciplinary Core Ideas</th>
<th>Crosscutting Concepts</th>
</tr>
</thead>
<tbody>
<tr>
<td>Developing and Using Models</td>
<td>PS3.A: Definitions of Energy</td>
<td>Scale, Proportion, and Quantity</td>
</tr>
<tr>
<td>Modeling in 6–8 builds on K–5 and progresses to developing, using and revising models to describe, test, and predict more abstract phenomena and design systems.</td>
<td></td>
<td></td>
</tr>
<tr>
<td>▪ Develop a model to describe unobservable mechanisms. (MS-PS3-2)</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Analyzing and Interpreting Data</td>
<td>▪ Motion energy is properly called kinetic energy; it is proportional to the mass of the moving object and grows with the square of its speed. (MS-PS3-1)</td>
<td></td>
</tr>
<tr>
<td>Analyzing data in 6–8 builds on K–5 and progresses to extending quantitative analysis to investigations, distinguishing between correlation and causation, and basic statistical techniques of data and error analysis.</td>
<td></td>
<td></td>
</tr>
<tr>
<td>▪ Construct and interpret graphical displays of data to identify linear and nonlinear relationships. (MS-PS3-1)</td>
<td></td>
<td></td>
</tr>
<tr>
<td>PS3.C: Relationship Between Energy and Forces</td>
<td>▪ A system of objects may also contain stored (potential) energy, depending on their relative positions. (MS-PS3-2)</td>
<td></td>
</tr>
<tr>
<td>▪ When two objects interact, each one exerts a force on the other that can cause energy to be transferred to or from the object. (MS-PS3-2)</td>
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</tr>
</tbody>
</table>

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### MS-PS3 Energy

**Connections to other DCIs in this grade-band:** MS.PS2.A (MS-PS3-1)

**Articulation across grade-bands:** 4.PS3.B (MS-PS3-1); HS.PS2.B (MS-PS3-2); HS.PS3.A (MS-PS3-1); HS.PS3.B (MS-PS3-1), (MS-PS3-2); HS.PS3.C (MS-PS3-2)

**California Common Core State Standards Connections:**

**ELA/Literacy –**
- RST.6–8.1 Cite specific textual evidence to support analysis of science and technical texts. (MS-PS3-1)
- RST.6–8.7 Integrate quantitative or technical information expressed in words in a text with a version of that information expressed visually (e.g., in a flowchart, diagram, model, graph, or table). (MS-PS3-1)
- SL.8.5 Integrate multimedia and visual displays into presentations to clarify information, strengthen claims and evidence, and add interest. (MS-PS3-2)

**Mathematics –**
- MP.2 Reason abstractly and quantitatively. (MS-PS3-1)
- 6.RP.1 Understand the concept of ratio and use ratio language to describe a ratio relationship between two quantities. For example, “The ratio of wings to beaks in the bird house at the zoo was 2:1, because for every 2 wings there was 1 beak.” “For every vote candidate A received, candidate C received nearly three votes.” (MS-PS3-1)
- 6.RP.2 Understand the concept of a unit rate a/b associated with a ratio a:b with b ≠ 0, and use rate language in the context of a ratio r relationship. “This recipe has a ratio of 3 cups of flour to 4 cups of sugar, so there is 3/4 cup of flour for each cup of sugar.” “We paid $75 for 15 hamburgers, which is a rate of $5 per hamburger.” (MS-PS3-1)
- 7.RP.2.a–d Recognize and represent proportional relationships between quantities. (MS-PS3-1)
- 8.EE.1 Know and apply the properties of integer exponents to generate equivalent numerical expressions. For example, $3^2 \times 3^{-5} = 3^{-3} = 1/3^3 = 1/27$. (MS-PS3-1)
- 8.EE.2 Use square root and cube root symbols to represent solutions to equations of the form $x^2 = p$ and $x^3 = p$, where p is a positive rational number. Evaluate square roots of small perfect squares and cube roots of small perfect cubes. Know that $\sqrt{2}$ is irrational. (MS-PS3-1)
- 8.F.3 Interpret the equation $y = mx + b$ as defining a linear function, whose graph is a straight line; give examples of functions that are not linear. For example, the function $A = s^2$ giving the area of a square as a function of its side length is not linear because its graph contains the points (1,1), (2,4) and (3,9), which are not on a straight line. (MS-PS3-1)

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Grade Eight: Discipline Specific Course Model

Grade-Level Standards | 209
### MS-PS3 Energy

**MS-PS3 Energy**

Students who demonstrate understanding can:

**MS-PS3-3.** Apply scientific principles to design, construct, and test a device that either minimizes or maximizes thermal energy transfer.* [Clarification Statement: Examples of devices could include an insulated box, a solar cooker, and a Styrofoam cup.] [Assessment Boundary: Assessment does not include calculating the total amount of thermal energy transferred.]

**MS-PS3-4.** Plan an investigation to determine the relationships among the energy transferred, the type of matter, the mass, and the change in the average kinetic energy of the particles as measured by the temperature of the sample. [Clarification Statement: Examples of experiments could include comparing final water temperatures after different masses of ice melted in the same volume of water with the same initial temperature, the temperature change of samples of different materials with the same mass as they cool or heat in the environment, or the same material with different masses when a specific amount of energy is added.] [Assessment Boundary: Assessment does not include calculating the total amount of thermal energy transferred.]

**MS-PS3-5.** Construct, use, and present arguments to support the claim that when the kinetic energy of an object changes, energy is transferred to or from the object. [Clarification Statement: Examples of empirical evidence used in arguments could include an inventory or other representation of the energy before and after the transfer in the form of temperature changes or motion of object.] [Assessment Boundary: Assessment does not include calculations of energy.]

The performance expectation(s) above were developed using the following elements from the NRC document *A Framework for K–12 Science Education*:

<table>
<thead>
<tr>
<th>Science and Engineering Practices</th>
<th>Disciplinary Core Ideas</th>
<th>Crosscutting Concepts</th>
</tr>
</thead>
<tbody>
<tr>
<td>Planning and Carrying Out Investigations</td>
<td>PS3.A: Definitions of Energy</td>
<td>Scale, Proportion, and Quantity</td>
</tr>
<tr>
<td>Planning and carrying out investigations to answer questions or test solutions to problems in 6–8 builds on K–5 experiences and progresses to include investigations that use multiple variables and provide evidence to support explanations or design solutions.</td>
<td></td>
<td></td>
</tr>
<tr>
<td>▪ Plan an investigation individually and collaboratively, and in the design: identify independent and dependent variables and controls, what tools are needed to do the gathering, how measurements will be recorded, and how many data are needed to support a claim. (MS-PS3-4)</td>
<td>▪ Temperature is a measure of the average kinetic energy of particles of matter. The relationship between the temperature and the total energy of a system depends on the types, states, and amounts of matter present. (MS-PS3-3), (MS-PS3-4)</td>
<td>▪ Proportional relationships (e.g., speed as the ratio of distance traveled to time taken) among different types of quantities provide information about the magnitude of properties and processes. (MS-PS3-4)</td>
</tr>
<tr>
<td></td>
<td>PS3.B: Conservation of Energy and Energy Transfer</td>
<td>Energy and Matter</td>
</tr>
<tr>
<td></td>
<td>▪ When the motion energy of an object changes, there is inevitably some other change in energy at the same time. (MS-PS3-5)</td>
<td>▪ Energy may take different forms (e.g., energy in fields, thermal energy, energy of motion). (MS-PS3-5)</td>
</tr>
<tr>
<td></td>
<td>▪ The amount of energy transfer needed to change the temperature of a matter sample by a given amount depends on the nature of the matter, the size of the sample, and the environment. (MS-PS3-4)</td>
<td>▪ The transfer of energy can be tracked as energy flows through a designed or natural system. (MS-PS3-3)</td>
</tr>
</tbody>
</table>

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### MS-PS3 Energy

<table>
<thead>
<tr>
<th>Constructing Explanations and Designing Solutions</th>
<th>Engaging in Argument from Evidence</th>
</tr>
</thead>
<tbody>
<tr>
<td>Constructing explanations and designing solutions in 6–8 builds on K–5 experiences and progresses to include constructing explanations and designing solutions supported by multiple sources of evidence consistent with scientific ideas, principles, and theories.</td>
<td>Engaging in argument from evidence in 6–8 builds on K–5 experiences and progresses to constructing a convincing argument that supports or refutes claims for either explanations or solutions about the natural and designed worlds.</td>
</tr>
<tr>
<td>- Apply scientific ideas or principles to design, construct, and test a design of an object, tool, process or system. (MS-PS3-3)</td>
<td>- Construct, use, and present oral and written arguments supported by empirical evidence and scientific reasoning to support or refute an explanation or a model for a phenomenon. (MS-PS3–5)</td>
</tr>
</tbody>
</table>

#### Connections to Nature of Science

Scientific Knowledge is Based on Empirical Evidence

Science knowledge is based upon logical and conceptual connections between evidence and explanations (MS-PS3-4), (MS-PS3–5)

---

<table>
<thead>
<tr>
<th>California Environmental Principles and Concepts aligned to the CA NGSS: (MS-PS3-3), (MS-PS3-4)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Principle IV: The exchange of matter between natural systems and human societies affects the long-term functioning of both.</td>
</tr>
</tbody>
</table>

| Connections to other DCIs in this grade-band: MS.PS1.A (MS-PS3-4); MS.PS1.B (MS-PS3-3); MS.PS2.A (MS-PS3-4), (MS-PS3–5); MS.ESS2.A (MS-PS3-3); MS.ESS2.C (MS-PS3-3), (MS-PS3-4); MS.ESS2.D (MS-PS3-3), (MS-PS3-4); MS.ESS3.D (MS-PS3-4) |

| Articulation across grade-bands: 4.PS3.B (MS-PS3-3); 4.PS3.C (MS-PS3-4), (MS-PS3–5); HS.PS1.B (MS-PS3-4); HS.PS3.A (MS-PS3-4), (MS-PS3-5); HS.PS3.B (MS-PS3-3), (MS-PS3-4), (MS-PS3–5) |

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### MS-PS3 Energy

**California Common Core State Standards Connections:**

**ELA/Literacy –**

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<tr>
<th>Standard</th>
<th>Description</th>
<th>DCIs</th>
</tr>
</thead>
<tbody>
<tr>
<td>RST.6–8.1</td>
<td>Cite specific textual evidence to support analysis of science and technical texts. (MS-PS3–5)</td>
<td>(MS-PS3-5)</td>
</tr>
<tr>
<td>RST.6–8.3</td>
<td>Follow precisely a multistep procedure when carrying out experiments, taking measurements, or performing technical tasks. (MS-PS3-3), (MS-PS3-4)</td>
<td>(MS-PS3-3), (MS-PS3-4)</td>
</tr>
<tr>
<td>WHST.6–8.1.a–e</td>
<td>Write arguments focused on discipline-specific content. (MS-PS3–5)</td>
<td>(MS-PS3–5)</td>
</tr>
<tr>
<td>WHST.6–8.7</td>
<td>Conduct short research projects to answer a question (including a self-generated question), drawing on several sources and generating additional related, focused questions that allow for multiple avenues of exploration. (MS-PS3-3), (MS-PS3-4)</td>
<td>(MS-PS3-3), (MS-PS3-4)</td>
</tr>
</tbody>
</table>

**Mathematics –**

<table>
<thead>
<tr>
<th>Standard</th>
<th>Description</th>
<th>DCIs</th>
</tr>
</thead>
<tbody>
<tr>
<td>MP.2</td>
<td>Reason abstractly and quantitatively. (MS-PS3-4), (MS-PS3–5)</td>
<td>(MS-PS3-4), (MS-PS3–5)</td>
</tr>
<tr>
<td>6.RP.1</td>
<td>Understand the concept of ratio and use ratio language to describe a ratio relationship between two quantities. For example, “The ratio of wings to beaks in the bird house at the zoo was 2:1, because for every 2 wings there was 1 beak.” “For every vote candidate A received, candidate C received nearly three votes.” (MS-PS3–5)</td>
<td>(MS-PS3–5)</td>
</tr>
<tr>
<td>6.SP.5.a–d</td>
<td>Summarize numerical data sets in relation to their context. (MS-PS3-4)</td>
<td>(MS-PS3-4)</td>
</tr>
</tbody>
</table>

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**MS-PS4 Waves and Their Applications in Technologies for Information Transfer**

<table>
<thead>
<tr>
<th>Students who demonstrate understanding can:</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>MS-PS4-1.</strong> Use mathematical representations to describe a simple model for waves that includes how the amplitude of a wave is related to the energy in a wave.</td>
</tr>
<tr>
<td>[Clarification Statement: Emphasis is on describing waves with both qualitative and quantitative thinking.] [Assessment Boundary: Assessment does not include electromagnetic waves and is limited to standard repeating waves.]</td>
</tr>
<tr>
<td><strong>MS-PS4-2.</strong> Develop and use a model to describe that waves are reflected, absorbed, or transmitted through various materials.</td>
</tr>
<tr>
<td>[Clarification Statement: Emphasis is on both light and mechanical waves. Examples of models could include drawings, simulations, and written descriptions.] [Assessment Boundary: Assessment is limited to qualitative applications pertaining to light and mechanical waves.]</td>
</tr>
<tr>
<td><strong>MS-PS4-3.</strong> Integrate qualitative scientific and technical information to support the claim that digitized signals are a more reliable way to encode and transmit information than analog signals.</td>
</tr>
<tr>
<td>[Clarification Statement: Emphasis is on a basic understanding that waves can be used for communication purposes. Examples could include using fiber optic cable to transmit light pulses, radio wave pulses in wifi devices, and conversion of stored binary patterns to make sound or text on a computer screen.] [Assessment Boundary: Assessment does not include binary counting. Assessment does not include the specific mechanism of any given device.]</td>
</tr>
</tbody>
</table>

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<table>
<thead>
<tr>
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<th>Disciplinary Core Ideas</th>
<th>Crosscutting Concepts</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Developing and Using Models</strong></td>
<td><strong>PS4.A: Wave Properties</strong></td>
<td><strong>Patterns</strong></td>
</tr>
<tr>
<td>Modeling in 6–8 builds on K-5 and progresses to developing, using, and revising models to describe, test, and predict more abstract phenomena and design systems.</td>
<td>A simple wave has a repeating pattern with a specific wavelength, frequency, and amplitude. (MS-PS4-1)</td>
<td>Graphs and charts can be used to identify patterns in data. (MS-PS4-1)</td>
</tr>
<tr>
<td>• Develop and use a model to describe phenomena. (MS-PS4-2)</td>
<td>A sound wave needs a medium through which it is transmitted. (MS-PS4-2)</td>
<td>Structure and Function</td>
</tr>
<tr>
<td><strong>Using Mathematics and Computational Thinking</strong></td>
<td><strong>PS4.B: Electromagnetic Radiation</strong></td>
<td>• Structures can be designed to serve particular functions by taking into account properties of different materials, and how materials can be shaped and used. (MS-PS4-2)</td>
</tr>
<tr>
<td>Mathematical and computational thinking at the 6–8 level builds on K-5 and progresses to identifying patterns in large data sets and using mathematical concepts to support explanations and arguments.</td>
<td>When light shines on an object, it is reflected, absorbed, or transmitted through the object, depending on the object's material and the frequency (color) of the light. (MS-PS4-2)</td>
<td>• Structures can be designed to serve particular functions. (MS-PS4-3)</td>
</tr>
<tr>
<td>• Use mathematical representations to describe and/or support scientific conclusions and design solutions. (MS-PS4-1)</td>
<td>The path that light travels can be traced as straight lines, except at surfaces between different transparent materials (e.g., air and water, air and glass) where the light path bends. (MS-PS4-2)</td>
<td></td>
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</table>

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## Grade Eight: Discipline Specific Course Model

### MS-PS4 Waves and Their Applications in Technologies for Information Transfer

<table>
<thead>
<tr>
<th>Obtaining, Evaluating, and Communicating Information</th>
<th>A wave model of light is useful for explaining brightness, color, and the frequency-dependent bending of light at a surface between media. (MS-PS4-2)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Obtaining, evaluating, and communicating information in 6–8 builds on K–5 and progresses to evaluating the merit and validity of ideas and methods.</td>
<td>However, because light can travel through space, it cannot be a matter wave, like sound or water waves. (MS-PS4-2)</td>
</tr>
<tr>
<td>▪ Integrate qualitative scientific and technical information in written text with that contained in media and visual displays to clarify claims and findings. (MS-PS4-3)</td>
<td><strong>PS4.C: Information Technologies and Instrumentation</strong></td>
</tr>
<tr>
<td><strong>Connections to Nature of Science</strong></td>
<td>▪ Digitized signals (sent as wave pulses) are a more reliable way to encode and transmit information. (MS-PS4-3)</td>
</tr>
</tbody>
</table>

**Scientific Knowledge is Based on Empirical Evidence**

- Science knowledge is based upon logical and conceptual connections between evidence and explanations. (MS-PS4-1)

**Connections to Engineering, Technology, and Applications of Science**

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

- Technologies extend the measurement, exploration, modeling, and computational capacity of scientific investigations. (MS-PS4-3)

**Science is a Human Endeavor**

- Advances in technology influence the progress of science and science has influenced advances in technology. (MS-PS4-3)

**Connections to other DCIs in this grade-band:** MS.LS1.D (MS-PS4-2)

**Articulation across grade-bands:** 4.PS3.A (MS-PS4-1); 4.PS3.B (MS-PS4-1); 4.PS4.A (MS-PS4-1); 4.PS4.B (MS-PS4-2); 4.PS4.C (MS-PS4-3); HS.PS4.A (MS-PS4-1), (MS-PS4-2), (MS-PS4-3); HS.PS4.B (MS-PS4-1), (MS-PS4-2); HS.PS4.C (MS-PS4-3); HS.ESS1.A (MS-PS4-2)

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**MS-PS4 Waves and Their Applications in Technologies for Information Transfer**

*California Common Core State Standards Connections:*

**ELA/Literacy –**

- **RST.6–8.1** Cite specific textual evidence to support analysis of science and technical texts. (MS-PS4-3)
- **RST.6–8.2** Determine the central ideas or conclusions of a text; provide an accurate summary of the text distinct from prior knowledge or opinions. (MS-PS4-3)
- **RST.6–8.9** Compare and contrast the information gained from experiments, simulations, video, or multimedia sources with that gained from reading a text on the same topic. (MS-PS4-3)

**WHST.6–8.9** Draw evidence from informational texts to support analysis, reflection, and research. (MS-PS4-3)

**SL.8.5** Integrate multimedia and visual displays into presentations to clarify information, strengthen claims and evidence, and add interest. (MS-PS4-1), (MS-PS4-2)

**Mathematics –**

- **MP.2** Reason abstractly and quantitatively. (MS-PS4-1)
- **MP.4** Model with mathematics. (MS-PS4-1)
- **6.RP.1** Understand the concept of a ratio and use ratio language to describe a ratio relationship between two quantities. *For example, “The ratio of wings to beaks in the bird house at the zoo was 2:1, because for every 2 wings there was 1 beak.” “For every vote candidate A received, candidate C received nearly three votes.”* (MS-PS4-1)

**6.RP.3.a–d** Use ratio and rate reasoning to solve real-world and mathematical problems, e.g., by reasoning about tables of equivalent ratios, tape diagrams, double number line diagrams, or equations. (MS-PS4-1)

**7.RP.2.a–d** Recognize and represent proportional relationships between quantities. (MS-PS4-1)

**8.F.3** Interpret the equation $y = mx + b$ as defining a linear function, whose graph is a straight line; give examples of functions that are not linear. *For example, the function $A = s^2$ giving the area of a square as a function of its side length is not linear because its graph contains the points $(1,1)$, $(2,4)$ and $(3,9)$, which are not on a straight line.* (MS-PS4-1)

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Grade Eight: Discipline Specific Course Model
**Grade Eight: Discipline Specific Course Model**

### MS-ETS1 Engineering Design

**MS-ETS1 Engineering Design**

Students who demonstrate understanding can:

- **MS-ETS1-1.** Define the criteria and constraints of a design problem with sufficient precision to ensure a successful solution, taking into account relevant scientific principles and potential impacts on people and the natural environment that may limit possible solutions.

- **MS-ETS1-2.** Evaluate competing design solutions using a systematic process to determine how well they meet the criteria and constraints of the problem.

- **MS-ETS1-3.** Analyze data from tests to determine similarities and differences among several design solutions to identify the best characteristics of each that can be combined into a new solution to better meet the criteria for success.

- **MS-ETS1-4.** Develop a model to generate data for iterative testing and modification of a proposed object, tool, or process such that an optimal design can be achieved.

The performance expectation(s) above were developed using the following elements from the NRC document *A Framework for K–12 Science Education*:

#### Science and Engineering Practices

**Asking Questions and Defining Problems**

Asking questions and defining problems in grades 6–8 builds on grades K–5 experiences and progresses to specifying relationships between variables, and clarifying arguments and models.

- Define a design problem that can be solved through the development of an object, tool, process, or system and includes multiple criteria and constraints, including scientific knowledge that may limit possible solutions. (MS-ETS1-1)

**Developing and Using Models**

Modeling in 6–8 builds on K–5 experiences and progresses to developing, using, and revising models to describe, test, and predict more abstract phenomena and design systems.

- Develop a model to generate data to test ideas about designed systems, including those representing inputs and outputs (MS-ETS1-4)

#### Disciplinary Core Ideas

**ETS1.A: Defining and Delimiting Engineering Problems**

- The more precisely a design task’s criteria and constraints can be defined, the more likely it is that the designed solution will be successful. Specification of constraints includes consideration of scientific principles and other relevant knowledge that are likely to limit possible solutions. (MS-ETS1-1)

**ETS1.B: Developing Possible Solutions**

- A solution needs to be tested, and then modified on the basis of the test results, in order to improve it. (MS-ETS1-4)

- There are systematic processes for evaluating solutions with respect to how well they meet the criteria and constraints of a problem. (MS-ETS1-2), (MS-ETS1-3)

- Sometimes parts of different solutions can be combined to create a solution that is better than any of its predecessors. (MS-ETS1-3)

#### Crosscutting Concepts

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

- All human activity draws on natural resources and has both short and long-term consequences, positive as well as negative, for the health of people and the natural environment. (MS-ETS1-1)

- The uses of technologies and limitations on their use are driven by individual or societal needs, desires, and values; by the findings of scientific research; and by differences in such factors as climate, natural resources, and economic conditions. (MS-ETS1-1)

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### MS-ETS1 Engineering Design

**Analyzing and Interpreting Data**
- Analyzing data in 6–8 builds on K–5 experiences and progresses to extending quantitative analysis to investigations, distinguishing between correlation and causation, and basic statistical techniques of data and error analysis.
- Analyze and interpret data to determine similarities and differences in findings. (MS-ETS1-3)

**Engaging in Argument from Evidence**
- Engaging in argument from evidence in 6–8 builds on K–5 experiences and progresses to constructing a convincing argument that supports or refutes claims for either explanations or solutions about the natural and designed world.
- Evaluate competing design solutions based on jointly developed and agreed-upon design criteria. (MS-ETS1-2)
- Models of all kinds are important for testing solutions. (MS-ETS1-4)

**ETS1.C: Optimizing the Design Solution**
- Although one design may not perform the best across all tests, identifying the characteristics of the design that performed the best in each test can provide useful information for the redesign process—that is, some of those characteristics may be incorporated into the new design. (MS-ETS1-3)
- The iterative process of testing the most promising solutions and modifying what is proposed on the basis of the test results leads to greater refinement and ultimately to an optimal solution. (MS-ETS1-4)

---

*California Environmental Principles and Concepts aligned to the CA NGSS: (MS-ETS1-3)*

**Principle V: Decisions affecting resources and natural systems are based on a wide range of considerations and decision-making processes.**

**Connections to MS-ETS1.A: Defining and Delimiting Engineering Problems include:**
- Physical Science: MS-PS3-3

**Connections to MS-ETS1.B: Developing Possible Solutions Problems include:**
- Physical Science: MS-PS1-6, MS-PS3-3,
- Life Science: MS-LS2-5

**Connections to MS-ETS1.C: Optimizing the Design Solution include:**
- Physical Science: MS-PS1-6

**Articulation of DCIs across grade-bands:**
- 3–5.ETS1.A (MS-ETS1-1), (MS-ETS1-2), (MS-ETS1-3); 3–5.ETS1.B (MS-ETS1-2), (MS-ETS1-3), (MS-ETS1-4); 3–5.ETS1.C (MS-ETS1-2), (MS-ETS1-3), (MS-ETS1-4); HS.ETS1.A (MS-ETS1-1), (MS-ETS1-2); HS.ETS1.B (MS-ETS1-1), (MS-ETS1-2), (MS-ETS1-3), (MS-ETS1-4); HS.ETS1.C (MS-ETS1-3), (MS-ETS1-4)

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### MS-ETS1 Engineering Design

**California Common Core State Standards Connections:**

**ELA/Literacy –**

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<th>Standard</th>
<th>Description</th>
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<tbody>
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<td>RST.6–8.1</td>
<td>Cite specific textual evidence to support analysis of science and technical texts. (MS-ETS1-1), (MS-ETS1-2), (MS-ETS1-3)</td>
</tr>
<tr>
<td>RST.6–8.7</td>
<td>Integrate quantitative or technical information expressed in words in a text with a version of that information expressed visually (e.g., in a flowchart, diagram, model, graph, or table). (MS-ETS1-3)</td>
</tr>
<tr>
<td>RST.6–8.9</td>
<td>Compare and contrast the information gained from experiments, simulations, video, or multimedia sources with that gained from reading a text on the same topic. (MS-ETS1-2), (MS-ETS1-3)</td>
</tr>
<tr>
<td>WHST.6–8.7</td>
<td>Conduct short research projects to answer a question (including a self-generated question), drawing on several sources and generating additional related, focused questions that allow for multiple avenues of exploration. (MS-ETS1-2)</td>
</tr>
<tr>
<td>WHST.6–8.8</td>
<td>Gather relevant information from multiple print and digital sources (primary and secondary), using search terms effectively; assess the credibility and accuracy of each source; and quote or paraphrase the data and conclusions of others while avoiding plagiarism and following a standard format for citation. CA (MS-ETS1-1)</td>
</tr>
<tr>
<td>WHST.6–8.9</td>
<td>Draw evidence from informational texts to support analysis, reflection, and research. (MS-ETS1-2)</td>
</tr>
<tr>
<td>SL.8.5</td>
<td>Integrate multimedia and visual displays into presentations to clarify information, strengthen claims and evidence, and add interest. (MS-ETS1-4)</td>
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**Mathematics –**

<table>
<thead>
<tr>
<th>Standard</th>
<th>Description</th>
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<tbody>
<tr>
<td>MP.2</td>
<td>Reason abstractly and quantitatively. (MS-ETS1-1), (MS-ETS1-2), (MS-ETS1-3), (MS-ETS1-4)</td>
</tr>
<tr>
<td>7.EE.3</td>
<td>Solve multi-step real-life and mathematical problems posed with positive and negative rational numbers in any form (whole numbers, fractions, and decimals), using tools strategically. Apply properties of operations to calculate with numbers in any form; convert between forms as appropriate; and assess the reasonableness of answers using mental computation and estimation strategies. For example: If a woman making $25 an hour gets a 10% raise, she will make an additional 1/10 of her salary an hour, or $2.50, for a new salary of $27.50. If you want to place a towel bar 9 3/4 inches long in the center of a door that is 27 1/2 inches wide, you will need to place the bar about 9 inches from each edge; this estimate can be used as a check on the exact computation. (MS-ETS1-1), (MS-ETS1-2), (MS-ETS1-3)</td>
</tr>
<tr>
<td>7.SP.7.a, b</td>
<td>Develop a probability model and use it to find probabilities of events. Compare probabilities from a model to observed frequencies; if the agreement is not good, explain possible sources of the discrepancy. (MS-ETS1-4)</td>
</tr>
</tbody>
</table>

*The performance expectations marked with an asterisk integrate traditional science content with engineering through a Practice or Disciplinary Core Idea.*  
***Multiple DCIs show supplemental DCIs with three asterisks at the end of the DCI description. These are core ideas from other science disciplines that are important to understanding the DCI. The section titled “Disciplinary Core Ideas” is reproduced verbatim from A Framework for K–12 Science Education: Practices, Crosscutting Concepts, and Core Ideas.*