

# 3rd Grade NGSS Science I Can Statements

## Physical Science

**3-PS2-1** I can investigate the effects of balanced and unbalanced forces on different objects.

**3-PS2-2** I can find patterns in the motions of everyday objects.

**3-PS2-3** I can ask questions to figure out the cause and effect of electricity and magnets.

**3-PS2-4** I can use magnets to design a solution to a simple problem.

## Life Science

**3-LS1-1** I can make models of life cycles for different plants and animals; my models show birth, growth, reproduction, and death.

**3-LS2-1** I can explain in detail why some animals form groups to survive.

**3-LS3-1** I can use data to show that in some ways plants and animals are like their family members, and in some ways they aren't.

**3-LS3-2** I can prove that changing a plant or animal's environment will change how it grows and survives.

**3-LS4-1** I can look at fossils and tell you the type of plant or animal it is, and the environment it lived in.

**3-LS4-2** I can list traits that help organisms survive. I can also explain why these are helpful.

**3-LS4-3** I can prove with words that in a particular habitat some plants and animals grow strong, some struggle, and others die.

**3-LS4-4** I can speak up for why changing something about the environment can be harmful, and why this change needs a solution.

### **Earth and Space Science**

**3-ESS2-1** I can make a table and graph of weather for a particular season and place.

**3-ESS2-2** I can research and present information on climates in different parts of the world.

**3-ESS3-1** I can explain how to prevent and minimize damage from weather disasters.

### **Engineering, Technology & Applications in Science**

**3-5-ETS1-1** I can think up an engineering “problem” that needs to be fixed; I can list rules for possible solutions.

**3-5-ETS1-2** I can brainstorm solutions for an engineering problem; I can compare ideas to find which ones best fit the situation.

**3-5-ETS1-3** I can test different solutions for an engineering problem; I can tell you if an idea will work, fail, or just needs improvement.