



Adventures With Electricity - Curriculum Connections

Suggested Grades: K- 3 (could be expanded to older grades)

Curriculum Connections: Energy (K-2), Computer Science (K-1), Scientific Methods (Gr 1-5), Matter (Gr 1)

Specific Learning Outcomes:

Kindergarten

- *Energy* - Children explore movement of objects, humans, and other animals.
- *Computer Science* - Children interpret instructions in various environments.

Grade 1

- *Matter* - Students analyze properties of objects and investigate how they can be changed (weight/mass).
- *Energy* - Students investigate direction, pathway, and speed of moving objects and animals.
- *Computer Science* - Students follow instructions and relate them to outcomes.
- *Scientific Methods* - Students engage in and describe investigation (carry out an investigation, make predictions).

Grade 2

- *Energy* - Students investigate the behaviors of light and sound (sources of light - electricity).
- *Scientific Methods* - Students examine investigation and explain how it is influenced by purpose (methods and processes used in investigation, observations).

Grade 3

- *Scientific Methods* - Students relate investigation to building knowledge (record observations to explore questions asked).