



Kindergarten Curriculum Pacing Guide

Types of Motion

Crosscutting Concepts: Patterns, Cause and Effect, Energy and Matter

Topics: Motion (based on physical attributes)

Estimated Time Instructional Segment: 7 weeks

Anchoring Phenomenon	Standard	Instructional Segments	Disciplinary Core Ideas	Science and Engineering Practices	Instructional Notes
Putting objects in motion	SKP2a, b	How Does it Move? Move it!	From A Framework for K-12 Science Education : PS2.A Forces and Motion <ul style="list-style-type: none"> ● Objects pull or push each other when they collide or are connected. ● Pushes and pulls can have different strengths and directions. ● Pushing or pulling on an object can change the speed or direction of its motion and can start or stop it. 	<ul style="list-style-type: none"> ● Planning and carrying out investigations ● Engaging in argument from evidence ● Obtaining, evaluating, and communicating information 	Examples of forces could include toss, drop, push, and pull. By the end of this unit, students are using the following language in their speaking and writing during EXPLAIN or ELABORATE. <ul style="list-style-type: none"> ● Push ● Pull ● Straight ● Circular ● Back and forth ● Fast and slow ● Motionless ● Force ● Up and Down

This instructional segment will connect to SKL1a and SKL1b that explore the relationship between living organisms and how they are grouped according to their attributes. Movement is one defining characteristic of living organisms. Living organisms move in a variety of ways (hop, fly, walk, slither) based on their external features.