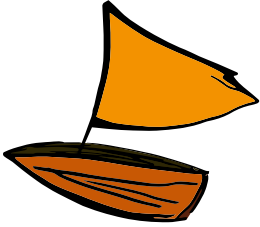


# CIBL Student Activity Packs

Elementary - N.G.S.S.

## Engineering

- **K-2-ETS1-1.** Ask questions, make observations, and gather information about a situation people want to change to define a simple problem that can be solved through the development of a new or improved object or tool.
- **K-2-ETS1-2.** Develop a simple sketch, drawing, or physical model to illustrate how the shape of an object helps it function as needed to solve a given problem.
- **3-5-ETS1-1.** Define a simple design problem reflecting a need or a want that includes specified criteria for success and constraints on materials, time, or cost.
- **3-5-ETS1-3.** Plan and carry out fair tests in which variables are controlled and failure points are considered to identify aspects of a model or prototype that can be improved.



## Ecosystems

- **5-PS3-1.** Use models to describe that energy in animals' food was once energy from the sun.
- **5-LS2-1.** Develop a model to describe the movement of matter among plants, animals, decomposers, and the environment.



## Weather Systems

- **MS-ESS2-4.** Develop a model to describe the cycling of water through Earth's systems driven by energy from the sun and the force of gravity.



## Force & Motion

- **3-PS2-1.** Plan and conduct an investigation to provide evidence of the effects of balanced and unbalanced forces on the motion of an object.
- **4-PS3-1.** Use evidence to construct an explanation relating the speed of an object to the energy of that object.



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