



	<b>Forces and Interactions: Pushes and Pulls (Covered in STEM)</b>					
	Students apply and understanding of the effects of different strengths or different directions of pushes and pulls on the motion of an object to analyze a design solution					
	Guiding Question: What happens if you push or pull an object harder?					
	Crosscutting Concepts: Patterns; Cause & Effect; Systems and system models; interdependence of science engineering, and technology; influence of engineering, technology, and science on society and the natural world					
	Science & Engineering Practices: Asking questions; Developing & Using Models; Planning & carrying out investigations; Analyzing & interpreting data; designing solutions; engaging in argument from evidence; Obtaining, evaluating, and communicating information					
Gr K	<b>Curriculum Breakdown Social Studies</b>	<b>Other Topics &amp; Connected Topics</b>				
	<b>Individual Development and Identity: Me, Myself, and Others</b>	-Family				
	*Identity is shaped by interactions between individuals and the world around them	-Holidays/Traditions/ Seasons				
	*Individuals have responsibilities to various groups in which they belong	-Days, Months, Year				
	<b>Types of Power, Authority, and Governance: School and Me; Democratic Principles In Everyday Life</b>	-Community Helpers				
	*Identity is influenced by dynamic interactions between individuals and groups	-Celebration of Cultural differences				
	*School rules and responsibilities help individuals define roles as members of a community	- Important Leaders				
	<b>Conflict and Compromise: People; The Same and Different</b>					
	*Geography: Humans interact with their environments to reflect their needs, interests, and values					
	*Identity is shaped by dynamic interaction between: individuals and groups; agency and structure; nature and environment					
	<b>Types of Power, Authority, and Governance: People Working Together to Make Their Community Work</b>					
	*Civics: Rules help people work together effectively					
	*Identity: Different rules are needed for different places					