

Blackstone-Millville Regional Science Curriculum Overview

	PreK	Kindergarten	Grade One	Grade Two	Grade Three	Grade Four	Grade Five
EARTH	<p>Earth's Materials</p> <p>The Weather</p> <p>Sun-Source of light, heat</p> <p>Seasons</p>	<p>Earth's Materials</p> <p>Sun- Source of heat, light</p> <p>Weather</p>	<p>Earth's Material</p> <p>Sun – Source of heat, Light</p> <p>Seasons</p>		<p>Rocks & Properties</p> <p>Soil</p> <p>Weather</p> <p>Water Cycle</p> <p>Earth's History</p> <p>Solar System</p>		<p>Rocks and Properties</p> <p>Soil</p> <p>Weather</p> <p>Water Cycle</p> <p>Earth's History</p> <p>Solar system</p>
LIFE	<p>Plants</p> <ul style="list-style-type: none"> ◆ Characteristics ◆ Heredity ◆ Environment <p>Animals</p> <ul style="list-style-type: none"> ◆ Living vs. Non ◆ Environment (senses) ◆ Appearance 	<p>Plants</p> <ul style="list-style-type: none"> ◆ Characteristics ◆ Heredity ◆ Environment <p>Animals</p> <ul style="list-style-type: none"> ◆ Living vs. Non ◆ Life Cycles ◆ Environment (senses) ◆ Appearance ◆ Habitat 	<p>Plants</p> <p>Characteristics</p> <ul style="list-style-type: none"> ◆ Heredity ◆ Evolution ◆ Environment <p>Animals</p> <ul style="list-style-type: none"> ◆ Characteristics ◆ Living vs. Non ◆ Life cycles ◆ Fossils changes ◆ Habitats ◆ Heredity 	<p>Plants (fossils)</p> <p>Animals</p> <ul style="list-style-type: none"> ◆ Characteristics ◆ Life cycles ◆ Fossils ◆ Habitats (Oceans) (Forest) (Desert) 	<p>Animals</p> <ul style="list-style-type: none"> ◆ Characteristics ◆ Life cycle <p>Energy and living things</p>	<p>Animals</p> <ul style="list-style-type: none"> ◆ Characteristics ◆ Structure ◆ Adaptations <p>Energy and living things</p> <p>Plants</p> <ul style="list-style-type: none"> ◆ Energy ◆ Characteristics ◆ Structure and function ◆ Adaptations 	<p>Animals</p> <ul style="list-style-type: none"> ◆ Structure and function ◆ Characteristics ◆ Adaptations <p>Plants</p> <ul style="list-style-type: none"> ◆ Characteristics ◆ Structure and function
PHYSICAL		<p>Properties</p> <p>States of Matter</p> <p>Position and Motion</p>	<p>Properties</p> <p>States Matter</p> <p>Position and Motion</p>	<p>States of Matter</p> <p>Position & Motion (force-push/pull)</p>	<p>Properties of Objects</p> <p>States Matter</p>	<p>Properties of Objects</p> <p>Forms of Energy</p> <p>Electrical Energy</p> <p>Magnetic Energy</p> <p>Sound Energy</p> <p>Light Energy</p>	<p>Simple Machines</p>

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