

Objective Number	Next Generation Science Standards ■ = Fully covered	Projects							
		Getting Started	Electric Fortune Teller	Buzz Wire Maze	Haunted House Therenin	Thermo Magic Show	Drop Zone	Gravitron	Pirate Ship
Fourth Grade - Next Generation Science Standards - 4.Energy									
4-PS3-2	Make observations to provide evidence that energy can be transferred from place to place by sound, light, heat, and electric currents.		■	■		■			
4-PS3-1	Use evidence to construct an explanation relating the speed of an object to the energy of that object.						■	■	
4-PS3-3	Ask questions and predict outcomes about the changes in energy that occur when objects collide.						■	■	
Middle School Physical Science - Next Generation Science Standards - MS.Forces and Interactions									
MS-PS2-3	Ask questions about data to determine the factors that affect the strength of electric and magnetic forces.		■	■	■				
MS-PS2-2	Plan an investigation to provide evidence that the change in an object's motion depends on the sum of the forces on the object and the mass of the object.						■	■	■
MS-PS1-4	Develop a model that predicts and describes changes in particle motion, temperature, and state of a pure substance when thermal energy is added or removed.					■			■
MS-PS2-4	Construct and present arguments using evidence to support the claim that gravitational interactions are attractive and depend on the masses of interacting objects.						■	■	
MS-PS3-1	Construct and interpret graphical displays of data to describe the relationships of kinetic energy to the mass of an object and to the speed of an object.						■	■	■
MS-PS3-5	Construct, use, and present arguments to support the claim that when the kinetic energy of an object changes, energy is transferred to or from the object.						■	■	■
Third Grade - Next Generation Science Standards - 3.Forces and Interactions									
3-PS2-3	Ask questions to determine cause and effect relationships of electric or magnetic interactions between two objects not in contact with each other.				■				
3-PS2-4	Define a simple design problem that can be solved by applying scientific ideas about magnets.				■				
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.						■	■	■
3-PS2-2	Make observations and/or measurements of an object's motion to provide evidence that a pattern can be used to predict future motion.						■	■	■

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