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correlated to
National Science Education Standards
Grades K-4

National Science Education Standards Grades K-4	Scholastic <i>ReadAbout</i> ©2005
Physical Science	
CONTENT STANDARD B:	
As a result of the activities in grades K-4, all students should develop an understanding of	
Light, heat, electricity, and magnetism	
<ul style="list-style-type: none"> Magnets attract and repel each other and certain kinds of other materials. 	The following SmartFiles and software passages address this objective: <i>Mighty Magnets</i>
Life Science	
CONTENT STANDARD C:	
As a result of activities in grades K-4, all students should develop understanding of	
The characteristics of organisms	
<ul style="list-style-type: none"> Organisms have basic needs. For example, animals need air, water, and food; plants require air, water, nutrients, and light. Organisms can survive only in environments in which their needs can be met. The world has many different environments, and distinct environments support the life of different types of organisms. 	The following SmartFiles and software passages address this objective: <i>Animal Journeys; Bionic Parts for People; Bugs, Burgers & Other Treats; Super Foods; White House Pets</i>
<ul style="list-style-type: none"> Each plant or animal has different structures that serve different functions in growth, survival, and reproduction. For example, humans have distinct body structures for walking, holding, seeing, and talking. 	The following SmartFiles and software passages address this objective: <i>Animal Journeys; Bionic Parts for People; Creature Teachers; Inside Your Brain; Living With Wild Animals; Plant Planet; Animal Heroes</i>
<ul style="list-style-type: none"> The behavior of individual organisms is influenced by internal cues (such as hunger) and by external cues (such as a change in the environment). Humans and other organisms have senses that help them detect internal and external cues. 	The following SmartFiles and software passages address this objective: <i>Animal Journeys; Bionic Parts for People; Creature Teachers; Inside Your Brain; Living With Wild Animals; Super Foods</i>

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Life cycles of organisms	
<ul style="list-style-type: none"> Plants and animals have life cycles that include being born, developing into adults, reproducing, and eventually dying. The details of this life cycle are different for different organisms. 	The following SmartFiles and software passages address this objective: <i>Bionic Parts for People; Inside Your Brain</i>
<ul style="list-style-type: none"> Plants and animals closely resemble their parents. 	The following SmartFiles and software passages address this objective: <i>Plant Planet</i>
<ul style="list-style-type: none"> Many characteristics of an organism are inherited from the parents of the organism, but other characteristics result from an individual's interactions with the environment. Inherited characteristics include the color of flowers and the number of limbs of an animal. Other features, such as the ability to ride a bicycle, are learned through interactions with the environment and cannot be passed on to the next generation. 	The following SmartFiles and software passages address this objective: <i>Plant Planet</i>
Organisms and environments	
<ul style="list-style-type: none"> All animals depend on plants. Some animals eat plants for food. Other animals eat animals that eat the plants. 	The following SmartFiles and software passages address this objective: <i>Animals in Danger; Creature Teachers</i>
<ul style="list-style-type: none"> An organism's patterns of behavior are related to the nature of that organism's environment, including the kinds and numbers of other organisms present, the availability of food and resources, and the physical characteristics of the environment. When the environment changes, some plants and animals survive and reproduce, and others die or move to new locations. 	The following SmartFiles and software passages address this objective: <i>Animal Journeys; Animals in Danger; Creature Teachers; Life in the Everglades; Living With Wild Animals; Extreme Survival</i>
<ul style="list-style-type: none"> All organisms cause changes in the environment where they live. Some of these changes are detrimental to the organism or other organisms, whereas 	The following SmartFiles and software passages address this objective: <i>Animals in Danger; Extreme Survival</i>

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others are beneficial.	
<ul style="list-style-type: none"> Humans depend on their natural and constructed environments. Humans change environments in ways that can be either beneficial or detrimental for themselves and other organisms. 	The following SmartFiles and software passages address this objective: <i>Animals in Danger; Living With Wild Animals</i>
Earth and Space Science	
CONTENT STANDARD D:	
As a result of their activities in grades K-4, all students should develop an understanding of	
Properties of earth materials	
<ul style="list-style-type: none"> Fossils provide evidence about the plants and animals that lived long ago and the nature of the environment at that time. 	The following SmartFiles and software passages address this objective: <i>Fossil Finders</i>
Objects in the sky	
<ul style="list-style-type: none"> The sun, moon, stars, clouds, birds, and airplanes all have properties, locations, and movements that can be observed and described. 	The following SmartFiles and software passages address this objective: <i>Mars; Sun, Moon & Stars; Super Vision</i>
<ul style="list-style-type: none"> The sun provides the light and heat necessary to maintain the temperature of the earth. 	The following SmartFiles and software passages address this objective: <i>Sun, Moon & Stars</i>
Changes in the earth and sky	
<ul style="list-style-type: none"> The surface of the earth changes. Some changes are due to slow processes, such as erosion and weathering, and some changes are due to rapid processes, such as landslides, volcanic eruptions, and earthquakes. 	The following SmartFiles and software passages address this objective: <i>Deep in the Earth; Earth Shakers; Killer Snow; Disasters!</i>
<ul style="list-style-type: none"> Weather changes from day to day and over the seasons. Weather can be described by measurable quantities, such as temperature, wind direction and speed, and precipitation. 	The following SmartFiles and software passages address this objective: <i>Killer Snow; Twisters; Balloons & Zeppelins</i>
<ul style="list-style-type: none"> Objects in the sky have patterns of movement. The sun, for example, appears 	The following SmartFiles and software passages address this objective: <i>Mars; Sun,</i>

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to move across the sky in the same way every day, but its path changes slowly over the seasons. The moon moves across the sky on a daily basis much like the sun. The observable shape of the moon changes from day to day in a cycle that lasts about a month.	<i>Moon & Stars</i>
Science and Technology	
CONTENT STANDARD E:	
As a result of activities in grades K-4, all students should develop	
Understanding about science and technology	
<ul style="list-style-type: none"> • People have always had problems and invented tools and techniques (ways of doing something) to solve problems. Trying to determine the effects of solutions helps people avoid some new problems. 	The following SmartFiles and software passages address this objective: <i>Life Savers; Shocking Discoveries; Super Vision</i>
<ul style="list-style-type: none"> • Scientists and engineers often work in teams with different individuals doing different things that contribute to the results. This understanding focuses primarily on teams working together and secondarily, on the combination of scientist and engineer teams. 	The following SmartFiles and software passages address this objective: <i>Inside Your Brain; Life Savers; Shocking Discoveries</i>
<ul style="list-style-type: none"> • Women and men of all ages, backgrounds, and groups engage in a variety of scientific and technological work. 	The following SmartFiles and software passages address this objective: <i>Animal Journeys; Inside Your Brain; Life Savers; Shocking Discoveries</i>
<ul style="list-style-type: none"> • Tools help scientists make better observations, measurements, and equipment for investigations. They help scientists see, measure, and do things that they could not otherwise see, measure, and do. 	The following SmartFiles and software passages address this objective: <i>Super Vision</i>
Science in Personal and Social Perspectives	
CONTENT STANDARD F:	
As a result of activities in grades K-4, all students should develop understanding of	

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Personal health	
<ul style="list-style-type: none"> Safety and security are basic needs of humans. Safety involves freedom from danger, risk, or injury. Security involves feelings of confidence and lack of anxiety and fear. Student understandings include following safety rules for home and school, preventing abuse and neglect, avoiding injury, knowing whom to ask for help, and when and how to say no. 	<p>The following SmartFiles and software passages address this objective: <i>Rules of Your Life; Ultimate Athletes; Young Superstars</i></p>
<ul style="list-style-type: none"> Individuals have some responsibility for their own health. Students should engage in personal care—dental hygiene, cleanliness, and exercise—that will maintain and improve health. Understandings include how communicable diseases, such as colds, are transmitted and some of the body's defense mechanisms that prevent or overcome illness. 	<p>The following SmartFiles and software passages address this objective: <i>Plant Planet; Super Foods; Super Vision; Ultimate Athletes; Young Superstars</i></p>
<ul style="list-style-type: none"> Nutrition is essential to health. Students should understand how the body uses food and how various foods contribute to health. Recommendations for good nutrition include eating a variety of foods, eating less sugar, and eating less fat. 	<p>The following SmartFiles and software passages address this objective: <i>Super Foods</i></p>

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Types of resources	
<ul style="list-style-type: none"> Resources are things that we get from the living and nonliving environment to meet the needs and wants of a population. 	The following SmartFiles and software passages address this objective: <i>Precious Metals</i>
<ul style="list-style-type: none"> Some resources are basic materials, such as air, water, and soil; some are produced from basic resources, such as food, fuel, and building materials; and some resources are nonmaterial, such as quiet places, beauty, security, and safety. 	The following SmartFiles and software passages address this objective: <i>Super Foods; Bugs, Burgers & Other Treats</i>
<ul style="list-style-type: none"> The supply of many resources is limited. If used, resources can be extended through recycling and decreased use. 	The following SmartFiles and software passages address this objective: <i>Animal Rescuers</i>
Changes in environments	
<ul style="list-style-type: none"> Environments are the space, conditions, and factors that affect an individual's and a population's ability to survive and their quality of life. 	The following SmartFiles and software passages address this objective: <i>Animals in Danger; Life in the Everglades</i>
<ul style="list-style-type: none"> Changes in environments can be natural or influenced by humans. Some changes are good, some are bad, and some are neither good nor bad. Pollution is a change in the environment that can influence the health, survival, or activities of organisms, including humans. 	The following SmartFiles and software passages address this objective: <i>Animals in Danger</i>
<ul style="list-style-type: none"> Some environmental changes occur slowly, and others occur rapidly. Students should understand the different consequences of changing environments in small increments over long periods as compared with changing environments in large increments over short periods. 	The following SmartFiles and software passages address this objective: <i>Animals in Danger; Deep in the Earth; Earth Shakers; Killer Snow; Twisters; Extreme Survival</i>

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Science and technology in local challenges	
<ul style="list-style-type: none"> • People continue inventing new ways of doing things, solving problems, and getting work done. New ideas and inventions often affect other people; sometimes the effects are good and sometimes they are bad. It is helpful to try to determine in advance how ideas and inventions will affect other people. 	The following SmartFiles and software passages address this objective: <i>Animal Journeys; Inside Your Brain; Life Savers; Shocking Discoveries; Super Vision; Animal Rescuers</i>
<ul style="list-style-type: none"> • Science and technology have greatly improved food quality and quantity, transportation, health, sanitation, and communication. These benefits of science and technology are not available to all of the people in the world. 	The following SmartFiles and software passages address this objective: <i>Inside Your Brain; Life Savers; Shocking Discoveries; Super Vision; From Hollywood to Hip-Hop; High-Tech Superstars; Secret Messages</i>
History and Nature of Science	
CONTENT STANDARD G:	
As a result of activities in grades K-4, all students should develop understanding of	
Science as a human endeavor	
<ul style="list-style-type: none"> • Science and technology have been practiced by people for a long time. 	The following SmartFiles and software passages address this objective: <i>Life Savers; Shocking Discoveries; Buried City</i>
<ul style="list-style-type: none"> • Men and women have made a variety of contributions throughout the history of science and technology. 	The following SmartFiles and software passages address this objective: <i>Animal Journeys; Inside Your Brain; Life Savers; Shocking Discoveries; Animal Rescuers</i>
<ul style="list-style-type: none"> • Although men and women using scientific inquiry have learned much about the objects, events, and phenomena in nature, much more remains to be understood. Science will never be finished. 	The following SmartFiles and software passages address this objective: <i>Animal Journeys; Fossil Finders; Inside Your Brain; Life Savers; Shocking Discoveries; Animal Rescuers; Buried City</i>
<ul style="list-style-type: none"> • Many people choose science as a career and devote their entire lives to studying it. Many people derive great pleasure from doing science. 	The following SmartFiles and software passages address this objective: <i>Cool Colleges; Cool Jobs</i> In addition, the Featured Career section on each Science SmartFile offers students a

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	summary of a different science career and asks questions to determine if the student would enjoy each job.