

## How CP Volume 1 Activities Support the Next Generation Science Standards

	Performance Expectations	Science and Engineering Practices								NGSS Crosscutting Concepts						
		1	2	3	4	5	6	7	8	1	2	3	4	5	6	7
<b>Intro Activity</b> - Exploring Roles Used in POGIL Teams																
<b>CP Activity 0</b> - Making Sense of the Math Used with Rate Problems	HS-PS2-1	X	X		X	X	X	X	X	X						
<b>CP Activity 1</b> - Where Is an Object and Where Is It Going?	HS-PS2-1	X	X		X	X	X	X	X	X						
<b>CP Activity 2</b> - How Fast Is That Object Moving?	HS-PS2-1	X	X		X	X	X	X	X	X						
<b>CP Activity 3</b> - More Ways to Explore Velocity	HS-PS2-1	X	X		X	X	X	X	X	X						
<b>CP Activity 4</b> - What's Happening When Speed Changes?	HS-PS2-1	X	X		X	X	X	X	X	X						X
<b>CP Activity 5</b> - Pushing and Pulling Objects	HS-PS2-1	X	X		X	X	X	X	X	X			X			
<b>CP Activity 6</b> - How Are Force, Mass, and Acceleration Related?	HS-PS2-1	X	X		X	X	X	X	X	X	X					X
<b>PS Activity 9</b> – What Happens When Marbles Collide?	MS-PS2-1	X	X		X	X			X	X			X			X
<b>CP Activity 7</b> - Mass and Velocity: How Do They Affect a Moving Object?	HS-PS2-2	X	X		X	X	X	X	X	X						
<b>CP Activity 8</b> - Momentum in Systems of Colliding Objects	HS-PS2-2	X	X		X	X	X	X	X	X			X	X		
<b>CP Activity 9</b> - Kinetic Energy in Systems of Colliding Objects	HS-PS3-1 HS-PS3-2	X	X		X	X	X	X	X	X			X	X		
<b>PS Activity 7</b> – Gravitational Interactions Between Objects in Space	MS-PS2-4	X	X		X				X	X			X			
<b>PS Activity 8</b> – Using Gravity to Lighten the Load of a Backpack	MS-PS2-4	X	X		X	X			X	X			X			X
<b>CP Activity 12</b> - Gravitational Forces	HS-PS2-4	X	X		X	X	X	X	X	X						
<b>CP Activity 13</b> - Electrostatic Forces	HS-PS2-4	X	X		X	X	X	X	X	X						
<b>CP Activity 14</b> - Energy Transformations in Gravitational and Electric Fields	HS-PS3-5	X	X		X	X	X	X	X	X						X

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### Science and Engineering Practices

1	Asking questions (for science) and defining problems (for engineering)
2	Developing and using models
3	Planning and carrying out investigations
4	Analyzing and interpreting data
5	Using mathematics and computational thinking
6	Constructing explanations (for science) and designing solutions (for engineering)
7	Engaging in argument from evidence
8	Obtaining, evaluating, and communicating information

### Crosscutting Concepts

1	Patterns
2	Cause and effect
3	Scale, proportion, and quantity
4	Systems and system models
5	Energy and matter
6	Structure and function
7	Stability and change