

CONCEPT and SKILL ANALYSIS and ALLOCATION OF NGSS STANDARDS MIDDLE SCHOOL (Grades 5-8)

The NGSS standards have been allocated to transferable concepts and skills embedded within comprehensive structures for each. Both comprehensive structures are organized cognitively according to generality, complexity, and abstractness, three properties that characterize intellectual growth.

BASIC CONCEPT	SUB-CONCEPT		SUB-SUB-CONCEPT	
<p>LANGUAGE OF SCIENCE A</p> <ul style="list-style-type: none"> nature of matter 	<p>ENTITY, SYSTEM, MATTER A</p> <ul style="list-style-type: none"> things and substances (intensive, extensive properties) delineation, naming wave as entity system environment, context 	<p>HIERARCHY OF MATTER A</p> <ul style="list-style-type: none"> elements, compounds, mixtures kinetic theory of matter Periodic table 	<p>BULK SCALE A</p> <p>MOLECULAR SCALE B</p> <p>MS-PS1-1 The composition of molecules and crystalline solids is described at the atomic scale</p> <p>MS-PS1-4 Temperature, state and particle motion change when thermal energy is added or removed.</p> <p>MS-PS1-5 Mass and number of atoms are conserved during a chemical reaction.</p> <p>ATOMIC SCALE C</p> <p>atomic structure, Bohr model</p> <p>NUCLEUS AND ELEMENTARY PARTICLES d</p> <ul style="list-style-type: none"> Radioactivity <p>QUARKS AND LEPTONS e</p>	
		<p>HIERARCHY OF LIFE A</p> <p>MS-LS1-1 Living things are made of cells</p> <p>MS-LS1-3 Organisms to organ systems to tissues.</p>	<p>MOLECULAR LEVEL OF LIFE a</p> <p>CELLULAR SCALE B</p> <ul style="list-style-type: none"> Organelles <p>MS-LS1-2 Cell and organelle functions. (Also put under Process)</p> <p>TISSUE</p> <p>ORGAN</p> <p>ORGAN SYSTEM</p> <p>ORGANISM</p> <p>POPULATION</p> <p>COMMUNITY</p>	
		<p>PROPERTY/MEASUREMENT A</p> <ul style="list-style-type: none"> observation, value, unit error, accuracy misc properties: hardness, melting/boiling T°s, (non)-conductor <p>MS-ESS1-3 Objects in the solar system can be compared at several scales.</p>		<p>SCALE/SIZE A</p> <p>MS-ESS2-2 Geo-science processes operate at varying time and spatial scales.</p> <p>NUMBER B</p> <p>PHASE, STRUCTURE B</p> <p>COMPOSITION B</p> <p>TEMPERATURE B</p> <p>DISTANCE, AREA, VOLUME C</p> <ul style="list-style-type: none"> dimensions <p>SHAPE, ANGLE, CONFIGURATION c</p> <p>SPEED C</p> <p>LOCATION, DIRECTION, ORIENTATION c</p> <p>TEXTURE d</p> <p>HARDNESS, CLEAVAGE d</p> <p>POROSITY, PERMEABILITY E</p> <p>MASS F</p> <p>DENSITY, CONCENTRATION G</p> <p>UNIFORMITY h</p> <p>CHARGE, POLARITY h</p> <p>SOLUBILITY h</p>

	CHANGE/ PROCESS	B	RATIO, PERCENTAGE	A
	<ul style="list-style-type: none"> change-over-time 		SEQUENCE of EVENTS, TIME, RATE	A
	MS-ESS1-4 Rock strata are used to organize Earth's 4.6-billion year history.		MS-LS1-8 Sensory receptors send messages to the brain for immediate behavior or memory storage.	
	MS-ESS2-1 Earth's materials cycle because of energy flows that drive the process.		CYCLE	B
	MS-ESS2-3 Plate tectonics is evidenced by fossils and rocks, continental shapes, and seafloor structures.		<ul style="list-style-type: none"> input-output dynamic equilibrium 	
MS-ESS2-5 Motion and interactions of air masses cause weather changes.		MS-ESS1-1 Lunar phases, eclipses of sun and moon, and the seasons are cyclic patterns.		
MS-ESS3-1 Geo-science processes distribute minerals, energy and water resources unevenly around Earth.		MS-ESS2-4 Water cycle.		
MS-LS1-2 Cell and organelle functions. (Also put under <i>Hierarchy of Life</i> → <i>Cellular scale</i> .)		CORRELATION, CAUSALITY	B	
		<ul style="list-style-type: none"> (in)dependent, controlled variable 		
		MS-ESS1-2 Gravity controls the motion of objects within galaxies and solar systems.		
		MS-ESS2-6 Unequal heating and the Earth's rotation cause circulation patterns in the oceans and atmosphere.		
		MS-ESS3-2 Catastrophic events can sometimes be predicted and mitigating technologies developed.		
		GRAPH, EQUATION	B	

BASIC CONCEPT	SUB-CONCEPT	SUB-SUB-CONCEPT
<p>INTERDEPENDENCE/ ECOSYSTEM B</p> <ul style="list-style-type: none"> predator/prey food chain/web symbiosis: parasitism, commensalism, mutualism natural and mechanical systems 	<p>NATURAL ENVIRONMENT A</p> <ul style="list-style-type: none"> surroundings, context biome <p>MS-ESS3-3 Solutions can be designed for monitoring and minimizing humans' environmental impact. (Also put under <i>Skills</i> → <i>Design</i>)</p>	<p>HABITAT, NICHE A</p> <p>RESOURCE, POLLUTANT A</p> <p>DESIGNED or CONSTRUCTED ENVIRONMENT b</p> <p>CONSERVATION, RESTORATION B</p>
<p>MS-LS1-4 Animal behaviors and plant structures affect reproduction</p>		
<p>MS-LS1-5 Environmental and genetic factors influence the growth of organisms.</p>	<p>DIVERSITY A</p> <ul style="list-style-type: none"> community 	<p>SPATIAL , TEMPORAL DISTRIBUTION B</p> <p>STATISTICAL DISTRIBUTION b</p> <ul style="list-style-type: none"> Normal (bell) distribution
<p>MS-LS1-6 Photosynthesis is key to the cycling of matter and flow of energy through organisms.</p>	<p>COMPLEMENTARITY B</p> <ul style="list-style-type: none"> equilibrium of flows and reservoirs <p>MS-ESS3-4 Increased human population and consumption impact Earth's systems.</p>	<p>FORM AND FUNCTION A</p> <p>CARRYING CAPACITY (NATURAL LIMITS) A</p> <p>SUCCESSION, CLIMAX a</p>
<p>MS-LS2-1 Resource availability affects organisms and populations in an ecosystem.</p>		
<p>MS-LS2-2 Interactions among organisms follow clear patterns across multiple ecosystems.</p>		
<p>MS-LS2-3 Matter cycles and energy flows among living and non-living parts of an ecosystem.</p>		
<p>MS-LS2-4 Changes to the physical or biological components of an ecosystem affect populations.</p>		<p>CYCLE B</p>
<p>MS-LS2-5 Solutions can be designed for maintaining biodiversity and ecosystem services. (also put <i>under Skills</i> → <i>Design</i>)</p>		
<p>MS-ESS3-5 Several factors have caused the rise in global temperatures.</p>		

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<p>ENERGY & ENERGY RESOURCES B</p> <ul style="list-style-type: none"> energy resources and uses 	<p>ENERGY FORMS & TRANSFORMATION A</p> <ul style="list-style-type: none"> groupings: potential, mechanical photosynthesis metabolism/respiration <p>MS-PS3-5 Changes in kinetic energy are caused by either energy inputs or outputs</p>	<p>POSITION (GRAVITATIONAL) ENERGY, KINETIC ENERGY A</p> <ul style="list-style-type: none"> mechanical energy <p>MS-PS3-1 Kinetic energy is related to both an object's mass and speed</p> <p>MS-PS3-2 Potential energy changes when the arrangement of objects interacting at a distance changes</p>
		<p>THERMAL, CHEMICAL ENERGIES A</p> <p>MS-PS3-4 Thermal energy changes depend up the composition, mass and temperature change of the object</p>
		<p>ELASTIC ENERGY A</p>
		<p>WAVE ENERGY B</p>
		<p>ELECTRICAL-MAGNETIC ENERGY B</p>
		<p>NUCLEAR/MASS ENERGY B</p>
	<p>HEAT TRANSFER a</p> <p>MS-PS3-3 Solutions can be designed for optimizing thermal energy transfer. (also put under <i>Skills → Design</i>)</p>	<p>CONDUCTION A</p> <p>CONVECTION A</p> <p>RADIATION B</p> <p>ADVECTION b</p> <ul style="list-style-type: none"> transfer thru latent heat
	<p>CONSERVATION OF ENERGY B</p>	
	<p>EFFICIENCY C</p>	
	<p>ENERGY FLOW, WORK C</p> <ul style="list-style-type: none"> bulk flow vs. molecular flow 	
	<p>POWER D</p>	
	<p>ENERGY DEGRADATION d</p>	<p>ENTROPY A</p> <ul style="list-style-type: none"> molecular disorder 2nd law of thermodynamics

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<p>WAVES C</p> <ul style="list-style-type: none"> • representation • type/media: surface, sound, light/radiation, vibration • properties: wavelength, frequency, amplitude, speed, direction, energy <p>MS-PS4-1 Waves have unique, often inter-related properties; e.g. energy can depend on amplitude.</p> <p>MS-PS4-3 Wave pulses can be used to encode and transmit digital information.</p>	<p>PRODUCTION, ABSORPTION, PROPAGATION A</p> <ul style="list-style-type: none"> • color of things and substances • transmission and capture of information/energy • transverse, longitudinal, polarized waves • perception & spectra 	<p>INTERFACE A</p> <ul style="list-style-type: none"> • partial reflection, transmission, absorption <p>MS-PS4-2 Waves are reflected, transmitted and/or absorbed when moving from one material to another.</p>
		<p>SUPERPOSITION, INTERFERENCE, RESONANCE B</p>
		<p>DOPPLER EFFECT C</p> <ul style="list-style-type: none"> • shock wave, wake
	<p>OPTICS A</p> <ul style="list-style-type: none"> • focus • optical instruments 	
	<p>REFLECTION A</p> <ul style="list-style-type: none"> • luster/sheen • specular, diffuse reflection • scattering 	
	<p>REFRACTION B</p> <ul style="list-style-type: none"> • Snell's Law • total internal reflection 	<p>DISPERSION a</p>
	<p>DIFFRACTION c</p>	
	<p>DUALITY (WAVE-PARTICLE) a</p>	

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GROWTH, DEVELOPMENT C	STAGE/PHASE A <ul style="list-style-type: none"> • embryo, infancy, childhood, adolescence, adult, elder • life cycle 	GENESIS A MATURATION A METAMORPHOSIS A <ul style="list-style-type: none"> • molting DEGENERATION, SENESCENCE a REGENERATION b
	DIFFERENTIATION, SPECIALIZATION B <ul style="list-style-type: none"> • cellular division (mitosis) 	
	LINEAR, EXPONENTIAL, GEOMETRICAL INCREASE B	

BASIC CONCEPT	SUB-CONCEPT	SUB-SUB-CONCEPT
<p>CHEMICAL REACTION D</p> <ul style="list-style-type: none"> reactants, products the mole number/mass/volume stoichiometry solutions stoichiometry <p>MS-PS1-2 The comparison of properties before and after substances interact determines if a chemical reaction</p> <p>MS-PS1-3 Synthetic materials come from natural resources and impact society</p> <p>MS-PS1-6 Devices can use chemical processes to release or absorb thermal energy.</p> <p>MS-LS1-7 Food is re-arranged through chemical reactions that support growth or release energy</p>	<p>PATTERNS IN CHEMICAL REACTIONS a</p> <ul style="list-style-type: none"> synthesis/decomposition single/dbl displacement 	<p>COMBUSTION A</p> <ul style="list-style-type: none"> reduction/oxidation <p>CARBON-BASED REACTIONS B</p> <ul style="list-style-type: none"> organic reactions <p>ACID/BASE, NEUTRALIZATION b</p> <p>POLYMERIZATION b</p> <ul style="list-style-type: none"> plastics organic macro-molecules
	<p>BONDING A</p> <ul style="list-style-type: none"> octet rule ionic/covalent bonds molecular structure (Lewis, VSEPR) inter-molecular forces (dipole, hydrogen, metallic and dispersion bonds) solvent-solute interaction 	
	<p>CHEMICAL ENERGY, THERMAL ENERGY b</p> <ul style="list-style-type: none"> thermochemistry sensible, latent heat ionization energy, bond energy heat of reaction, heat of formation activation energy, exo/endermic reactions Hess's Law 	<p>ENTROPY, FREE ENERGY a</p>
	<p>KINETICS b</p> <ul style="list-style-type: none"> catalyst 	<p>CHEMICAL EQUILIBRIUM a</p> <ul style="list-style-type: none"> Le Chatelier's principle

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REPRODUCTION, HEREDITY D <ul style="list-style-type: none"> inherited traits dominant/recessive traits Punnett squares succession, pedigree 	SEXUAL, ASEXUAL REPRODUCTION A <ul style="list-style-type: none"> cellular reproduction MS-LS3-2 Asexual and sexual reproduction.	
	FERTILITY, FERTILIZATION a <ul style="list-style-type: none"> pollination ovulation, menstruation 	
	GENETIC CODE, CODE B <ul style="list-style-type: none"> genetic variation, gene/allele MS-LS3-1 Genetic changes may affect proteins which would then affect the organism.	TRANSLATION A <ul style="list-style-type: none"> transcription, replication RNA functions
		TRANSMISSION b
		EXPRESSION B <ul style="list-style-type: none"> epigenetics
		MUTATION b <ul style="list-style-type: none"> genetic drift environment affects

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EVOLUTION D MS-LS4-1 Fossils document the existence, diversity, extinction, and change of life forms over time MS-LS4-2 Evolutionary relationships can be inferred from comparing among modern organisms and with fossils.	SELECTION A <ul style="list-style-type: none"> • natural selection • sexual selection • forced selection MS-LS4-3 Patterns in embryological development across species can produce very different anatomies. MS-LS4-4 Genetic variation increases some individuals' probability of surviving and reproducing. MS-LS4-5 Technology allows humans to influence the traits inherited by organisms. MS-LS4-6 Natural selection may lead to changes in a population's traits.	VARIATION, ADAPTATION A EXTINCTION A
		SPECIATION B <ul style="list-style-type: none"> • convergence • co-evolution
	GENETIC EVOLUTION a	

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<p>MOTION and FORCES E</p> <ul style="list-style-type: none"> types of motion (ir/regular, repetitive, accelerated, etc.) interaction types of forces (contact, gravity, elastic, electro-magnetic, etc.) gravity, weight, mass <p>MS-PS2-1 Newton's Third Law can help solve problems involving two-body collisions.</p> <p>MS-PS2-4 Gravitational interactions are attractive and depend on the masses of the objects</p> <p>MS-PS2-5 Fields exist between objects exerting non-contact forces between them.</p>	<p>VELOCITY, DISPLACEMENT A</p> <ul style="list-style-type: none"> Displacement versus path distance speed plus direction 	<p>FRAMES OF REFERENCE b</p> <hr/> <p>SPECIAL RELATIVITY c</p>
	<p>FORCES, NET FORCE, NEWTON'S 1ST and 3RD LAWS A</p> <ul style="list-style-type: none"> types of forces force vector manipulation: scaled diagram, components 	<p>FRICTION A</p> <hr/> <p>GRAVITY A</p> <ul style="list-style-type: none"> Universal gravitation <p>ELECTROSTATIC FORCE b</p> <hr/> <p>STATIC FLUID FORCES b</p> <p>DYNAMIC FLUID FORCES b</p> <ul style="list-style-type: none"> Lift, drag <p>SURFACE TENSION, CAPILLARY EFFECT b</p> <hr/> <p>TORQUE/MOMENTS, CENTER OF GRAVITY b</p> <ul style="list-style-type: none"> balance <p>PRESSURE b</p> <ul style="list-style-type: none"> tension, compression shear lift static fluid forces <p>STRENGTH c</p> <ul style="list-style-type: none"> stress, strain
	<p>FLUID FLOW a</p>	<p>LAMINAR FLOW, TURBULENCE A</p> <ul style="list-style-type: none"> current, streamlines <p>BOUNDARY CONDITIONS b</p>
	<p>ACCELERATION, NEWTON'S 2ND LAW B</p> <ul style="list-style-type: none"> kinematics linear dynamics impulse-momentum <p>MS-PS2-2 The change in an object's motion depends on the sum of all forces and the object's mass.</p>	<p>FICTITIOUS FORCE a</p> <ul style="list-style-type: none"> Accelerated frames of reference Coriolis force
	<p>2- & 3-DIMENSIONAL MOTION C</p> <ul style="list-style-type: none"> vectors for d, v, & a central force, universal gravitation 	<p>PROJECTILE MOTION A</p> <p>CIRCULAR MOTION B</p> <p>HARMONIC MOTION b</p>
	<p>CONSERVATION OF MOMENTUM C</p>	
	<p>ROTATIONAL DYNAMICS d</p> <ul style="list-style-type: none"> angular motion properties 	<p>CONSERVATION OF ANGULAR MOMENTUM, ANGULAR ENERGY A</p> <hr/> <p>ROLLING b</p>
	<p>QUANTUM MECHANICS e</p>	

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REGULATION (CONTROL) E	SWITCH A • trigger	
	FEEDBACK A • positive, negative feedback • connectivity	
	EQUILIBRIUM B • homeostasis • health	RESTORING MECHANISM A
		SUSTAINABILITY a
		THRESHOLD, CRITICAL MASS b • tipping point
	PERTURBATION, MALFUNCTION B • disease • abnormality	CONTAGION VECTOR A • propagation of perturbation
		EPIDEMIC a
	ADDICTION b	

BASIC CONCEPT	SUB-CONCEPT	SUB-SUB-CONCEPT
ELECTRICITY-and-MAGNETISM E <ul style="list-style-type: none"> charge, polarity conductors, insulators attraction/repulsion mapping elec & mag fields <p>MS-PS2-3 Several factors affect the strength of electric and magnetic forces.</p>	SIMPLE CIRCUIT, OHM'S LAW A <ul style="list-style-type: none"> load, source/supply current, resistance, voltage open circuit, short circuit alternating and direct current 	
	CONSERVATION OF CURRENT, VOLTAGE b <ul style="list-style-type: none"> Kirchoff's Laws series, parallel, combination circuits 	CONTROL MECHANISM a <ul style="list-style-type: none"> relay, diode, transistor/gate, integrated circuit, transformer
	ELECTRIC FORCE FIELD, ELECTRIC POTENTIAL C <ul style="list-style-type: none"> Coulomb's Law; Inverse square law 	GAUSS'S LAW a <ul style="list-style-type: none"> line of force flux
		CAPACITANCE b
	MOTOR, GENERATOR , TRANSFORMER c	
	MAGNETIC FORCE FIELD d <ul style="list-style-type: none"> Force on moving charges Bio-Savart law 	AMPERE'S LAW a
		ELECTROMAGNETIC INDUCTANCE b <ul style="list-style-type: none"> Lenz's Law magnetic flux transformers AC inductance
		FARADAY'S LAW c <ul style="list-style-type: none"> (Self-) inductance
		LR, LC, LRC CIRCUITS d
		MAXWELL'S EQUATIONS d

BASIC CONCEPT	SUB-CONCEPT	SUB-SUB-CONCEPT
BEHAVIOR E <ul style="list-style-type: none"> • stimulus-response • classical, operant conditioning • survival, self-interest, cooperation • nature vs. nurture 	INSTINCT A	MATING A <ul style="list-style-type: none"> • female choice
		AGGRESSION A
	COMMUNICATION A	PERSUASION a
	LEARNING b <ul style="list-style-type: none"> • memory • language 	COGNITION A <ul style="list-style-type: none"> • Accommodation, Assimilation, Adaptation • Thinking and reasoning
		KNOWLEDGE TRANSFER B <ul style="list-style-type: none"> • higher-order thinking • problem solving, decision making
		MOTIVATION, EMOTION b <ul style="list-style-type: none"> • curiosity • hierarchy of needs
		COMPETENCE, INTELLIGENCE c
	PERSONALITY b	ALTRUISM b <ul style="list-style-type: none"> • reciprocity
	STATES OF CONSCIOUSNESS c <ul style="list-style-type: none"> • sleep and dreams • hypnosis, meditation • drug induced 	

TRANSFERABLE SKILLS FOR SCIENCE, TECHNOLOGY, ENGINEERING, AND DESIGN.

MAJOR CATEGORY	SUB-CATEGORY	SUB-SUB-CATEGORY
EXPERIMENTAL DESIGN / INQUIRY	QUESTION, HYPOTHESIS, PURPOSE	INDEPENDENT, DEPENDENT, CONTROLLED VARIABLES
	PROCEDURE, METHOD	OBSERVATION
		TRIAL AND ERROR
		CONTROLLED EXPERIMENT
		SURVEY
		PRIMARY SOURCE • diary & journals, interview, letter, periodical of time, oral tradition, official records.
	SECONDARY SOURCE • texts, reference books, author commentary, library/internet research.	
RESULTS, DATA, OBSERVATIONS		
ANALYSIS, CONCLUSION	ERROR, VALIDITY, RELIABILITY	
LAB SAFETY		
INFERENTIAL & PROCEDURAL PROBLEM SOLVING	SEQUENCE, COORDINATION • dating, timelines	
	AND, OR	
	IF...THEN	
<p>THE DESIGN PROCESS</p> <p>MS-PS3-3 Solutions can be designed for optimizing thermal energy transfer. (also put under <i>Energy</i> → <i>Heat transfer</i>)</p> <p>MS-LS2-5 Solutions can be designed for maintaining biodiversity and ecosystem services. (also put under <i>Interdependence</i>)</p> <p>MS-ESS3-3 Solutions can be designed for monitoring and minimizing humans' environmental impact. (Also put under <i>Interdependence</i> → <i>Natural environment</i>)</p>	IDENTIFY PROBLEM/GOAL • divide into smaller components	<p>CRITERIA, CONSTRAINTS</p> <p>MS-ETS1-1 Criteria and constraints of a design must be defined precisely to ensure success.</p>
		RESOURCES, MATERIALS
	GATHER INFORMATION • evidence	KNOWLEDGE AND SKILL REQUIREMENTS
	DEVELOP MULTIPLE OPTIONS	
	SELECT, REFINE, DESIGN a SOLUTION	
	CONSTRUCT SOLUTION or PROTOTYPE	
	MS-ETS1-3 Optimum designs incorporate the best of multiple proto-types.	
	EVALUATE SOLUTION	COSTS, BENEFITS, TRADE-OFFS
	<p>MS-ETS1-2 Design solutions are evaluated systematically on the criteria and constraints.</p> <p>MS-ETS1-4 Data from iterative testing can lead to optimum designs.</p>	EFFICIENCY, EFFECTIVENESS
COMMUNICATE SOLUTION		
RE-DESIGN SOLUTION		

MAJOR CATEGORY	SUB-CATEGORY	SUB-SUB-CATEGORY
MODELING picturing, 3-D modeling faithfulness, accuracy, precision Perspective, labeling, scaling.	MAPPING <ul style="list-style-type: none"> • incl. topographical, political, social, resource, climatic 	
	GRAPHIC ORGANIZERS <ul style="list-style-type: none"> • diagram, flow chart, web, concept map 	
	GRAPHIC DISPLAY <ul style="list-style-type: none"> • pie, bar, line graphs 	
MATHEMATICAL MANIPULATION	BASIC OPERATIONS <ul style="list-style-type: none"> • Add, subtract, multiply, divide 	
	UNIT CONVERSION	
	ALGEBRAIC MANIPULATION	
	GEOMETRY	
	VECTORS, TRIGONOMETRY	
	DIFFERENTIALS, INTEGRALS	
	MISC. MATH SKILLS	