

Grade Level	NC Science Essential Standards Clarifying Objectives		Aquatic WILD Activity Correlations
K	K.L.1.1	Compare different types of the same animal (i.e. different types of dogs, different types of cats, etc.) to determine individual differences within a particular type of animal.	Fashion a Fish
	K.L.1.2	Compare characteristics of living and nonliving things in terms of their: structure, growth, changes, movement, and basic needs.	Are You Me?; Fashion a Fish; Water Safari
1st	1.L.1.1	Recognize that plants and animals need air, water, light (plants only), space, food and shelter and that these may be found in their environment.	Aqua Words; Water Plant Art; Water Safari
	1.L.1.2	Give examples of how the needs of different plants and animals can be met by their environments in North Carolina or different places throughout the world.	Aqua Words; Water Plant Art; Water Safari
	1.L.1.3	Summarize ways that humans protect their environment and/or improve conditions for the growth of the plants and animals that live there (e.g., reuse or recycle products to avoid littering).	Aqua Words
	1.L.2.1	Identify ways in which many plants and animals closely resemble their parents in observed appearance and ways they are different.	Water Plant Art
	1.L.2.2	Summarize the basic needs of a variety of different animals (including air, water, and food) for energy and growth.	Aqua Words; Water Plant Art; Water Safari

2nd	2.L.1.1	Summarize the life cycle of animals: birth, developing into an adult, reproducing, aging, and death.	Are You Me?; Designing a Habitat; Fashion a Fish; Sockeye Scents
	2.L.1.2	Compare life cycles of different animals such as, but not limited to, mealworms, ladybugs, crickets, guppies or frogs.	Are You Me?; Designing a Habitat
	2.L.2.1	Identify ways in which many plants and animals closely resemble their parents in observed appearance and ways they are different.	Are You Me?; Fashion a Fish; Water Plant Art
	2.L.2.2	Recognize that there is variation among individuals that are related.	Are You Me?; Fashion a Fish; Fishy Who's Who; Water Plant Art
3rd	3.L.2.1	Remember the function of the following structures as it relates to the survival of plants in their environment; Roots, stems, leaves, flowers.	Kelp Help; Water Plant Art
	3.L.2.2	Explain how environmental conditions determine how well plants survive and grow.	Dragonfly Pond; Edge of Home; Wetland Metaphors
	3.L.2.4	Explain how the basic properties and components of soil determine the ability of soil to support the growth and survival of many plants.	Wetland Metaphors

4th	4.L.1.1	Give examples of changes in an organism's environment that are beneficial to it and some that are harmful.	Alice in Waterland; Aquatic Roots; Aquatic Times; Blue Ribbon Niche; Designing a Habitat; Dragonfly Pond; Edge of Home; Got Water?; Hooks and Ladders; Migration Headache; Net Gain, Net Effect; Plastic Voyages; Pond Succession; Riparian Retreat; Silt: A Dirty Word; Sockeye Scents; Something's Fishy Here; To Dam or Not to Dam; Urban Waterway Checkup; Water Canaries; Wetland Metaphors; What's in the Air?
	4.L.1.2	Explain how animals meet their needs by using behaviors in response to information received from the environment.	Aquatic Times; Blue Ribbon Niche; Designing a Habitat; Edge of Home; Fashion a Fish; Fishy Who's Who; Got Water?; Hooks and Ladders; Marsh Munchers; Micro Odyssey; Migration Headache; Pond Succession; Puddle Wonders!; Riparian Retreat; Sockeye Scents; To Dam or Not to Dam; Urban Waterway Checkup; Water Canaries
	4.L.1.3	Explain how humans can adapt their behavior to live in changing habitats (e.g., recycling wastes, establishing rain gardens, planting trees and shrubs to prevent flooding and erosion).	Alice in Waterland; Aqua Words; Aquatic Roots; Aquatic Times; Blue Ribbon Niche; Designing a Habitat; Dragonfly Pond; Edge of Home; Fishy Who's Who; Got Water?; Hooks and Ladders; How Wet Is Our Planet?; Migration Headache; Net Gain, Net Effect; Plastic Voyages; Riparian Retreat; Silt: A Dirty Word; Something's Fishy Here!; To Dam or Not to Dam; Urban Waterway Checkup; Water Canaries; Water We Eating?; Water Wings; Water Works; Watered-Down History; Wetland Metaphors; What's in the Air?
	4.L.1.4	Explain how differences among animals of the same population sometimes give individuals an advantage in surviving and reproducing in changing habitats.	Blue Ribbon Niche; Fashion a Fish; Hooks and Ladders; Migration Headache; Sockeye Scents; Water Canaries
	4.L.2.1	Classify substances as food or non-food items based on their ability to provide energy and materials for survival, growth, and repair of the body.	Water We Eating?

5th	5.L.2.1	Compare the characteristics of several common ecosystems, including estuaries and salt marshes, oceans, lakes and ponds, forests, and grasslands.	Aqua Words; Are You Me?; Blue Ribbon Niche; Designing a Habitat; Dragonfly Pond; Edge of Home; Fishy Who's Who; Got Water?; Hooks and Ladders; How Wet Is Our Planet?; Kelp Help; Marsh Munchers; Migration Headache; Plastic Voyages; Pond Succession; Riparian Retreat; Silt: A Dirty Word; Sockeye Scents; Urban Waterway Checkup; Water Plant Art; Water We Eating; Wetland Metaphors
	5.L.2.2	Classify the organisms within an ecosystem according to the function they serve: producers, consumers, or decomposers (biotic factors).	Are You Me?; Blue Ribbon Niche; Fishy Who's Who; Kelp Help; Marsh Munchers; Micro Odyssey; Water Plant Art
	5.L.2.3	Infer the effects that may result from the interconnected relationship of plants and animals to their ecosystem.	Aquatic Roots; Blue Ribbon Niche; Designing a Habitat; Edge of Home; Fishy Who's Who; Got Water?; Hooks and Ladders; Kelp Help; Marsh Munchers; Micro Odyssey; Migration Headache; Pond Succession; Riparian Retreat; Silt: A Dirty Word; Urban Waterway Checkup; Water Plant Art; Wetland Metaphors; What's in the Air?
	5.L.3.1	Explain why organisms differ from or are similar to their parents based on the characteristics of the organism.	Are You Me?
	5.L.3.2	Give examples of likenesses that are inherited and some that are not.	Are You Me?; Fashion a Fish