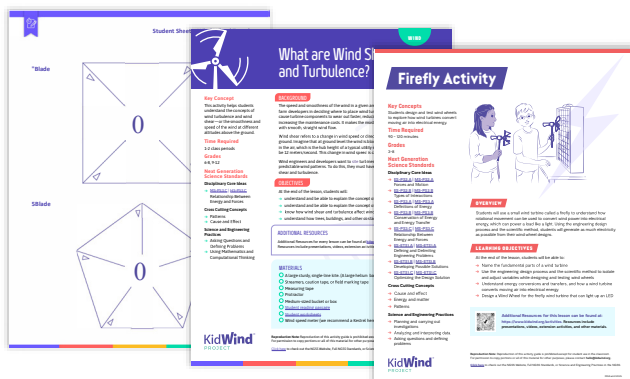


KidWind Activities Alignment to Next Generation Science Standards

This document provides an overview of how KidWind's lessons align with the Next Generation Science Standards (NGSS). Each lesson is mapped to relevant Disciplinary Core Ideas (DCIs), helping educators easily integrate our materials into their science curriculum. Our goal is to support engaging, standards-based instruction that offers meaningful opportunities to explore and understand clean energy concepts.

LESSON	Elementary School DCIs	Middle School DCIs
Firefly	ES-PS2.A ES-PS2.B ES-PS3.A ES-PS3.B ES-PS3.C ES-ETS1.A ES-ETS1.B ES-ETS1.C	MS-PS2.A MS-PS2.B MS-PS3.A MS-PS3.B MS-PS3.C MS-ETS1.A MS-ETS1.B MS-ETS1.C
MacGyver	ES-PS2.A ES-PS2.B ES-PS3.A ES-PS3.B ES-PS3.C ES-ETS1.A ES-ETS1.B ES-ETS1.C	MS-PS2.A MS-PS2.B MS-PS3.A MS-PS3.B MS-PS3.C MS-ETS1.A MS-ETS1.B MS-ETS1.C
Mini Windmills	ES-PS1.A ES-PS2.A ES-PS3.B ES-ETS1.B	MS-PS1.A MS-PS2.A MS-PS3.B MS-ETS1.B
Sail Cars	ES-PS3.A ES-PS3.B ES-ETS1.A ES-ETS1.B ES-ETS1.C	MS-PS3.A MS-PS3.B MS-ETS1.A MS-ETS1.B MS-ETS1.C
Solar Fountains	ES-PS1.A ES-PS3.C ES-ETS1.A ES-ETS1.B	MS-ESS3.D MS-PS3.A MS-PS3.B
Solar Cork Boats	ES-PS2.A ES-PS3.A ES-PS3.B ES-ETS1.A ES-ETS1.B ES-ETS1.C	MS-PS2.A MS-PS3.A MS-PS3.B MS-ETS1.A MS-ETS1.B MS-ETS1.C
Solar Town	ES-PS3.A ES-PS3.B ES-ETS1.A ES-ETS1.B ES-ETS1.C	MS-PS3.A MS-PS3.B MS-ETS1.A MS-ETS1.B MS-ETS1.C
Solar Scavenger Hunt	ES-PS1.A ES-PS2.A ES-PS3.B ES-ETS1.B	MS-PS1.A MS-PS2.A MS-PS3.B MS-ETS1.B



You can find all of our lessons with their accompanying worksheets and slidedecks on our website!

LESSON	Middle School DCIs	High School DCIs
<u>Understanding Forms and Sources of Energy</u>	<u>MS-ESS3.D</u> <u>MS-PS3.A</u> <u>MS-PS3.B</u>	<u>HS-PS2.A</u> <u>HS-PS2.B</u> <u>HS-PS3.A</u> <u>HS-PS3.B</u>
<u>Understanding Electric Power Generation</u>	<u>MS-ESS3.D</u> <u>MS-PS3.A</u> <u>MS-PS3.B</u>	<u>HS-PS3.A</u> <u>HS-PS2.A</u> <u>HS-PS2.B</u> <u>HS-PS3.A</u> <u>HS-PS3.B</u>
<u>What is the Cost of Inefficiency?</u>	<u>MS-PS3.A</u> <u>MS-PS3.B</u> <u>MS-PS3.C</u> <u>MS-ETS1.A</u> <u>MS-ETS1.B</u>	<u>HS-PS2.A</u> <u>HS-PS2.B</u> <u>HS-PS3.A</u> <u>HS-PS3.B</u> <u>HS-ETS1.A</u> <u>HS-ETS1.B</u>
<u>What Causes the Wind?</u>	<u>MS-ESS2.D</u> <u>MS-PS3.A</u>	<u>HS-ESS2.D</u> <u>HS-PS2.B</u> <u>HS-PS3.A</u>
<u>Where is it Windy?</u>	<u>MS-PS3.B</u> <u>MS-ETS1.A</u> <u>MS-ETS1.B</u>	<u>HS-PS3.B</u> <u>HS-ETS1.B</u>
<u>What Are Wind Shear and Turbulence?</u>	<u>MS-PS3.C</u>	<u>HS-PS3.C</u>
<u>Can Wind Power Your Classroom?</u>	<u>MS-PS2.A</u> <u>MS-PS3.A</u> <u>MS-PS3.C</u> <u>MS-ETS1.A</u>	<u>HS-PS2.A</u> <u>HS-PS3.A</u> <u>HS-PS3.C</u> <u>HS-ETS1.A</u>
<u>How Does a Windmill Work?</u>	<u>MS-PS2.A</u> <u>MS-PS2.B</u> <u>MS-PS3.C</u> <u>MS-ETS1.A</u> <u>MS-ETS1.C</u>	<u>HS-PS2.A</u> <u>HS-PS2.B</u> <u>HS-PS3.C</u> <u>HS-ETS1.A</u> <u>HS-ETS1.C</u>
<u>Which Blades are Best?</u>	<u>MS-PS3.A</u> <u>MS-PS3.C</u> <u>MS-ETS1.A</u> <u>MS-ETS1.C</u>	<u>HS-PS3.A</u> <u>HS-PS3.C</u> <u>HS-ETS1.A</u> <u>HS-ETS1.C</u>
<u>How Can I Design Better Blades?</u>	<u>MS-PS3.C</u> <u>MS-ETS1.A</u> <u>MS-ETS1.B</u> <u>MS-ETS1.C</u>	<u>HS-PS3.C</u> <u>HS-ETS1.A</u> <u>HS-ETS1.B</u> <u>HS-ETS1.C</u>
<u>How Does Energy Affect Wildlife?</u>	<u>MS-ETS1.A</u> <u>MS-ETS1.B</u>	<u>HS-ESS2.A</u> <u>HS-ESS2.C</u> <u>HS-ETS1.A</u> <u>HS-ETS1.B</u>
<u>What Is Wind Power's Risk to Birds?</u>	<u>MS-LS2.C</u> <u>MS-ETS1.A</u> <u>MS-ETS1.B</u>	<u>HS-LS2.C</u> <u>HS-ETS1.A</u> <u>HS-ETS1.B</u>
<u>Can We Reduce Risks to Bats?</u>	<u>MS-ESS3.A</u> <u>MS-ESS3.C</u> <u>MS-LS2.C</u> <u>MS-LS4.D</u> <u>MS-ETS1.B</u>	<u>HS-ESS3.A</u> <u>HS-ESS3</u> <u>HS-LS2.C</u> <u>HS-LS4.D</u> <u>HS-ETS1.B</u>