



# The Correlation of PLATO® Curricula to West Virginia Content Standards and Objectives

## Science

November 4, 2008

### Introduction

PLATO Learning Inc. combines PLATO computer-assisted instruction into a flexible integrated learning system to enhance instructional effectiveness in education programs. This document identifies PLATO instructional activities that correlate to the West Virginia Content Standards and Objectives, Science. URL: <http://wvde.state.wv.us/csos/>.

It is recommended that instructors review the correlation in order to fine-tune the activity to fit their educational environment. Modules may be added or removed; Web sites and offline activities may also be incorporated to enhance the learning path.

The following PLATO courseware was used in this correlation report:

**PLATO® Projects for the Real World, Level A -- Buy Me! Buy Me!**  
**PLATO® Projects for the Real World, Level A -- Getting Around**  
**PLATO® Projects for the Real World, Level A -- I Can Make a Difference**  
**PLATO® Projects for the Real World, Level A -- I Love Animals**  
**PLATO® Projects for the Real World, Level A -- Let's Get Organized**  
**PLATO® Projects for the Real World, Level A -- Me**  
**PLATO® Projects for the Real World, Level A -- Messages Without Words**  
**PLATO® Projects for the Real World, Level B -- Fund Raiser**  
**PLATO® Projects for the Real World, Level B -- Gift Giving**  
**PLATO® Projects for the Real World, Level B -- Grow a Garden**  
**PLATO® Projects for the Real World, Level B -- Money**  
**PLATO® Projects for the Real World, Level B -- Pets**  
**PLATO® Projects for the Real World, Level B -- Plants and Seeds**  
**PLATO® Projects for the Real World, Level B -- Working Together**  
**PLATO® Projects for the Real World, Level C -- Fabulous Trees**  
**PLATO® Projects for the Real World, Level C -- Keeping Healthy**  
**PLATO® Projects for the Real World, Level C -- Make a Collection**  
**PLATO® Projects for the Real World, Level C -- Maps**  
**PLATO® Projects for the Real World, Level C -- Neighborhood Animals**  
**PLATO® Projects for the Real World, Level C -- Ways to Communicate**  
**PLATO® Projects for the Real World, Level D -- Body**  
**PLATO® Projects for the Real World, Level D -- Books & More**  
**PLATO® Projects for the Real World, Level D -- Endangered Animals**  
**PLATO® Projects for the Real World, Level D -- Problem Solving**  
**PLATO® Projects for the Real World, Level D -- Smart Shopper**  
**PLATO® Projects for the Real World, Level D -- The World of Insects**

**PLATO Learning, Inc. looks forward to supporting your initiatives in providing successful educational programs using PLATO® computer-based lessons.**

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## Grade Kindergarten

### Standard I:: Nature of Science

**SC.O.K.1.01 ask questions about themselves and their world.**

PLATO Modules are not available for this learning expectation.

**SC.O.K.1.02 listen to and discuss stories about the lives and discoveries of scientists.**

PLATO Modules are not available for this learning expectation.

**SC.O.K.1.03 demonstrate curiosity, initiative and creativity by asking questions about the environment noting patterns and variations of natural objects (e.g., trees, leaves, or animal structures).**

PLATO® Projects for the Real World, Level B -- Plants and Seeds  
Seeds Around You

1. Discover Seed Patterns

Explore with Seeds

2. Make Seed Necklaces

3. Fix Seed Patterns

**SC.O.K.1.04 explore and describe objects and events using the five senses to develop observational skills and make predictions based on personal observation.**

PLATO Modules are not available for this learning expectation.

**SC.O.K.1.05 use scientific instruments and everyday materials to investigate the natural world (e.g., hand lens, balance, or magnets).**

PLATO Modules are not available for this learning expectation.

**SC.O.K.1.06 use safe and proper techniques for handling, manipulating and caring for science materials (e.g., follow safety rules, maintain a clean work area, or treat living organisms humanely).**

PLATO Modules are not available for this learning expectation.

**SC.O.K.1.07 collect and record information in a variety of ways (e.g., drawings, weather calendar, or graphs).**

PLATO® Projects for the Real World, Level A -- Getting Around  
How We Get to School

2. Interview a Friend

3. Make a Getting to School Graph

PLATO® Projects for the Real World, Level A -- I Love Animals  
Animal Hall of Fame

2. How Big, Fast Some Animals Are



**PLATO® Projects for the Real World, Level B -- Pets**

Look at these Pets

4. What Pet Do You Have?

Learn About Pet Care

3. How Much Food an Animal Eats

**Standard 2: Content of Science**

**SC.O.K.2.01 using the five senses, identify living and non-living things.**

PLATO Modules are not available for this learning expectation.

**SC.O.K.2.02 observe and describe the movement, growth and changes in plants and animals.**

**PLATO® Projects for the Real World, Level B -- Plants and Seeds**

Plant Beginnings

3. Start New Plants Without Seeds

4. Play a Reading Game

**PLATO® Projects for the Real World, Level B -- Grow a Garden**

Read Seed Packets

2. Find When Seeds Will Sprout

How a Garden Grows

2. Plant Some Seeds

**SC.O.K.2.03 observe and describe models of plants and animals in different environments (e.g., terrariums, aquariums, animals and plants in a forest, pond, or field).**

**PLATO® Projects for the Real World, Level A -- Me**

Introduce Yourself

2. Describe Yourself

**PLATO® Projects for the Real World, Level B -- Pets**

Look at these Pets

1. Some Pets Just for Watching

**SC.O.K.2.04 describe, compare, sort and group objects in terms of what they are made of (e.g., clay, cloth, paper, or metal) and their physical properties of size, shape, color, weight or texture.**

PLATO Modules are not available for this learning expectation.

**SC.O.K.2.05 identify liquids and solids.**

PLATO Modules are not available for this learning expectation.

**SC.O.K.2.06 identify colors.**

PLATO Modules are not available for this learning expectation.

**SC.O.K.2.07 explore and describe changes in energy (e.g., hot/cold or light/dark).**

PLATO Modules are not available for this learning expectation.

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**SC.O.K.2.08 explore and discuss magnetic properties of objects.**

PLATO Modules are not available for this learning expectation.

**SC.O.K.2.09 explore and state different ways objects can be moved (e.g., straight, circular, fast, or slow).**

PLATO Modules are not available for this learning expectation.

**SC.O.K.2.10 observe and record daily changes in weather (e.g., clouds or air temperature).**

PLATO Modules are not available for this learning expectation.

**SC.O.K.2.11 identify objects in the day and night sky (e.g., moon, stars, or sun).**

PLATO Modules are not available for this learning expectation.

**SC.O.K.2.12 observe and compare differences in earth materials.**

**PLATO® Projects for the Real World, Level A -- Let's Get Organized**

**Organize at School**

**6. Organize a Room**

**Organize at Home**

**1. Organize Kitchen Things**

**2. Organize a Junk Drawer**

**3. Organize Your Toys**

**PLATO® Projects for the Real World, Level A -- Me**

**Introduce Yourself**

**4. How You Are Like the Wasatch Kids**

**5. Ways Children Are Like You**

**PLATO® Projects for the Real World, Level A -- I Can Make a Difference**

**Make a Better Place**

**1. Make a Difference in Your School**

**PLATO® Projects for the Real World, Level A -- I Love Animals**

**Different Animals**

**1. Animals Are Alike/Different**

**PLATO® Projects for the Real World, Level B -- Money**

**Learn About Money**

**1. Sort the Money**

**PLATO® Projects for the Real World, Level B -- Grow a Garden**

**Plants We Eat**

**2. Sort Fruits and Vegetables**

**PLATO® Projects for the Real World, Level B -- Working Together**

**Work on a Project**

**1. Look at all the Wasted Bags**



Everyone's Talent

1. Play a Match Game

4. Play Nequetta's Animal Game

### **Standard 3: Application of Science**

**SC.O.K.3.01 recognize that models are representations of real things.**

PLATO Modules are not available for this learning expectation.

**SC.O.K.3.02 observe and point out that change occurs gradually, repetitively, or randomly within the environment.**

PLATO Modules are not available for this learning expectation.

**SC.O.K.3.03 observe and identify the uses of tools and appliances at home and at play.**

PLATO Modules are not available for this learning expectation.

**SC.O.K.3.04 work in groups, listen to and be tolerant of different viewpoints.**

PLATO Modules are not available for this learning expectation.

### **Grade 01**

#### **Standard 1: Nature of Science**

**SC.O.I.1.01 ask questions about themselves and their world.**

PLATO Modules are not available for this learning expectation.

**SC.O.I.1.02 discuss the lives and discoveries of scientists after listening to stories about their lives and discoveries.**

PLATO Modules are not available for this learning expectation.

**SC.O.I.1.03 demonstrate curiosity, initiative and creativity by questioning observations of changes in the environment (e.g., life cycles, motion of celestial objects, or sun and shadow).**

PLATO Modules are not available for this learning expectation.

**SC.O.I.1.04 use scientific instruments and everyday materials to investigate the natural world (e.g., hand lens, balance, magnets, thermometer, seeds, or rocks).**

PLATO Modules are not available for this learning expectation.

**SC.O.I.1.05 use safe and proper techniques for handling, manipulating and caring for science materials (e.g., follow safety rules, maintain a clean work area, or treat living organisms humanely).**

PLATO® Projects for the Real World, Level B -- Working Together  
Solve Problems

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1. See How Taking Turns Helps
2. Think of More Than One Idea

**Work Together**

2. Make Rules to Work Together
4. All Important People in Groups

**SC.O.1.1.06 collect, record and compare information using a variety of classification systems (e.g., ordering, sorting, or sequencing) and using a variety of communication techniques (e.g., sketches, pictographs, or models).**

**PLATO® Projects for the Real World, Level A -- Let's Get Organized**

**Organize at School**

6. Organize a Room

**Organize at Home**

1. Organize Kitchen Things
2. Organize a Junk Drawer
3. Organize Your Toys

**PLATO® Projects for the Real World, Level A -- I Can Make a Difference**

**Make a Better Place**

1. Make a Difference in Your School

**PLATO® Projects for the Real World, Level B -- Money**

**Learn About Money**

1. Sort the Money

**PLATO® Projects for the Real World, Level B -- Grow a Garden**

**Plants We Eat**

2. Sort Fruits and Vegetables

**PLATO® Projects for the Real World, Level B -- Working Together**

**Work on a Project**

1. Look at all the Wasted Bags

**Everyone's Talent**

1. Play a Match Game
4. Play Nequetta's Animal Game

**PLATO® Projects for the Real World, Level C -- Fabulous Trees**

**Trees are Valuable**

1. Things We Use Made from Trees

**PLATO® Projects for the Real World, Level C -- Make a Collection**

**Display the Buttons**

1. Sort the Buttons
2. Play a Sorting Game

**PLATO® Projects for the Real World, Level C -- Keeping Healthy**

**Eat a Good Diet**

5. Choose a Nutritious Breakfast

**Standard 2: Content of Science**

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**SC.O.1.2.01** classify objects as living or non-living.

PLATO Modules are not available for this learning expectation.

**SC.O.1.2.02** identify that most living things need water, food, light and air.

PLATO Modules are not available for this learning expectation.

**SC.O.1.2.03** describe changes in life cycle of living organisms.

PLATO® Projects for the Real World, Level B -- Plants and Seeds  
Plant Beginnings  
2. Learn a Plant's Life Story

**SC.O.1.2.04** identify the parts of growing plants as they develop.

PLATO® Projects for the Real World, Level B -- Plants and Seeds  
Plant Beginnings  
3. Start New Plants Without Seeds  
4. Play a Reading Game

PLATO® Projects for the Real World, Level B -- Grow a Garden  
Read Seed Packets  
2. Find When Seeds Will Sprout  
  
How a Garden Grows  
2. Plant Some Seeds

**SC.O.1.2.05** depict movement of living things in air, water and on land. (e.g., birds flying, fish swimming, or worms burrowing in soil).

PLATO® Projects for the Real World, Level A -- I Love Animals  
Different Animals  
1. Animals Are Alike/Different

**SC.O.1.2.06** recognize that materials are composed of smaller parts that may be seen with a magnifier.

PLATO Modules are not available for this learning expectation.

**SC.O.1.2.07** recognize that materials can be recycled and used again, sometimes in different forms.

PLATO® Projects for the Real World, Level A -- Let's Get Organized  
Reusable Containers  
1. Learn a Rhyme  
2. Figure How to Reuse Containers  
3. Use Containers Solve Problems

PLATO® Projects for the Real World, Level A -- I Can Make a Difference  
Make a Better Place  
1. Make a Difference in Your School  
3. Make a Difference Neighborhood

Stop Trash Buildup  
2. School Supplies Thrown Away

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3. Play a Game
4. What to Do Instead of Throwing

**Make a Difference**

1. Look at an Exchange Store
3. See David's Reminder Signs

**To Others**

4. Listen to a Poem

**PLATO® Projects for the Real World, Level B -- Working Together**

**Work on a Project**

2. A Bag Allie Brought to School
3. Decorate Your Own Reusable Bag
4. Help Children Make a Display

**SC.O.1.2.08 recognize that water can change from one form to another and give examples of changes.**

PLATO Modules are not available for this learning expectation.

**SC.O.1.2.09 predict and investigate the buoyancy of objects in water.**

PLATO Modules are not available for this learning expectation.

**SC.O.1.2.10 classify objects as magnetic or non-magnetic.**

PLATO Modules are not available for this learning expectation.

**SC.O.1.2.11 observe and record shadows at different times of the day.**

PLATO Modules are not available for this learning expectation.

**SC.O.1.2.12 describe the changes in the motion of objects (e.g., slowing down, speeding up, or curving).**

PLATO Modules are not available for this learning expectation.

**SC.O.1.2.13 demonstrate that sounds are produced by vibrations.**

PLATO Modules are not available for this learning expectation.

**SC.O.1.2.14 observe, identify and record changes in weather and effects on living organisms.**

**PLATO® Projects for the Real World, Level C -- Fabulous Trees**

**A Tree to be "Yours"**

1. Watch the Way Trees Change

**SC.O.1.2.15 recognize that the sun, moon, and stars appear to move.**

PLATO Modules are not available for this learning expectation.

**SC.O.1.2.16 observe and discuss the importance of objects in the day and night sky.**

PLATO Modules are not available for this learning expectation.



**SC.O.1.2.17 use a model to compare land and water features on the Earth.**

PLATO Modules are not available for this learning expectation.

**SC.O.1.2.18 identify important uses of air.**

PLATO Modules are not available for this learning expectation.

**SC.O.1.2.19 investigate and compare the properties of soil (e.g., sand, clay, or humus).**

PLATO Modules are not available for this learning expectation.

### **Standard 3: Application of Science**

**SC.O.1.3.01 identify that systems are made of parts that interact with one another.**

PLATO Modules are not available for this learning expectation.

**SC.O.1.3.02 use models as representations of real things.**

PLATO Modules are not available for this learning expectation.

**SC.O.1.3.03 distinguish between natural and man-made objects.**

PLATO Modules are not available for this learning expectation.

**SC.O.1.3.04 listen to and be tolerant of different viewpoints while working in collaborative groups.**

**PLATO® Projects for the Real World, Level B -- Working Together  
Solve Problems**

- 1. See How Taking Turns Helps**
- 2. Think of More Than One Idea**

**Work Together**

- 2. Make Rules to Work Together**
- 4. All Important People in Groups**

**SC.O.1.3.05 develop respect and responsibility for the environment by engaging in conservation practices (e.g., recycling, or trash clean-up).**

PLATO Modules are not available for this learning expectation.

## **Grade 02**

### **Standard 1: Nature of Science**

**SC.O.2.1.01 interpret science as the human's search for an understanding of the world by asking questions about themselves and their world.**

PLATO Modules are not available for this learning expectation.

**SC.O.2.1.02 compare the lives and discoveries of scientists of different cultures and backgrounds.**



PLATO Modules are not available for this learning expectation.

**SC.O.2.1.03 identify and discuss science careers in the community.**

**PLATO® Projects for the Real World, Level B -- Pets**

**Meet Some Pet People**

- 1. Meet a Veterinarian**
- 2. Meet a Pet Trainer**
- 3. Meet a Kennel Owner**
- 4. Meet a Cat Breeder**
- 5. Play "Which Person Is It?"**

**PLATO® Projects for the Real World, Level C -- Keeping Healthy**

**Learn What to do in an Emergency**

- 1. Meet a Paramedic**

**PLATO® Projects for the Real World, Level C -- Neighborhood Animals**

**Attract Animals**

- 1. Meet a Naturalist**

**SC.O.2.1.04 demonstrate curiosity, initiative and creativity by observing, classifying, comparing and analyzing natural objects in the environment.**

PLATO Modules are not available for this learning expectation.

**SC.O.2.1.05 manipulate scientific instruments and everyday materials to investigate the natural world (e.g., hand lens, balance, thermometer, metric ruler, magnets, weather instruments, or calculators).**

PLATO Modules are not available for this learning expectation.

**SC.O.2.1.06 measure the length and width of various objects using standard and non- standard units (e.g., metric ruler, paper clips, or counting bears).**

PLATO Modules are not available for this learning expectation.

**SC.O.2.1.07 use safe and proper techniques for handling, manipulating, and caring for science materials (e.g., follow safety rules, maintain a clean work area, or treat living organisms humanely).**

PLATO Modules are not available for this learning expectation.

**SC.O.2.1.08 design and conduct simple investigations; observe, collect and record information using a variety of classification systems; describe trends of data; and make predictions based on that data (e.g., seasonal changes and plants or temperature and weather).**

PLATO Modules are not available for this learning expectation.

**Standard 2: Content of Science**

**SC.O.2.2.01 identify that plants and animals have different structures.**

PLATO Modules are not available for this learning expectation.



**SC.O.2.2.02 identify the structures of living things including their systems, and explain their functions (e.g., wings for flying, fins for swimming, or roots for support and obtaining water).**

**PLATO® Projects for the Real World, Level B -- Plants and Seeds**

**Seeds Around You**

- 1. Discover Seed Patterns**
- 2. Estimate How Many Seeds**
- 3. Play a Seed Match Game**
- 4. Play a Clue Game**

**Plant Beginnings**

- 1. Learn About Plant Parts**

**PLATO® Projects for the Real World, Level B -- Grow a Garden**

**Plants We Eat**

- 1. Learn Parts of Plants We Eat**
- 3. Play a Match Game**

**SC.O.2.2.03 sequence pictures of events to illustrate the changes in the life cycle of plants and animals.**

**PLATO® Projects for the Real World, Level B -- Plants and Seeds**

**Plant Beginnings**

- 2. Learn a Plant's Life Story**

**PLATO® Projects for the Real World, Level D -- The World of Insects**

**Take a Close Look at Ant Life**

- 2. Examine the Life Cycle of Ants**

**SC.O.2.2.04 relate observations of the butterfly's life cycle to student's own growth and change.**

**PLATO Modules are not available for this learning expectation.**

**SC.O.2.2.05 compare and contrast simple models of different kinds of habitats, including a forest and a stream.**

**PLATO® Projects for the Real World, Level B -- Plants and Seeds**

**Plants Around You**

- 4. Build Plant Places**

**PLATO® Projects for the Real World, Level C -- Fabulous Trees**

**Tree Dwellers**

- 1. Look at Animal Tree Dwellers**

**PLATO® Projects for the Real World, Level C -- Neighborhood Animals**

**Neighborhood Animals**

- 1. Solve Neighborhood Mysteries**
- 6. A New Animals Guide**

**Letters**

- 2. Read the Mail**

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**Attract Animals**

2. Attract Birds & Small Animals
3. Attract Colorful Insects

**Make an Animal Album**

4. Design a Wildlife Area

**PLATO® Projects for the Real World, Level D -- The World of Insects**

**How Insects Live**

5. Put Insects Where You Would Find Them

**PLATO® Projects for the Real World, Level D -- Endangered Animals**

**Where Animals Live**

1. Learn About Animal Habitats
2. Learn Where Animals Live
3. Make Habitat Pictures
4. How People Affect Habitats

**Learn Why Endangered**

3. Animals' Habitats are Threatened

**SC.O.2.2.06 identify materials as a solid, a liquid or a gas and recognize that matter takes up space, and can change from one state to another.**

PLATO Modules are not available for this learning expectation.

**SC.O.2.2.07 demonstrate that a magnet can attract or repel objects.**

PLATO Modules are not available for this learning expectation.

**SC.O.2.2.08 identify which materials and colors conduct heat better than others.**

PLATO Modules are not available for this learning expectation.

**SC.O.2.2.09 demonstrate that a shadow is cast when an object blocks light.**

PLATO Modules are not available for this learning expectation.

**SC.O.2.2.10 compare the effects of force on the motion of an object.**

PLATO Modules are not available for this learning expectation.

**SC.O.2.2.11 explore how sound can change in pitch and volume.**

PLATO Modules are not available for this learning expectation.

**SC.O.2.2.12 identify and examine changes in the earth's surface (e.g., weathering, or erosion).**

PLATO Modules are not available for this learning expectation.

**SC.O.2.2.13 identify the effects of wind movement.**

PLATO Modules are not available for this learning expectation.

**SC.O.2.2.14 observe and describe different types of precipitation.**



PLATO Modules are not available for this learning expectation.

**SC.O.2.2.15 describe daily and seasonal weather changes.**

PLATO® Projects for the Real World, Level C -- Fabulous Trees  
A Tree to be "Yours"

1. Watch the Way Trees Change

**SC.O.2.2.16 explain how the rotation of the Earth on its axis causes day and night.**

PLATO Modules are not available for this learning expectation.

**SC.O.2.2.17 understand that the moon has phases.**

PLATO Modules are not available for this learning expectation.

**SC.O.2.2.18 describe how fossils are formed, and match a fossil, or a picture of a fossil, to its original organism.**

PLATO Modules are not available for this learning expectation.

### **Standard 3: Application of Science**

**SC.O.2.3.01 identify parts of systems and identify how they interact with one another.**

PLATO Modules are not available for this learning expectation.

**SC.O.2.3.02 use models as representations of real things.**

PLATO Modules are not available for this learning expectation.

**SC.O.2.3.03 observe that changes occur gradually, repetitively, or randomly within the environment.**

PLATO Modules are not available for this learning expectation.

**SC.O.2.3.04 recognize that common objects and events incorporate science (e.g., CD players, Velcro, or weather) to solve human problems and enhance the quality of life.**

PLATO Modules are not available for this learning expectation.

**SC.O.2.3.05 listen to and be tolerant of different viewpoints while working in collaborative groups.**

PLATO® Projects for the Real World, Level B -- Working Together  
Solve Problems

1. See How Taking Turns Helps  
2. Think of More Than One Idea

Work Together

2. Make Rules to Work Together  
4. All Important People in Groups



**PLATO® Projects for the Real World, Level D -- Problem Solving  
Make a Decision**

**4. Make a Decision and Act On It**

**PLATO® Projects for the Real World, Level D -- Body  
Brain and Nerves**

**6. Brainstorm**

**SC.O.2.3.06 develop respect and responsibility for the environment by engaging in conservation practices (e.g., recycling, trash clean-up, or power consumption reduction).**

**PLATO® Projects for the Real World, Level B -- Fund Raiser  
Earning Money**

**1. Listen to Fund- Raising Ideas**

**3. Which Project Do You Like Most**

**5. Write a Letter**

**PLATO® Projects for the Real World, Level B -- Working Together  
Work on a Project**

**2. A Bag Allie Brought to School**

**3. Decorate Your Own Reusable Bag**

**4. Help Children Make a Display**

**PLATO® Projects for the Real World, Level C -- Fabulous Trees  
Tree Dwellers**

**3. Make Sure Trees Are the Future**

**5. Make a Brochure About Trees**