

# Idaho Alternate Assessment Science Blueprint High School: Grade 11

# **IDAA SCIENCE ITEM DISTRIBUTION ACROSS STRANDS: 40 ITEMS**

Strand	Minimum Items	Maximum Items	% of Items Per Strand
Physical Science	7	10	14-20%
Life Science	19	22	38-44%
Earth and Space Science	10	13	20-26%

## PHYSICAL SCIENCE ITEMS ACROSS STANDARDS: 7 TO 10 ITEMS

#### Matter and Its Interactions Items Across Standards: 3 to 5 Items

Matter and Its Interactions Standards	Minimum Items	Maximum Items
PSC1-HS-1: Structure and Properties of Matter - matter is made up of single and complex molecules	0	2
PSC2-HS-3: Chemical Reactions - reacting particles on the rate at which a reaction occurs	0	2
PSC2-HS-4: Chemical Reactions - mass is conserved during a chemical reaction	0	2

#### Motion and Stability: Forces and Interactions Items Across Standards: 1 to 2 Items

Motion and Stability: Forces and Interactions Standards	Minimum Items	Maximum Items
PSP1-HS-3: Forces and Motion - objects collide exerting forces on each other	1	2

#### Energy Items Across Standards: 1 to 2 Items

Energy Standards	Minimum Items	Maximum Items
PSP2-HS-5: Energy - objects interacting through magnetic fields	1	2

#### Waves and Their Applications in Technologies for Information Transfer Items Across Standards: 2 to 3 Items

Waves and Their Applications in Technologies for Information Transfer Standards	Minimum Items	Maximum Items
PSP3-HS-1: Wave Properties - mechanical waves have repeating patterns	0	2
PSP3-HS-2: Wave Properties - technical advances to store and transmit information	0	2



## LIFE SCIENCE ACROSS STANDARDS: 19 TO 22 ITEMS

## From Molecules to Organisms: Structure and Processes Items Across Standards: 6 to 8 Items

From Molecules to Organisms: Structure and Processes Standards	Minimum Items	Maximum Items
LS1-HS-1: Structure and Function - living things made up of a variety cells that have different functions	0	2
LS1-HS-2: Structure and Function - living things have systems that work together	0	2
LS1-HS-3: Structure and Function - organisms , and the organs and cells within, maintain internal balance	0	2
LS1-HS-4: Growth and Development of Organisms - mitosis enables growth and replacement of damage cells	0	2
LS1-HS-5: Organization for Matter and Energy Flow in Organisms - plants make food through photosynthesis	0	2
LS1-HS-6: Organization for Matter and Energy Flow in Organisms - carbon-based molecules	0	2
LS1-HS-7: Organization for Matter and Energy Flow in Organisms - cellular respiration	0	2

### Ecosystems: Interactions, Energy, and Dynamic Items Across Standards: 6 to 8 Items

Ecosystems: Interactions, Energy, and Dynamic Standards	Minimum Items	Maximum Items
LS2-HS-1: Interdependent Relationships in Ecosystems - ecosystems carrying capacities	0	2
LS2-HS-2: Interdependent Relationships in Ecosystems - equilibrium exists in organisms, populations, and ecosystems	0	2
LS2-HS-4: Cycles of Matter and Energy Transfer in Ecosystems - matter and energy flow through food web	0	2
LS2-HS-5: Cycles of Matter and Energy Transfer in Ecosystems - cycling of carbon through photosynthesis and cellular respiration	0	2
LS2-HS-6: Ecosystem Dynamics, Functioning, and Resilience - changes in physical can be temporary or permanent	0	2
LS2-HS-7: Ecosystem Dynamics, Functioning and Resilience - human activity can change the environment	0	2
LS2-HS-8: Social Interactions and Group Behavior - group behavior that increases survival	0	2

### Heredity: Inheritance and Variation of Traits Items Across Standards: 2 to 3 Items

Heredity: Inheritance and Variation of Traits Standards	Minimum Items	Maximum Items
LS3-HS-1: Structure and Function - DNA contains genetic information	0	2
LS3-HS-2: Variation of Traits - genetic variation and meiosis	0	2



## Biological Evolution: Unity and Diversity Items Across Standards: 5 to 7 Items

Biological Evolution: Unity and Diversity Standards	Minimum Items	Maximum Items
LS4-HS-1: Evidence of Common Ancestry and Diversity - organisms traced back to common ancestors	0	2
LS4-HS-2: Natural Selection - evolution change across successive generations	0	2
LS4-HS-3: Natural Selection - traits that are advantageous are more likely to be reproduced	0	2
LS4-HS-4: Adaptation - result of survival of organisms with traits that increase survival	0	2
LS4-HS-5: Adaptation - changes in environment favor the survival of some organisms and the emergence of new species	0	2
LS4-HS-6: Adaptation - human activity can change the physical environment in ways that favor some species and harm others	0	2

# EARTH AND SPACE SCIENCE ITEM DISTRIBUTION: 10 TO 13 ITEMS

Earth's Place in the Universe Items Across Standards: 4 to 6 Items

Earth's Place in the Universe Standards	Minimum Items	Maximum Items
ESS1 HS 1: The Universe and Its Stars, one route the sup reaches earth	0	2
ESS1-HS-1: The Universe and Its Stars - energy from the sun reaches earth	U	Z
ESS1-HS-2: The Universe and Its Stars - expansion of the universe	0	2
ESS1-HS-3: The Universe and Its Stars - starts produce elements	0	2
ESS1-HS-4: Earth and the Solar System - motion of orbiting objects in the solar system	0	2
ESS1-HS-5: The History of Planet Earth - Theory of plate tectonics	0	2

### Earth's Systems Items Across Standards: 3 to 5 Items

Earth's Systems Standards	Minimum Items	Maximum Items
ESS2-HS-1: Earth Materials and Systems - continental and ocean-floor features are caused by internal and surface processes	0	2
ESS2-HS-5: The Roles of Water in Earth's Surface Processes - water in its effect on earth's material	0	2
ESS2-HS-7: Weather and Climate - Changes in Earth's systems and life on Earth occur simultaneously	0	2

#### Earth and Human Activity Items Across Standards: 3 to 5 Items

Earth and Human Activity Standards	Minimum Items	Maximum Items
ESS3-HS-1: Natural Resources - Human activity can be influenced by availability of natural resources	0	2
ESS3-HS-4: Human Impacts on Earth Systems - technological solutions reduces impact of human activity	0	2
ESS3-HS-5: Global Climate Change - data provides evidence to forecast future rates of change	0	2
ESS3-HS-6: Global Climate Change - relationships among Earth's systems	0	2