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NGSS Correlations

Bo!nks
POP-200

Elementary

4-PS3-4
Students can use Bo!nks to design, test, and refine a device that converts energy from one form to another.

3-5-ETS1-3
Students can use Bo!nks to plan and carry out fair tests in which variables are controlled and failure points are considered to identify aspects of a model or prototype that can be improved.

Middle School

MS-PS3-5
Students can use Bo!nks to construct, use and present arguments or experiments to support the claim that when the motion energy of an object changes, energy is transferred to or from the object.

MS-ETS1-4
Students can use Bo!nks to develop a model or experiment to generate data for iterative testing and modification of a proposed object, tool or process such that an optimal design can be achieved.

High School

HS-PS3-4
Students can use Bo!nks to design, build, and refine a device that works within given constraints to convert one form of energy into another form of energy.

HS-ETS1-2
Students can use Bo!nks in an investigation to design a solution to a complex real-world problem by breaking it down into smaller, more manageable problems that can be solved through engineering.

Suggested Science Idea(s)

4-PS3-4
3-5-ETS1-3
Students can get creative in their techniques to activate the Bo!nks to better understand the action-reaction concept.

HS-PS3-4
Bo!nks present a simple and dramatic demonstration of energy transfer and that just for starters.

HS-ETS1-2
Using Bo!nks in a physical model to convert energy from one form to another is engaging in the engineering of a device.

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