



Weather and Climate

DIGITAL GAMES

[Weather and weather patterns](#)

NGSS.K.ESS2.D

[Making observations & gathering data about weather and climate](#)

NGSS.K.ETS1.A

[Environmental change](#)

NGSS.K.ESS2.E

[Natural resources](#)

NGSS.K.ESS3.A

[Severe weather](#)

NGSS.K.ESS3.B

KIT-REQUIRED GAME

[Weather and climate](#)

NGSS.K.ESS



Interdependent Relationships in Ecosystems

DIGITAL GAMES

[Human impact](#)

NGSS.K.ESS3.C

[Engineering problems](#)

NGSS.K.ETS1.A

[Effects of sunlight](#)

NGSS.K.ETS1.B

[Ecological solutions](#)

NGSS.K.ETS1.B

KIT-REQUIRED GAME

[Plants and animals in their ecosystems](#)

NGSS.K.LS

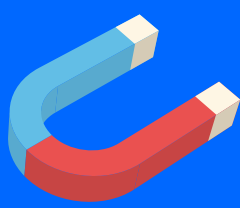
NGSS.K.LS1.C

NGSS.K.ESS2.E

NGSS.K.ESS3.A

NGSS.K.ESS3.C

NGSS.K.ETS1.B



Forces and Interactions

DIGITAL GAMES

[Matter and energy in organisms](#)

NGSS.K.LS1.C

[Forces and motion](#)

NGSS.K.PS2.A

[When objects collide](#)

NGSS.K.PS2.B

[Energy and forces](#)

NGSS.K.PS3.C

KIT-REQUIRED GAME

[Pushing and pulling](#)

NGSS.K.PS

[VIEW ADDITIONAL RELATED GAMES](#)



Space Systems

DIGITAL GAMES

[The universe](#)

NGSS.1.ESS1.A

[The solar system's effect on Earth](#)

NGSS.1.ESS1.B

KIT-REQUIRED GAME

[The solar system](#)

NGSS.1.ESS1



Structure, Function,
and Information
Processing

DIGITAL GAMES

[Parts of organisms](#)

NGSS.1.LS1.A

[Growth and development of organisms](#)

NGSS.1.LS1.B

[Function of parts of organisms](#)

NGSS.1.LS1.D

[Inheritance of traits in organisms](#)

NGSS.1.LS3.A

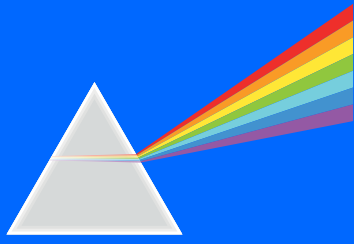
[Variation of traits in organisms](#)

NGSS.1.LS3.B

KIT-REQUIRED GAME

[Structure and function](#)

NGSS.1.LS1



Wave Properties

DIGITAL GAMES

[Sound waves](#)

NGSS.1.PS4.A

[How light travels](#)

NGSS.1.PS4.B

[Using sound and light in communication](#)

NGSS.1.PS4.C

KIT-REQUIRED GAME

[Light and sound](#)

NGSS.1.PS4

VIEW ADDITIONAL RELATED GAMES



Earth's Systems

DIGITAL GAMES

[The changing earth](#)

NGSS.2.ESS1.C

[Effects of wind and water on Earth](#)

NGSS.2.ESS2.A

[Plate tectonics](#)

NGSS.2.ESS2.B

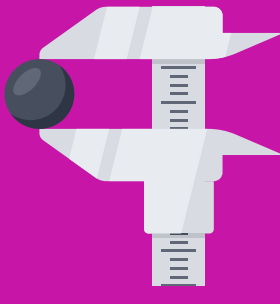
[Effects and functions of water on Earth](#)

NGSS.2.ESS2.C

KIT-REQUIRED GAME

[Earth's systems: processes that shape the earth](#)

NGSS.2.ESS



Engineering Design

DIGITAL GAMES

[Asking questions and identifying problems](#)

NGSS.2.ETS1.A

[Developing possible solutions](#)

NGSS.2.ETS1.B

[Designing ecological solutions](#)

NGSS.2.ETS1.B

[Comparing and testing designs](#)

NGSS.2.ETS1.C

KIT-REQUIRED GAME

[Engineering design](#)

NGSS.2.ETS



Interdependent Relationships in Ecosystems

DIGITAL GAMES

[Plants in their ecosystems](#)

NGSS.2.LS2.A

[Biodiversity within an ecosystem](#)

NGSS.2.LS4.D

KIT-REQUIRED GAME

[Interdependent relationships in ecosystems](#)

NGSS.2.LS



Structure and Properties of Matter

DIGITAL GAMES

[Structure and properties of matter](#)

NGSS.2.PS1.A

[Heating and cooling as chemical reactions](#)

NGSS.2.PS1.B

KIT-REQUIRED GAME

[Structure and properties of matter](#)

NGSS.2.PS

VIEW ADDITIONAL RELATED GAMES



Weather and Climate

DIGITAL GAMES

[Weather and climate patterns](#)

NGSS.3.ESS2.D

[How humans address natural hazards](#)

NGSS.3.ESS3.B

KIT-REQUIRED GAME

[Weather and climate](#)

NGSS.3.ESS



Interdependent Relationships in Ecosystems

DIGITAL GAMES

[Social interactions and group behaviors in ecosystems](#)

NGSS.3.LS2.D

[Fossils](#)

NGSS.3.LS4.A

[Extinction](#)

NGSS.3.LS4.A

[Natural selection](#)

NGSS.3.LS4.B

[Adaptation in organisms](#)

NGSS.3.LS4.C

[Organisms and their habitats](#)

NGSS.3.LS4.D

[Effects of environmental changes on organisms](#)

NGSS.3.LS2.C

KIT-REQUIRED GAME

[Environmental impacts on organisms](#)

NGSS.3.LS



Inheritance and Variation of Traits

DIGITAL GAMES

[Reproduction as part of a life cycle](#)

NGSS.3.LS1.B

[Inheritance](#)

NGSS.3.LS3.A

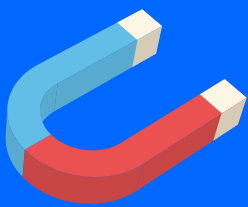
[Variation of traits due to inheritance and development](#)

NGSS.3.LS3.B

KIT-REQUIRED GAME

[Inheritance of traits](#)

NGSS.3.LS



Forces and Interactions

DIGITAL GAMES

[Forces of motion](#)

NGSS.3.PS2

[Behavior of objects when acted upon by an outside force](#)

NGSS.3.PS2.A

[Electric and magnetic forces](#)

NGSS.3.PS2.B

KIT-REQUIRED GAME

[Forces and interactions on and between objects](#)

NGSS.3.PS

[VIEW ADDITIONAL RELATED GAMES](#)



Earth's Systems

DIGITAL GAMES

[Fossils and geology](#)

NGSS.4.ESS1.C

[The effects of wind and water on Earth](#)

NGSS.4.ESS2.A

[The formation of mountains and volcanoes as a result of plate tectonics](#)

NGSS.4.ESS2.B

[Physical characteristics of living things within a region/ ecosystem](#)

NGSS.4.ESS2.E

[Energy derived from natural resources](#)

NGSS.4.ESS3.A

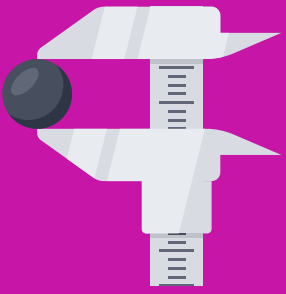
[Natural hazards that result from Earth's systems](#)

NGSS.4.ESS3.B

KIT-REQUIRED GAME

[Earth's systems](#)

NGSS.4.ESS



Engineering Design

DIGITAL GAMES

[Energy and ecological solutions](#)

NGSS.4.ETS1.A

[Designing solutions for engineering problems due to Earth's systems](#)

NGSS.4.ETS1.B

[Determining solutions and solving problems](#)

NGSS.4.ETS1.C

[Internal and external structures and their functions](#)

NGSS.4.LS1.A

[Sense receptors and their functions in animals](#)

NGSS.4.LS1.D

KIT-REQUIRED GAME

[Structure, function, and information processing](#)

NGSS.4.LS1



Matter and Energy in Organisms and Ecosystems

DIGITAL GAMES

[Transfer of energy](#)

NGSS.4.PS3.A

[Objects in motion](#)

NGSS.4.PS3.A

[The presence of energy in objects](#)

NGSS.4.PS3.B

[Energy transfer through electricity](#)

NGSS.4.PS3.B

[Energy transfer through the collision of objects](#)

NGSS.4.PS3.C

[Energy transfer through chemical reactions](#)

NGSS.4.PS3.D

KIT-REQUIRED GAME

[What is energy?](#)

NGSS.4.PS



Structure and Properties of Matter

DIGITAL GAMES

[Amplitude and wavelength](#)

NGSS.4.PS4.A

[Waves as regular patterns of motion \(oceanic\)](#)

NGSS.4.PS4.A

[Reflection of light](#)

NGSS.4.PS4.B

[Measuring waves with technology](#)

NGSS.4.PS4.C

KIT-REQUIRED GAME

[Waves](#)

NGSS.4.PS4

VIEW ADDITIONAL RELATED GAMES



Earth's Systems

DIGITAL GAMES

[Cycles in the environment](#)

NGSS.5.LS2.B

[The sun as a star](#)

NGSS.5.ESS1.A

[The sun's effect on Earth](#)

NGSS.5.ESS1.B

[Major Earth systems](#)

NGSS.5.ESS2.A

[Human effect on Earth's systems](#)

NGSS.5.ESS3.C

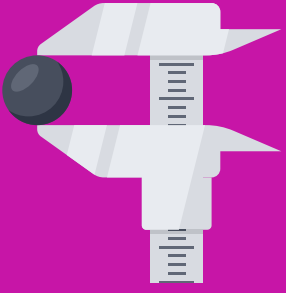
KIT-REQUIRED GAMES

[The solar system](#)

NGSS.5.ESS

[Composition of Earth](#)

NGSS.5.ESS



Engineering Design

DIGITAL GAMES

[Identifying problems and possible solutions \(considering constraints and criteria for success\)](#)

NGSS.5.ETS1.A

[Developing and conducting tests](#)

NGSS.5.ETS1.B

[Optimizing solutions from results](#)

NGSS.5.ETS1.C

KIT-REQUIRED GAME

[Engineering design](#)

NGSS.5.ETS



Matter and Energy in Organisms and Ecosystems

DIGITAL GAMES

[The energy cycle \(sun, plants, food\)](#)

NGSS.5.LS1.C

[Composers and decomposers in ecosystems](#)

NGSS.5.LS2.A

KIT-REQUIRED GAME

[Sun and energy](#)

NGSS.5.LS



Structure and Properties of Matter

DIGITAL GAMES

[The structure of matter](#)

NGSS.5.PS1.A

[Measuring matter to identify materials](#)

NGSS.5.PS1.A

[Chemical reactions and their effect on matter](#)

NGSS.5.PS1.B

[Gravitational force](#)

NGSS.5.PS2.B

[Solar energy and its effect on plant matter](#)

NGSS.5.PS3.D

[Water on Earth](#)

NGSS.ESS2.C

KIT-REQUIRED GAME

[Structure and properties of matter](#)

NGSS.5.PS

VIEW ADDITIONAL RELATED GAMES



Chemical Reactions

DIGITAL GAMES

[Liquids, solids and gases](#)

NGSS.MS.PS1.A

[Substances and their properties](#)

NGSS.MS.PS1.A

[Chemical properties of matter](#)

NGSS.MS.PS1.A

KIT-REQUIRED GAME

[Chemical reactions](#)

NGSS.MS.PS1



Structure and Properties of Matter

DIGITAL GAMES

[Atoms and chemical reactions upon them](#)

NGSS.MS.PS1.B

[How matter changes as a result of chemical reactions](#)

NGSS.MS.PS1.B

KIT-REQUIRED GAME

[Structure and properties of matter](#)

NGSS.MS.PS1



Forces and Interactions

DIGITAL GAMES

[Newton's third law](#)

NGSS.MS.PS2.A

[Electric, magnetic, and gravitational forces](#)

NGSS.MS.PS2.B

KIT-REQUIRED GAME

[Forces and interaction](#)

NGSS.MS.PS2



Energy

DIGITAL GAMES

[Potential and kinetic energy](#)

NGSS.MS.PS3.A

[Heat as energy](#)

NGSS.MS.PS3.A

[Conservation and transfer of energy](#)

NGSS.MS.PS3.B

[Transfer of energy due to interactions between objects](#)

NGSS.MS.PS3.C

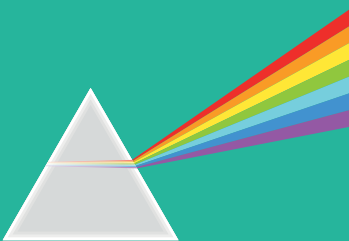
[Chemical processes of cellular respiration](#)

NGSS.MS.PS3.D

KIT-REQUIRED GAME

[Energy](#)

NGSS.MS.PS3



Wave Properties

DIGITAL GAMES

[Waves as repeating patterns \(sound\)](#)

NGSS.MS.PS4.A

[How light travels](#)

NGSS.MS.PS4.B

[Information technologies and instrumentation](#)

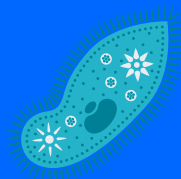
NGSS.MS.PS4.C

KIT-REQUIRED GAME

[Waves and electromagnetic radiation](#)

NGSS.MS.PS4

[VIEW ADDITIONAL RELATED GAMES](#)



Growth, Development, and Reproduction of Organisms

DIGITAL GAMES

[Reproduction in various organisms](#) NGSS.MS.LS1.B

[Food and energy cycles and their effects on organisms](#) NGSS.MS.LS1.C

KIT-REQUIRED GAME

[Growth, development, and reproduction of organisms](#) NGSS.MS.LS3



Structure, Function, and Information Processing

DIGITAL GAMES

[Cells and cell structure](#) NGSS.MS.LS1.A

[Electromagnetic, mechanical and chemical inputs and their effects on the human brain](#) NGSS.MS.LS1.D

KIT-REQUIRED GAME

[Structure, function, and information processing](#) NGSS.MS.LS1



Natural Selection and Adaptations

DIGITAL GAMES

[Inheritance of traits in organisms](#) NGSS.MS.LS3.A

[Variation of traits due to genetics \(including mutations\)](#) NGSS.MS.LS3.B

[Fossils as evidence of natural selection](#) NGSS.MS.LS4.A

[Traits that lead to natural selection](#) NGSS.MS.LS4.B

[Adaptation and its role in natural selection](#) NGSS.MS.LS4.C

KIT-REQUIRED GAME

[Natural selection and adaptations](#) NGSS.MS.LS4.A
NGSS.MS.LS4.B
NGSS.MS.LS4.C



Matter and Energy in Organisms and Ecosystems

DIGITAL GAMES

[Energy cycle in ecosystems \(producers, consumers and decomposers\)](#) NGSS.MS.LS2.B

[Dynamic nature of ecosystems](#) NGSS.MS.LS2.C

KIT-REQUIRED GAME

[Matter and energy in organisms and ecosystems](#) NGSS.MS.LS1
NGSS.MS.LS2



Interdependent Relationships in Ecosystems

DIGITAL GAME

[Biodiversity and its effects on humans](#) NGSS.MS.LS4.D

[Biodiversity as a measure of an ecosystem's health](#) NGSS.MS.LS2.C

[The importance of predators in an ecosystem](#) NGSS.MS.LS2.A

[Interdependent relationships within ecosystems](#) NGSS.MS.LS2.A

KIT-REQUIRED GAME

[Interdependent relationships in ecosystems](#) NGSS.MS.LS

[VIEW ADDITIONAL RELATED GAMES](#)



Earth and Space Systems

DIGITAL GAMES

- [The universe and Earth's solar system](#) NGSS.MS.ESS1
- [Geologic evidence for Earth's history](#) NGSS.MS.ESS1.C
- [The interaction of Earth's systems over time](#) NGSS.MS.ESS2.A

KIT-REQUIRED GAME

- [Earth's history through geology](#) NGSS.MS.ESS2



History of Earth

DIGITAL GAMES

- [Energy cycles and their effect on earth](#) NGSS.MS.ESS2.A
- [Plate tectonics and large-scale system interactions](#) NGSS.MS.ESS2.B

KIT-REQUIRED GAME

- [Earth's materials and systems](#) NGSS.MS.ESS2



Human Impacts

DIGITAL GAMES

- [Determining problems and possible solutions considering constraints and criteria](#) NGSS.MS.ETS1.A
- [Developing possible solutions \(ecosystems\)](#) NGSS.MS.ETS1.B
- [Developing and testing solutions](#) NGSS.MS.ETS1.B
- [Testing possible solutions considering constraints and criteria](#) NGSS.MS.ETS1.B
- [The iterative process in testing solutions](#) NGSS.MS.ETS1.C
- [Human reliance on natural resources](#) NGSS.MS.ESS3.A

KIT-REQUIRED GAME

- [Human impacts on the earth](#) NGSS.MS.ESS3



Weather and Climate

DIGITAL GAMES

- [Water and Earth's surface processes](#) NGSS.MS.ESS2.C
- [Movement of air and water and their effect on climate](#) NGSS.MS.ESS2.C
- [The movement of water](#) NGSS.MS.ESS2.C
- [Predicting weather based on oceanic and atmospheric patterns](#) NGSS.MS.ESS2.D
- [Forecasting natural hazards](#) NGSS.MS.ESS3.B
- [Human activities and their effects on the biosphere](#) NGSS.MS.ESS3.C
- [Climate change due to human activities](#) NGSS.MS.ESS3.D

KIT-REQUIRED GAME

- [Weather and climate](#) NGSS.MS.ESS2
NGSS.MS.ESS2.C
NGSS.MS.ESS2.D
NGSS.MS.ESS3.D

[VIEW ADDITIONAL RELATED GAMES](#)