

California Environmental Principles and Concepts

Selected lessons, performance tasks, and investigations in Amplify Desmos Math California are aligned to one or more Principles.

The California Environmental Principles and Concepts are a set of “big ideas” surrounding the relationship between humans and the natural world. These Principles and Concepts are not intended to be memorized. Rather, they are intended to serve as opportunities for students to develop environmental literacy. In Amplify Desmos Math California, selected lessons, performance tasks, and investigations are aligned to one or more Principles. The table shows the alignment of Amplify Desmos Math California, Grade 3 to these Principles.

California Environmental Principles and Concepts	Lesson(s)
Principle 1 – People Depend on Natural Systems	
The continuation and health of individual human lives and of human communities and societies depend on the health of the natural systems that provide essential goods and ecosystem services.	Unit 7: Performance Task: Garden Building Unit 4: Lessons 1, 15 Investigation 1: Rectangle City
Principle 2 – People Influence Natural Systems	
The long-term functioning and health of terrestrial, freshwater, coastal, and marine ecosystems are influenced by their relationships with human societies.	Unit 7: Lessons 1, 6
Principle 3 – Natural Systems Change in Ways that People Benefit From and Can Influence	
Natural systems proceed through cycles that humans depend upon, benefit from, and can alter.	Unit 3: Lesson 1
Principle 4 – There are no Permanent or Impermeable Boundaries that Prevent Matter from Flowing Between Systems	
The exchange of matter between natural systems and human societies affects the long-term functioning of both.	Unit 1: Lesson 1
Principle 5 – Decisions Affecting Resources and Natural Systems are Complex and Involve Many Factors	
Decisions affecting resources and natural systems are based on a wide range of considerations and decision-making processes.	Unit 6: Lesson 15 Investigation 2: Mapping Our Water Footprint