

Grade 2

Matter and Its Interactions

- 1 Classify different kinds of materials by their observable properties (color, texture, hardness, flexibility, solid or a liquid). (E) [2-PS1-1A](#)
- 2 Use data to identify a material's property that allows it to be best suited for a given purpose (e.g., absorbency of paper towel to clean up spills). (E) [2-PS1-2A](#)
- 3 Use observations to identify that a variety of objects can be built from a small set of pieces. [2-PS1-3A](#)
- 4 Classify changes caused by heating or cooling as reversible or not reversible. [2-PS1-4A](#)

Ecosystems: Interactions, Energy, and Dynamics

- 1 Conduct an investigation to observe whether plants need water and light to grow. (E) [2-LS2-1A](#)
- 2 Identify a simple model that shows that plants need animals to disperse seeds (e.g., squirrel cheek pouches that transport seeds). [2-LS2-2A](#)
- 3 Match a description of how an animal helps plants with pollination to a model (e.g., bees have fuzzy bodies to which pollen sticks). [2-LS2-2B](#)

Biological Evolution: Unity and Diversity

- 1 Make observations of the diversity of plants and animals in different habitats. (E) [2-LS4-1A](#)

Earth's Place in the Universe

- 1 Classify Earth events that happen quickly versus slowly using provided information. [Clarification Statement: Examples of events could include volcanic explosions and earthquakes, which happen quickly and erosion of rocks, which occurs slowly.] [2-ESS1-1A](#)

Earth's Systems

- 1 Compare two solutions to slow or prevent wind from changing the shape of the land (e.g., different designs of dikes and windbreaks). [2-ESS2-1A](#)
- 2 Compare two solutions to slow or prevent water from changing the shape of the land (e.g., different designs for using shrubs, grass, and trees to hold back the land). [2-ESS2-1B](#)
- 3 Describe and label landmarks (e.g., lake, mountain, river) on a model or map using a key. [2-ESS2-2A](#)

4 Identify the location of water in different states (e.g., snow, iceberg, ocean, river, lake, pond) using a map of Earth. (E) 2-ESS2-3A

5 Identify sources of information likely to provide the locations of liquid water or solid ice on Earth. (E) 2-ESS2-3B

Engineering Design

1 Ask questions, make observations, and gather information to define a simple problem that can be solved through the development of a new or improved object or tool. 2-ETS1-1A

2 Use simple sketches, drawings, or physical models of an object to identify the relationship between the shape of the object and how it functions to solve a problem. 2-ETS1-2A

3 Compare the strengths and weaknesses of two objects designed to solve the same problem. 2-ETS1-3A