Indiana Science/Computer Science Content Connectors

# 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 |

Skip to main content

| | |
|---|---|
| | 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 |