

Grade 2

Adopted 2016

Matter and Its Interactions **PS1**

A. Structure and Properties of Matter **PS1.A**

- a. Plan and conduct an investigation to describe and classify different kinds of materials by their observable properties. **2.PS1.A.A**
- b. Analyze data obtained from testing different materials to determine which materials have the properties that are best suited for an intended purpose. **2.PS1.A.B**

Motion and Stability: Forces and Interactions **PS2**

A. Forces and Motion **PS2.A**

- A. Analyze data to determine how the motion of an object changed by an applied force or the mass of an object. **2.PS2.A**

Waves and Their Applications in technologies for Information Transfer **PS4**

A. Wave Properties **PS4.A**

- A. Plan and conduct investigations to provide evidence that changes in vibration create change in sound. **2.PS4.A**

Ecosystems: Interactions, Energy, and Dynamics **LS2**

A. Interdependent Relationships in Ecosystems **LS2.A**

- a. Plan and conduct investigations on the growth of plants when growing conditions are altered (e.g., dark vs. light, water vs. no water). **2.LS2.A.A**
- b. Develop a simple model that mimics the function of an animal in dispersing seeds or pollinating plants. **2.LS2.A.B**

Earth's Place in the Universe **ESS1**

C. The History of Planet Earth **ESS1.C**

- C. Use information from several sources to provide evidence that Earth events can occur quickly or slowly. **2.ESS1.C**

Earth's Systems **ESS2**

A. Earth Materials and Systems **ESS2.A**

- A. Compare multiple solutions designed to slow or prevent wind or water from changing the shape of the land. **2.ESS2.A**

B. Plate Tectonics and Large-Scale Systems **ESS2.B**

- B. Develop a model to represent the shapes and kinds of land and bodies of water in an area. **2.ESS2.B**

C. The Role of Water in Earth's Surface Processes ESS2.C

- C. Obtain information to identify where water is found on Earth and that it can be solid or liquid. 2.ESS2.C
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Engineering Design ETS1

A. Defining and Delimiting Engineering Problems ETS1.A

- A. Ask questions, make observations, and gather information about a situation people want to change to define a simple problem that can be solved through the development of a new or improved object or tool. 2.ETS1.A
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B. Developing Possible Solutions ETS1.B

- B. Develop a simple sketch, drawing, or physical model to illustrate how the shape of an object helps it function as needed to solve a given problem. 2.ETS1.B
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C. Optimizing the Solution Process ETS1.C

- C. Analyze data from tests of two objects designed to solve the same problem to compare the strengths and weaknesses of how each performs. 2.ETS1.C