Missouri Science

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

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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

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

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

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