Utah Science

Grade 2

CHANGES IN THE EARTH'S SURFACE 2.1

1. Develop and use models illustrating the patterns of landforms and water on Earth. Examples of models could include valleys, canyons, or floodplains and could depict water in the solid or liquid state. (ESS2.B, ESS2.C) 2.1.1
2. Construct an explanation about changes in Earth's surface that happen quickly or slowly. Emphasize the contrast between fast and slow changes. Examples of fast changes could include volcanic eruptions, earthquakes, or landslides. Examples of slow changes could include the erosion of mountains or the shaping of canyons. (ESS1.C) 2.1.2
3. Design solutions to slow or prevent wind or water from changing the shape of land. Define the problem by asking questions and gathering information, convey designs through sketches, drawings, or physical models, and compare and test designs. Examples of solutions could include retaining walls, dikes, windbreaks, shrubs, trees, and grass to hold back wind, water, and land. (ESS2.A, ETS1.A, ETS1.B, ETS1.C) 2.1.3

LIVING THINGS AND THEIR HABITATS 2.2

1. Obtain, evaluate, and communicate information about patterns of living things (plants and animals, including humans) in different habitats. Emphasize the diversity of living things in land and water habitats. Examples of patterns in habitats could include descriptions of temperature or precipitation and the types of plants and animals found in land habitats. (LS2.C, LS4.C, LS4.D) 2.2.1
2. Plan and carry out an investigation of the structure and function of plant and animal parts in different habitats. Emphasize how different plants and animals have different structures to survive in their habitat. Examples could include the shallow roots of a cactus in the desert or the seasonal changes in the fur coat of a wolf. (LS1.A, LS4.C, LS4.D) 2.2.2
3. Develop and use a model that mimics the function of an animal dispersing seeds or pollinating plants. Examples could include plants that have seeds with hooks or barbs that attach themselves to animal fur, feathers, or human clothing, or dispersal through the wind, or consumption of fruit and the disposal of the pits or seeds. (LS2.A) 2.2.3
4. Design a solution to a human problem by mimicking the structure and function of plants and/or animals and how they use their external parts to help them survive, grow, and meet their needs. Define the problem by asking questions and gathering information, convey designs through sketches, drawings, or physical models, and compare and test designs. Examples could include a human wearing

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a jacket to mimic the fur of an animal or a webbed foot to design a better swimming fin. (LS1.A, LS1.D, ETS1.A, ETS1.B, ETS1.C) 2.2.4

PROPERTIES OF MATTER 2.3

1. Plan and carry out an investigation to classify different kinds of materials based on patterns in their observable properties. Examples could include sorting materials based on similar properties such as strength, color, flexibility, hardness, texture, or whether the materials are solids or liquids. (PS1.A) 2.3.1
2. Construct an explanation showing how the properties of materials influence their intended use and function. Examples could include using wood as a building material because it is lightweight and strong or the use of concrete, steel, or cotton due to their unique properties. (PS1.A) 2.3.2
3. Develop and use a model to describe how an object, made of a small set of pieces, can be disassembled and reshaped into a new object with a different function. Emphasize that a great variety of objects can be built from a small set of pieces. Examples of pieces could include wooden blocks or building bricks. (PS1.A) 2.3.3
4. Obtain, evaluate, and communicate information about changes in matter caused by heating or cooling. Emphasize that some changes can be reversed and some cannot. Examples of reversible changes could include freezing water or melting crayons. Examples of irreversible changes could include cooking an egg or burning wood. (PS1.B) 2.3.4