

# 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
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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