

Next Generation Science Standards

2nd Grade

<p style="text-align: center;">EARTH SCIENCE</p> <p style="text-align: center;"><u>Processes that Shape the Earth</u></p> <p style="text-align: center;">2-ESS1 Earth’s Place in the Universe 2-ESS2 Earth’s Systems</p>	<p style="text-align: center;">LIFE SCIENCE</p> <p style="text-align: center;"><u>Ecosystems: Interactions, Energy, and Dynamics</u></p> <p style="text-align: center;">2-LS2 <i>Ecosystems: Interactions, Energy, and Dynamics</i></p>	<p style="text-align: center;">PHYSICAL SCIENCE</p> <p style="text-align: center;"><u>Structure and Properties of Matter</u></p> <p style="text-align: center;">2-PS1 <i>Matter and its Interactions</i></p>
<p>2-ESS1-1. Use information from several sources to provide evidence that Earth events can occur quickly or slowly. <i>[i.e. Compare relative timescales of volcanic explosions and earthquakes with weathering and erosion.]</i></p> <p>2-ESS2-1. Compare multiple solutions designed to slow or prevent wind or water from changing the shape of the land. <i>[i.e. Compare dikes and berms, types of windbreaks, erosion resistant planting]</i></p> <p>2-ESS2-2. Develop a model to represent the shapes and kinds of land and bodies of water in an area. <i>[Note: watershed models with clay or paper]</i></p> <p>2-ESS2-3. Obtain information to identify where water is found on Earth and that it can be solid or liquid. <i>[Note: use maps, Google Earth]</i></p>	<p>2-LS2-1. Plan and conduct an investigation to determine if plants need sunlight and water to grow. <i>[Only test one variable at a time]</i></p> <p>2-LS2-2. Develop a simple model that mimics the function of an animal in dispersing seeds or pollinating plants. <i>[Note: seeds catching on fur and study of bee, moth, butterfly, bird, or other animal pollinators]</i></p> <p style="text-align: center;"><u>Biological Evolution: Unity and Diversity</u></p> <p style="text-align: center;">2-LS4 <i>Biological Evolution: Unity and Diversity</i></p> <p>2-LS4-1. Make observations of plants and animals to compare the diversity of life in different habitats. <i>[i.e. study the range of different living things that exist in each habitat]</i></p>	<p>2-PS1-1. Plan and conduct an investigation to describe and classify different kinds of materials by their observable properties. <i>[i.e. Sort materials by color, texture, hardness, flexibility, absorbency, size.]</i></p> <p>2-PS1-2. Analyze data obtained from testing different materials to determine which materials have the properties that are best suited for an intended purpose. <i>[Note: Use data above to choose material]</i></p> <p>2-PS1-3. Make observations to construct an evidence-based account of how an object made of a small set of pieces can be disassembled and made into a new object. <i>[i.e. Using blocks, legos, models]</i></p> <p>2-PS1-4. Construct an argument with evidence that some changes caused by heating or cooling can be reversed and some cannot. <i>[i.e. Water and butter changes can be reversed, but cooking an egg or burning a piece of paper cannot]</i></p>
<p>NGSS Engineering - K-2-ETS1 Engineering Design</p>		
<p>K-2-ETS1-1. 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.</p> <p>K-2-ETS1-2. 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.</p> <p>K-2-ETS1-3. Analyze data from tests of two objects designed to solve the same problem to compare the strengths and weaknesses of how each performs.</p>		