

Grade Two

	<p>Quarter 1: Plants/Seed Dispersal SS Unit , Mystery Sci Mystery Sci2, PBA 2-LS2-1. Plan and conduct an investigation to determine if plants need sunlight and water to grow. 2-LS2-2. Develop a simple model that mimics the function of an animal in dispersing seeds or pollinating plants.*</p> <p>Quarter 2 Land And Water 2-ESS1-1. Use information from several sources to provide evidence that Earth events can occur quickly or slowly. 2-ESS2-2. Develop a model to represent the shapes and kinds of land and bodies of water in an area. 2-ESS2-3. Obtain information to identify where water is found on Earth and that it can be solid or liquid.</p>	<p>Quarter 3: Erosion 2-ESS2-1. Compare multiple solutions designed to slow or prevent wind or water from changing the shape of the land.*</p> <p>Quarter 4: Solids and Liquids 2-PS1-1. Plan and conduct an investigation to describe and classify different kinds of materials by their observable properties. 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.* 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. 2-PS1-4. Construct an argument with evidence that some changes caused by heating or cooling can be reversed and some cannot.</p>
	<p>Science & Engineering Practices</p> <ol style="list-style-type: none"> 1. Asking questions (for science) and defining problems (for engineering) 2. Developing and using models 3. Planning and carrying out investigations 4. Analyzing and interpreting data 5. Using mathematics and computational thinking 6. Constructing explanations (for science) and designing solutions (for engineering) 7. Engaging in argument from evidence 8. Obtaining, evaluating, and communicating information 	<p>Engineering and Design Performance Embedded throughout units:</p> <p>*Smithsonian incorporates the Engineering Standards required.</p> <p>2- Sound Erosion</p> <p>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. 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. 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>