

# Grade 2

## Matter and Its Interactions

- 1 Plan and conduct an investigation to describe and classify different kinds of materials by their observable properties. [2-PS1-1](#)
- 2 Analyze data obtained from testing different materials to determine which materials have the properties that are best suited for an intended purpose. [2-PS1-2](#)
- 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-PS1-3](#)
- 4 Construct an argument with evidence that some changes caused by heating or cooling can be reversed and some cannot. [2-PS1-4](#)

## Ecosystems: Interactions, Energy, and Dynamics

- 1 Plan and conduct an investigation to determine if plants need sunlight and water to grow. [2-LS2-1](#)
- 2 Develop a simple model that mimics the function of an animal in dispersing seeds or pollinating plants. [2-LS2-2](#)

## Biological Evolution: Unity and Diversity

- 1 Make observations of plants and animals to compare the diversity of life in different habitats. [2-LS4-1](#)

## Earth's Place in the Universe

- 1 Use information from several sources to provide evidence that Earth events can occur quickly or slowly. [2-ESS1-1](#)

## Earth's Systems

- 1 Compare multiple solutions designed to slow or prevent wind or water from changing the shape of the land. [2-ESS2-1](#)
- 2 Develop a model to represent the shapes and kinds of land and bodies of water in an area. [2-ESS2-2](#)
- 3 Obtain information to identify where water is found on Earth and that it can be solid or liquid. [2-ESS2-3](#)

## Engineering Design

- 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. [K-2-ETS1-1](#)

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**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. K-2-ETS1-2**

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**3 Analyze data from tests of two objects designed to solve the same problem to compare the strengths and weaknesses of how each performs. K-2-ETS1-3**