Massachusetts Science and Technology/Engineering

Grade 2

Adopted 2016

Earth and Space Sciences

ESS2. Earth's Systems ESS2

2-ESS2-1. Investigate and compare the effectiveness of multiple solutions designed to slow or prevent wind or water from changing the shape of the land. 2-ESS2-1

2-ESS2-2. Map the shapes and types of landforms and bodies of water in an area. 2-ESS2-2

2-ESS2-3. Use examples obtained from informational sources to explain that water is found in the ocean, rivers and streams, lakes and ponds, and may be solid or liquid. 2-ESS2-3

2-ESS2-4(MA). Observe how blowing wind and flowing water can move Earth materials from one place to another and change the shape of a landform. 2-ESS2-4(MA)

Life Science

LS2. Ecosystems: Interactions, Energy, and Dynamics LS2

2-LS2-3(MA). Develop and use models to compare how plants and animals depend on their surroundings and other living things to meet their needs in the places they live. 2-LS2-3(MA)

LS4. Biological Evolution: Unity and Diversity LS4

2-LS4-1. Use texts, media, or local environments to observe and compare (a) different kinds of living things in an area, and (b) differences in the kinds of living things living in different types of areas. 2-LS4-1

Physical Science

PS1. Matter and Its Interactions PS1

2-PS1-1. Describe and classify different kinds of materials by observable properties of color, flexibility, hardness, texture, and absorbency. 2-PS1-1

2-PS1-2. Test different materials and analyze the data obtained to determine which materials have the properties that are best suited for an intended purpose. 2-PS1-2

2-PS1-3. Analyze a variety of evidence to conclude that when a chunk of material is cut or broken into pieces, each piece is still the same material and, however small each piece is, has weight. Show that the material properties of a small set of pieces do not change when the pieces are used to build larger objects. 2-PS1-3

2-PS1-4. Construct an argument with evidence that some changes to materials caused by heating or cooling can be reversed and some cannot. 2-PS1-4

PS3. Energy PS3

2-PS3-1(MA). Design and conduct an experiment to show the effects of friction on the relative temperature and speed of objects that rub against each other. 2-PS3-1(MA)

Technology/Engineering

ETS1. Engineering Design ETS1

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