

## Second Grade Kansas Next Generation Science Standards

Record keeping of implementation:

PINK= WEEKLY (Once or Twice/Week)

BLUE=DAILY (3 or MORE X/Week)

ALL OTHERS=Dates Listed

<b>2-PS1 Matter and Its Interactions</b>	
<b>2-PS1-1</b>	Plan and conduct an investigation to describe and classify different kinds of materials by their observable properties.
dates ---->	
<b>2-PS1-2</b>	Analyze data obtained from testing different materials to determine which materials have the properties that are best suited for an intended purpose.
dates ---->	
<b>2-PS1-3</b>	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.
dates ---->	
<b>2-PS1-4</b>	Construct an argument with evidence that some changes caused by heating or cooling can be reversed and some cannot.
dates ---->	
<b>2-LS2 Ecosystems: Interactions, Energy, and Dynamics</b>	
<b>2-LS2-1</b>	Plan and conduct an investigation to determine if plants need sunlight and water to grow.
dates ---->	
<b>2-LS2-2</b>	Develop a simple model that mimics the function of an animal in dispersing seeds or pollinating plants.*
dates ---->	
<b>2-LS4 Biological Evolution: Unity and Diversity</b>	
<b>2-LS4-1</b>	Make observations of plants and animals to compare the diversity of life in different habitats.
dates ---->	
<b>1-ESS1 Earth's Place in the Universe</b>	
<b>2-ESS1-1</b>	Use information from several sources to provide evidence that Earth events can occur quickly or slowly.
dates ---->	
<b>2-ESS2 Earth's Systems</b>	
<b>2-ESS2-1</b>	Compare multiple solutions designed to slow or prevent wind or water from changing the shape of the land.*
dates ---->	
<b>2-ESS2-2</b>	Develop a model to represent the shapes and kinds of land and bodies of water in an area.
dates ---->	
<b>2-ESS2-3</b>	Obtain information to identify where water is found on Earth and that it can be solid or liquid.
dates ---->	
<b>K-2-ETS1 Engineering Design</b>	
<b>K-2-ETS1-1</b>	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.
dates ---->	
<b>K-2-ETS1-2</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.
dates ---->	
<b>K-2-ETS1-3</b>	Analyze data from tests of two objects designed to solve the same problem to compare the strengths and weaknesses of how each performs.
dates ---->	