Blue Valley Second Grade Science

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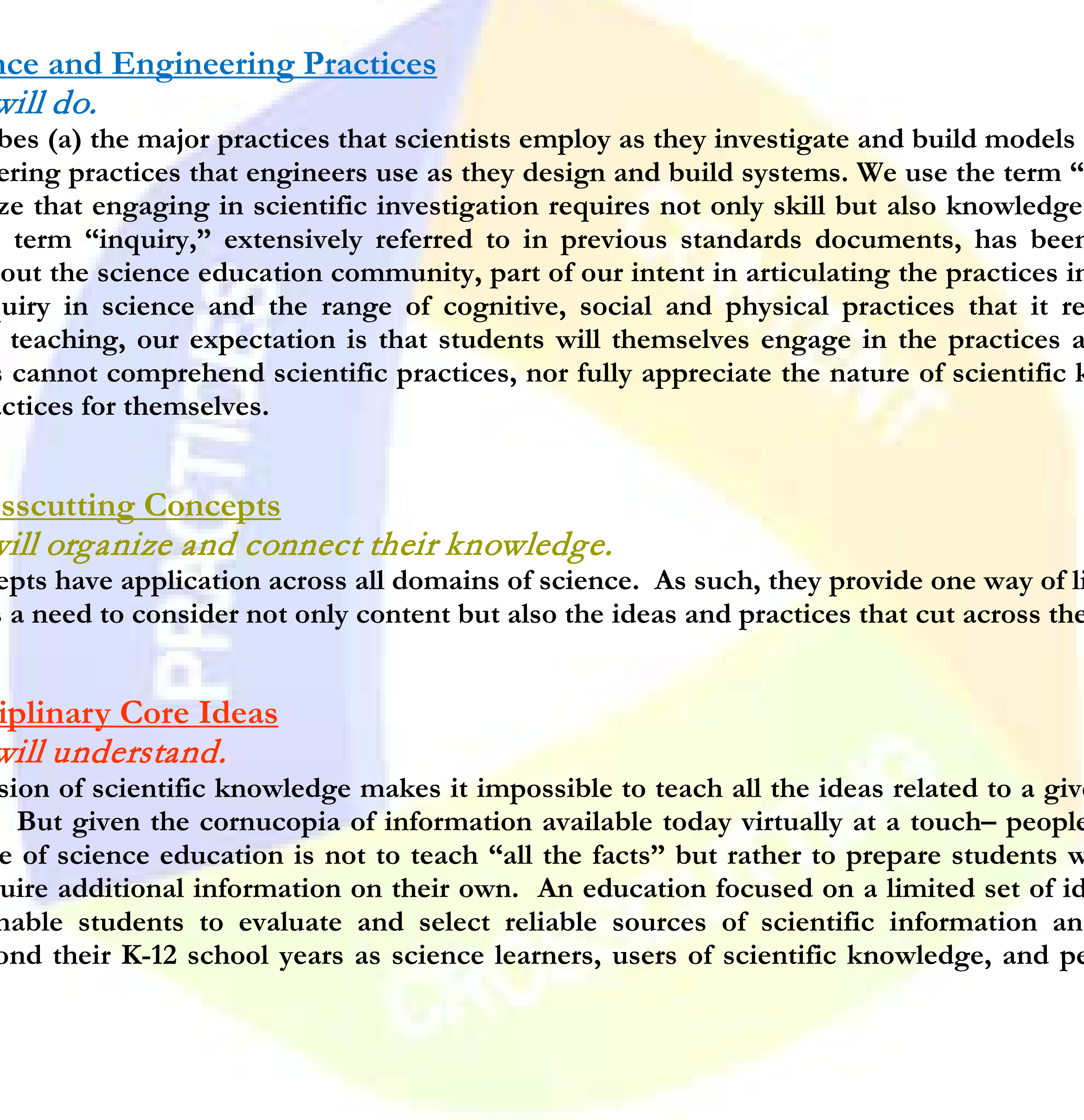
The Three Dimensions



Dimension 1: Science and Engineering Practices

What the students will do.

This dimension describes (a) the major practices that scientists employ as they investigate and build models and theories about the world and (b) a key set of engineering practices that engineers use as they design and build systems. We use the term "practices" instead of a term such as "skills" to emphasize that engaging in scientific investigation requires not only skill but also knowledge that is specific to each practice. Similarly, because the term "inquiry," extensively referred to in previous standards documents, has been interpreted over time in many different ways throughout the science education community, part of our intent in articulating the practices in Dimension 1 is to better specify what is meant by inquiry in science and the range of cognitive, social and physical practices that it requires. As in all inquiry-based approaches to science teaching, our expectation is that students will themselves engage in the practices and not merely learn about them secondhand. Students cannot comprehend scientific practices, nor fully appreciate the nature of scientific knowledge itself, without directly experiencing those practices for themselves.

Dimension 2: Crosscutting Concepts

How the students will organize and connect their knowledge.

The crosscutting concepts have application across all domains of science. As such, they provide one way of linking across the domains in Dimension 3. There is a need to consider not only content but also the ideas and practices that cut across the science disciplines.

Dimension 3: Disciplinary Core Ideas

What the students will understand.

The continuing expansion of scientific knowledge makes it impossible to teach all the ideas related to a given discipline in exhaustive detail during the K-12 years. But given the cornucopia of information available today virtually at a touch– people live, after all, in an information age—an important role of science education is not to teach "all the facts" but rather to prepare students with sufficient core knowledge so that they can later acquire additional information on their own. An education focused on a limited set of ideas and practices in science and engineering should enable students to evaluate and select reliable sources of scientific information and allow them to continue their development well beyond their K-12 school years as science learners, users of scientific knowledge, and perhaps also as producers of such knowledge.

EIGHT SCIENCE AND ENGINEERING PRACTICES

PRACTICE	SCIENCE	ENGINEERING
Asking Questions and Defining Problems	Science begins with a question about a phenomenon, such as "Why is the sky blue?" or "What causes cancer?," and seeks to develop theories that can provide explanatory answers to such questions. A basic practice of the scientist is formulating empirically answerable questions about phenomena, establishing what is already known, and determining what questions have yet to be satisfactorily answered.	Engineering begins with a problem, need, or desire that suggests an engineering problem that needs to be solved. A societal problem such as reducing the nation's dependence on fossil fuels may engender a variety of engineering problems, such as designing more efficient transportation systems, or alternative power generation devices such as improved solar cells. Engineers ask questions to define the engineering problem, determine criteria for a successful solution, and identify constraints.
Developing and Using Models	Science often involves the construction and use of a wide variety of models and simulations to help develop explanations about natural phenomena. Models make it possible to go beyond observables and imagine a world not yet seen. Models enable predictions of the form "if . . .then . . . therefore" to be made in order to test hypothetical explanations.	Engineering makes use of models and simulations to analyze existing systems so as to see where flaws might occur or to test possible solutions to a new problem. Engineers also call on models of various sorts to test proposed systems and to recognize the strengths and limitations of their designs.
Planning and Carrying Out Investigations	Scientific **investigation** may be conducted in the field or the laboratory. A major practice of scientists is planning and carrying out a systematic investigation, which requires the identification of what is to be recorded and, if applicable, what are to be treated as the dependent and independent variables (control of variables). Observations and data collected from such work are used to test existing theories and explanations or to revise and develop new ones.	Engineers use investigation both to gain data essential for specifying design criteria or parameters and to test their designs. Like scientists, engineers must identify relevant variables; decide how they will be measured, and collect data for analysis. Their investigations help them to identify how effective, efficient, and durable their designs may be under a range of conditions.
Analyzing and Interpreting Data	Scientific **investigations** produce data that must be analyzed in order to derive meaning. Because data usually do not speak for themselves, scientists use a range of tools—including tabulation, graphical interpretation, visualization, and statistical analysis—to identify the significant features and patterns in the data. Sources of error are identified and the degree of certainty calculated. Modern technology makes the collection of large data sets much easier, thus providing many secondary sources for analysis.	Engineers analyze data collected in the tests of their designs and investigations; this allows them to compare different solutions and determine how well each one meets specific design criteria—that is, which design best solves the problem within the given constraints. Like scientists, engineers require a range of tools to identify the major patterns and interpret the results.

Using Mathematics and Computational Thinking	In **science,** mathematics and computation are fundamental tools for representing physical variables and their relationships. They are used for a range of tasks, such as constructing simulations, statistically analyzing data, and recognizing, expressing, and applying quantitative relationships. Mathematical and computational approaches enable predictions of the behavior of physical systems, along with the testing of such predictions. Moreover, statistical techniques are invaluable for assessing the significance of patterns or correlations.	In **engineering,** mathematical and computational representations of established relationships and principles are an integral part of design. For example, structural engineers create mathematically based analyses of designs to calculate whether they can stand up to the expected stresses of use and if they can be completed within acceptable budgets. Moreover, simulations of designs provide an effective test bed for the development of designs and their improvement.
Constructing Explanations and Designing Solutions	The goal of **science** is the construction of theories that can provide explanatory accounts of features of the world. A theory becomes accepted when it has been shown to be superior to other explanations in the breadth of phenomena it accounts for and in its explanatory coherence and parsimony. Scientific explanations are explicit applications of theory to a specific situation or phenomenon, perhaps with the intermediary of a theory-based model for the system under study. The goal for students is to construct logically coherent explanations of phenomena that incorporate their current understanding of science, or a model that represents it, and are consistent with the available evidence.	**Engineering design,** a systematic process for solving engineering problems, is based on scientific knowledge and models of the material world. Each proposed solution results from a process of balancing competing criteria of desired functions, technological feasibility, cost, safety, esthetics, and compliance with legal requirements. There is usually no single best solution but rather a range of solutions. Which one is the optimal choice depends on the criteria used for making evaluations.
Engaging in Argument from Evidence	In **science,** reasoning and argument are essential for identifying the strengths and weaknesses of a line of reasoning and for finding the best explanation for a natural phenomenon. Scientists must defend their explanations, formulate evidence based on a solid foundation of data, examine their own understanding in light of the evidence and comments offered by others, and collaborate with peers in searching for the best explanation for the phenomenon being investigated.	In **engineering,** reasoning and argument are essential for finding the best possible solution to a problem. Engineers collaborate with their peers throughout the design process, with a critical stage being the selection of the most promising solution among a field of competing ideas. Engineers use systematic methods to compare alternatives, formulate evidence based on test data, make arguments from evidence to defend their conclusions, evaluate critically the ideas of others, and revise their designs in order to achieve the best solution to the problem at hand.
Obtaining, Evaluating, and Communicating Information	**Science** cannot advance if scientists are unable to communicate their findings clearly and persuasively or to learn about the findings of others. A major practice of science is thus the communication of ideas and the results of inquiry—orally, in writing, with the use of tables, diagrams, graphs, and equations, and by engaging in extended discussions with scientific peers. Science requires the ability to derive meaning from scientific texts (such as papers, the Internet, symposia, and lectures), to evaluate the scientific validity of the information thus acquired, and to integrate that information.	**Engineers** cannot produce new or improved technologies if the advantages of their designs are not communicated clearly and persuasively. Engineers need to be able to express their ideas, orally and in writing, with the use of tables, graphs, drawings, or models and by engaging in extended discussions with peers. Moreover, as with scientists, they need to be able to derive meaning from colleagues' texts, evaluate the information, and apply it usefully. In engineering and science alike, new technologies are now routinely available that extend the possibilities for collaboration and communication.

SEVEN CROSSCUTTING CONCEPTS OF THE FRAMEWORK

The organizational framework that connects knowledge into a coherent and scientifically based view of the world

Patterns: Observed patterns of forms and events guide organization and classification, and they prompt questions about relationships and the factors that influence them.
Cause and Effect: Events have causes, sometimes simple, sometimes multifaceted. A major activity of science is investigating and explaining causal relationships and the mechanisms by which they are mediated. Such mechanisms can then be tested across given contexts and used to predict and explain events in new contexts.
Scale, Proportion, and Quantity: In considering phenomena, it is critical to recognize what is relevant at different measures of size, time, and energy and to recognize how changes in scale, proportion, or quantity affect a system's structure or performance.
Systems and System Models: Defining the system under study—specifying its boundaries and making explicit a model of that system—provides tools for understanding and testing ideas that are applicable throughout science and engineering.
Energy and Matter: Tracking fluxes of energy and matter into, out of, and within systems helps one understand the systems' possibilities and limitations.
Structure and Function: The way in which an object or living thing is shaped and its substructure determine many of its properties and functions.
Stability and Change: For natural and built systems alike, conditions of stability and determinants of rates of change or evolution of a system are critical elements of study.

SECOND GRADE OVERVIEW

The performance expectations in second grade help students formulate answers to questions such as: “How does land change and what are some things that cause it to change? What are the different kinds of land and bodies of water? How are materials similar and different from one another, and how do the properties of the materials relate to their use? What do plants need to grow? How many types of living things live in a place?” Second grade performance expectations include **PS1, LS2, LS4, ESS1, ESS2, and ETS1** Disciplinary Core Ideas from the NRC Framework. Students are expected to develop an understanding of what plants need to grow and how plants depend on animals for seed dispersal and pollination. Students are also expected to compare the diversity of life in different habitats. An understanding of observable properties of materials is developed by students at this level through analysis and classification of different materials. Students are able to apply their understanding of the idea that wind and water can change the shape of the land to compare design solutions to slow or prevent such change. Students are able to use information and models to identify and represent the shapes and kinds of land and bodies of water in an area and where water is found on Earth. The crosscutting concepts of patterns; cause and effect; energy and matter; structure and function; stability and change; and influence of engineering, technology, and science on society and the natural world are called out as organizing concepts for these disciplinary core ideas. In the second grade performance expectations, students are expected to demonstrate grade-appropriate proficiency in developing and using models, planning and carrying out investigations, analyzing and interpreting data, constructing explanations and designing solutions, engaging in argument from evidence, and obtaining, evaluating, and communicating information. Students are expected to use these practices to demonstrate understanding of the core ideas.

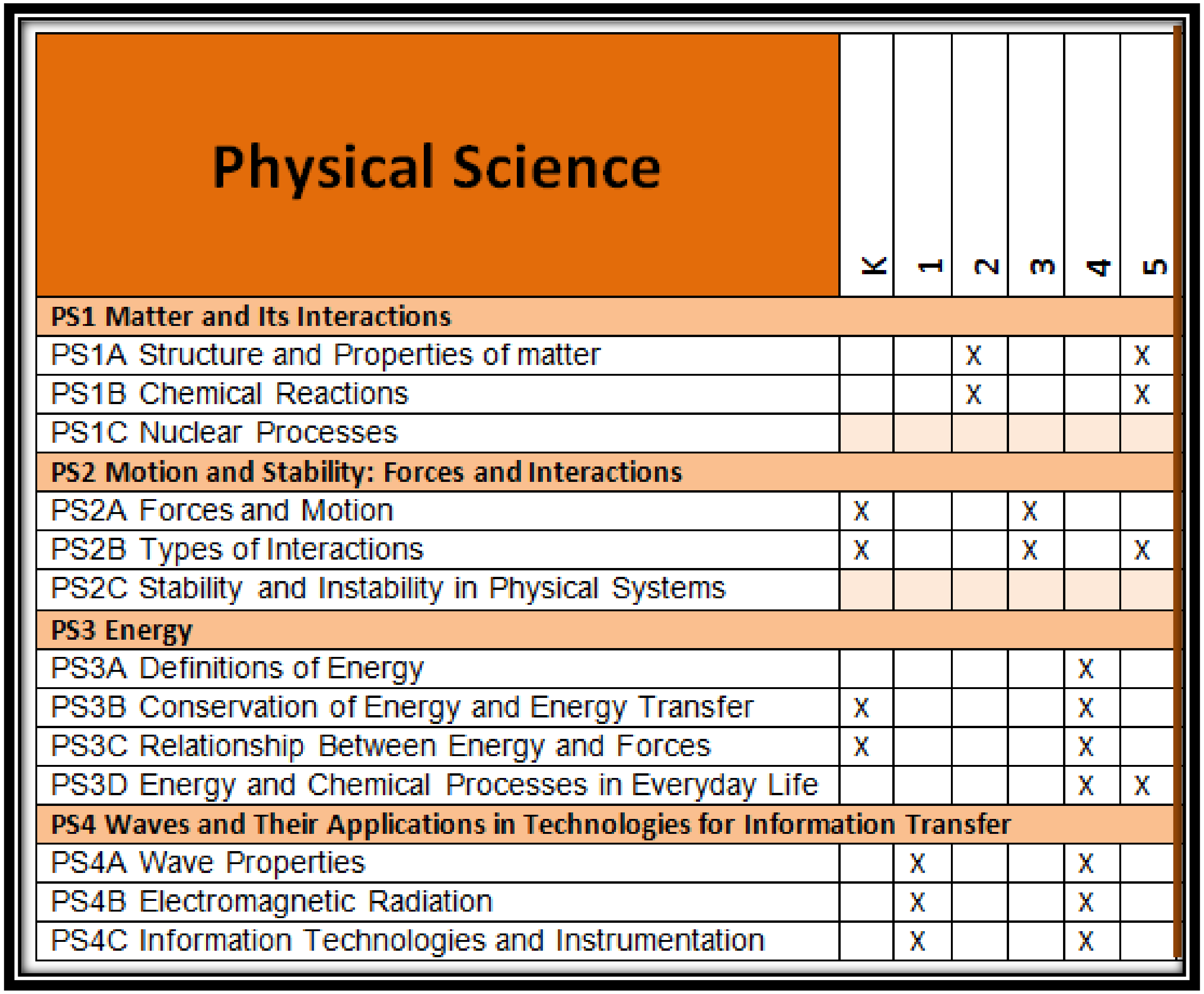
PS = Physical Science

LS = Life Science

ESS = Earth Space Science

ETS = Engineering, Technology, and Application of Science

Physical Science K-5 Progression



Physical Science	K	1	2	3	4	5
PS1 Matter and Its Interactions						
PS1A Structure and Properties of matter			X			X
PS1B Chemical Reactions			X			X
PS1C Nuclear Processes						
PS2 Motion and Stability: Forces and Interactions						
PS2A Forces and Motion	X			X		
PS2B Types of Interactions	X			X		X
PS2C Stability and Instability in Physical Systems						
PS3 Energy						
PS3A Definitions of Energy					X	
PS3B Conservation of Energy and Energy Transfer	X				X	
PS3C Relationship Between Energy and Forces	X				X	
PS3D Energy and Chemical Processes in Everyday Life					X	X
PS4 Waves and Their Applications in Technologies for Information Transfer						
PS4A Wave Properties		X			X	
PS4B Electromagnetic Radiation		X			X	
PS4C Information Technologies and Instrumentation		X			X	

Core Idea PS1

Matter and Its Interactions

Essential Question: How can one explain the structure, properties, and interactions of matter?

The existence of atoms, now supported by evidence from modern instruments, was first postulated as a model that could explain both qualitative and quantitative observations about matter (e.g., Brownian motion, ratios of reactants and products in chemical reactions). Matter can be understood in terms of the types of atoms present and the interactions both between and within them. The states (i.e., solid, liquid, gas, or plasma), properties (e.g., hardness, conductivity), and reactions (both physical and chemical) of matter can be described and predicted based on the types, interactions, and motions of the atoms within it. Chemical reactions, which underlie so many observed phenomena in living and nonliving systems alike, conserve the number of atoms of each type but change their arrangement into molecules. Nuclear reactions involve changes in the types of atomic nuclei present and are key to the energy release from the sun and the balance of isotopes in matter.

PS1.A: STRUCTURE AND PROPERTIES OF MATTER

Essential Question: How do particles combine to form the variety of matter one observes?

While too small to be seen with visible light, atoms have substructures of their own. They have a small central region or nucleus—containing protons and neutrons—surrounded by a larger region containing electrons. The number of protons in the atomic nucleus (atomic number) is the defining characteristic of each element; different isotopes of the same element differ in the number of neutrons only. Despite the immense variation and number of substances, there are only some 100 different stable elements.

Each element has characteristic chemical properties. The periodic table, a systematic representation of known elements, is organized horizontally by increasing atomic number and vertically by families of elements with related chemical properties. The development of the periodic table (which occurred well before atomic substructure was understood) was a major advance, as its patterns suggested and led to the identification of additional elements with particular properties. Moreover, the table's patterns are now recognized as related to the atom's outermost electron patterns, which play an important role in explaining chemical reactivity and bond formation, and the periodic table continues to be a useful way to organize this information.

The substructure of atoms determines how they combine and rearrange to form all of the world's substances. Electrical attractions and repulsions between charged particles (i.e., atomic nuclei and electrons) in matter explain the structure of atoms and the forces between atoms that cause them to form molecules (via chemical bonds), which range in size from two to thousands of atoms (e.g., in biological molecules such as proteins). Atoms also combine due to these forces to form extended structures, such as crystals or metals. The varied properties (e.g., hardness, conductivity) of the materials one encounters, both natural and manufactured, can be understood in terms of the atomic and molecular constituents present and the forces within and between them. Within matter, atoms and their constituents are constantly in motion. The arrangement and motion of atoms vary in characteristic ways, depending on the substance and its current state (e.g., solid, liquid). Chemical composition, temperature, and pressure affect such arrangements and motions of atoms, as well as the ways in which they interact. Under a given set of conditions, the state and some properties (e.g., density, elasticity, viscosity) are the same for different bulk quantities of a substance, whereas other properties (e.g., volume, mass) provide measures of the size of the sample at hand.

Materials can be characterized by their intensive measureable properties. Different materials with different properties are suited to different uses. The ability to image and manipulate placement of individual atoms in tiny structures allows for the design of new types of materials with particular desired functionality (e.g., plastics, nanoparticles). Moreover, the modern explanation of how particular atoms influence the properties of materials or molecules is critical to understanding the physical and chemical functioning of biological systems.

Grade Band Endpoints for PS1.A

By the end of grade 2. Different kinds of matter exist (e.g., wood, metal, water), and many of them can be either solid or liquid, depending on temperature. Matter can be described and classified by its observable properties (e.g., visual, aural, textural), by its uses, and by whether it occurs naturally or is manufactured. Different properties are suited to different purposes. A great variety of objects can be built up from a small set of pieces (e.g., blocks, construction sets). Objects or samples of a substance can be weighed, and their size can be described and measured. (Boundary: volume is introduced only for liquid measure.)

By the end of grade 5. Matter of any type can be subdivided into particles that are too small to see, but even then the matter still exists and can be detected by other means (e.g., by weighing or by its effects on other objects). For example, a model showing that gases are made from matter particles that are too small to see and are moving freely around in space can explain many observations, including the inflation and shape of a balloon; the effects of air on larger particles or objects (e.g., leaves in wind, dust suspended in air); and the appearance of visible scale water droplets in condensation, fog, and, by extension, also in clouds or the contrails of a jet. The amount (weight) of matter is conserved when it changes form, even in transitions in which it seems to vanish (e.g., sugar in solution, evaporation in a closed container). Measurements of a variety of properties (e.g., hardness, reflectivity) can be used to identify particular materials. (Boundary: At this grade level, mass and weight are not distinguished, and no attempt is made to define the unseen particles or explain the atomic-scale mechanism of evaporation and condensation.)

PS1.B: CHEMICAL REACTIONS

Essential Question: How do substances combine or change (react) to make new substances? How does one characterize and explain these reactions and make predictions about them?

Many substances react chemically with other substances to form new substances with different properties. This change in properties results from the ways in which atoms from the original substances are combined and rearranged in the new substances. However, the total number of each type of atom is conserved (does not change) in any chemical process, and thus mass does not change either. The property of conservation can be used, along with knowledge of the chemical properties of particular elements, to describe and predict the outcomes of reactions. Changes in matter in which the molecules do not change, but their positions and their motion relative to each other do change also occur (e.g., the forming of a solution,a change of state). Such changes are generally easier to reverse (return to original conditions) than chemical changes.

“Collision theory” provides a qualitative model for explaining the rates of chemical reactions. Higher rates occur at higher temperatures because atoms are typically moving faster and thus collisions are more frequent; also, a larger fraction of the collisions have sufficient energy to initiate the process. Although a solution or a gas may have constant chemical composition—that is, be in a steady state—chemical reactions may be occurring within it that are dynamically balanced with reactions in opposite directions proceeding at equal rates.

Any chemical process involves a change in chemical bonds and the related bond energies and thus in the total chemical binding energy. This change is matched by a difference between the total kinetic energy of the set of reactant molecules before the collision and that of the set of product molecules after the collision (conservation of energy). Some reactions release energy (e.g., burning fuel in the presence of oxygen), and others require energy input (e.g., synthesis of sugars from carbon dioxide and water).

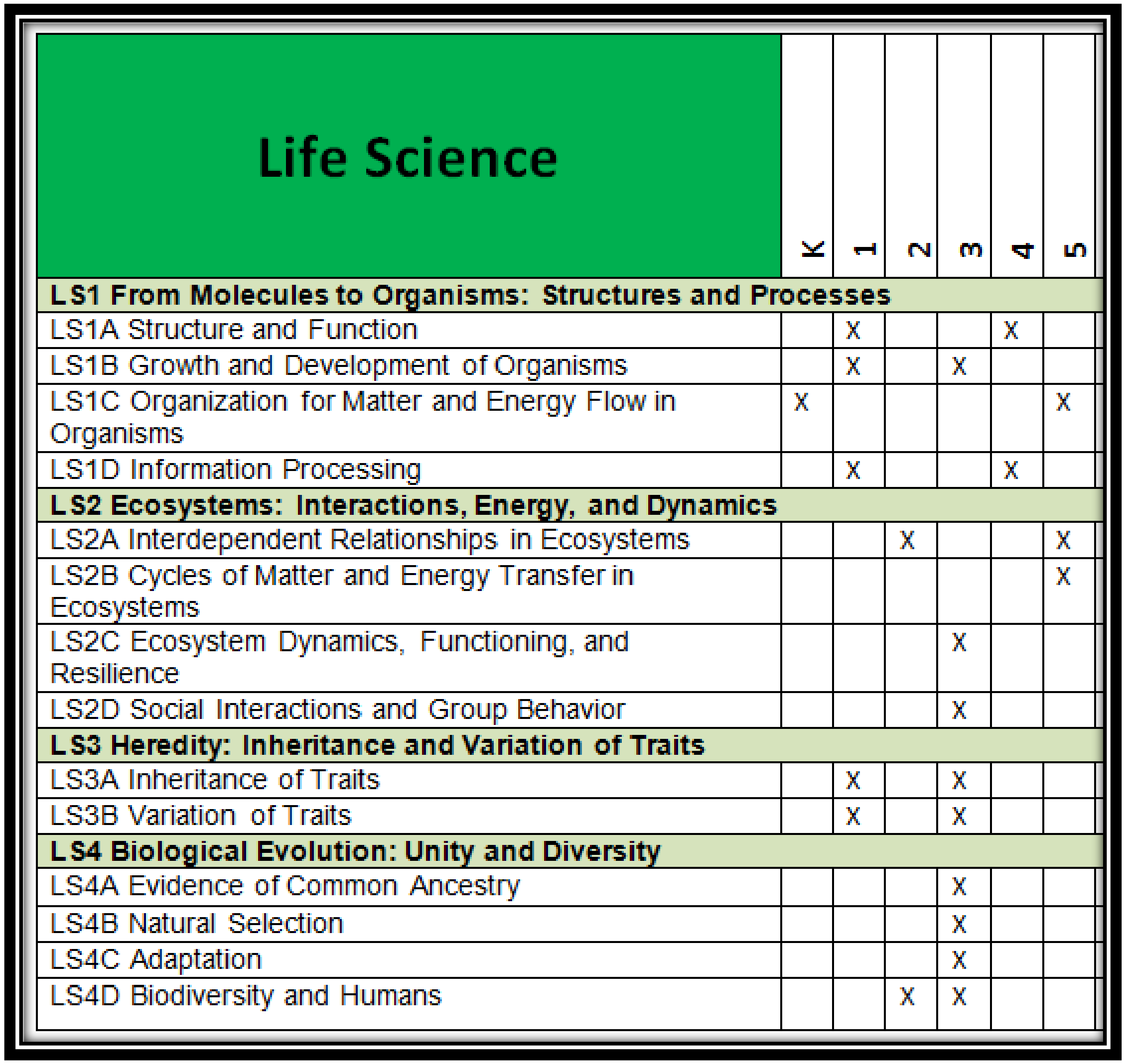
Understanding chemical reactions and the properties of elements is essential not only to the physical sciences but also is foundational knowledge for the life sciences and the earth and space sciences. The cycling of matter and associated transfers of energy in systems, of any scale, depend on physical and chemical processes. The reactivity of hydrogen ions gives rise to many biological and geophysical phenomena. The capacity of carbon atoms to form the backbone of extended molecular structures is essential to the chemistry of life. The carbon cycle involves transfers between carbon in the atmosphere—in the form of carbon dioxide—and carbon in living matter or formerly living matter (including fossil fuels). The proportion of oxygen molecules (i.e., oxygen in the form O_2) in the atmosphere also changes in this cycle.

Grade Band Endpoints for PS1.B

By the end of grade 2. Heating or cooling a substance may cause changes that can be observed. Sometimes these changes are reversible (e.g., melting and freezing), and sometimes they are not (e.g., baking a cake, burning fuel).

By the end of grade 5. When two or more different substances are mixed, a new substance with different properties may be formed; such occurrences depend on the substances and the temperature. No matter what reaction or change in properties occurs, the total weight of the substances does not change. (Boundary: Mass and weight are not distinguished at this grade level.)

Life Science K-5 Progression



Life Science	K	1	2	3	4	5
LS1 From Molecules to Organisms: Structures and Processes						
LS1A Structure and Function		X			X	
LS1B Growth and Development of Organisms		X		X		
LS1C Organization for Matter and Energy Flow in Organisms	X					X
LS1D Information Processing		X			X	
LS2 Ecosystems: Interactions, Energy, and Dynamics						
LS2A Interdependent Relationships in Ecosystems			X			X
LS2B Cycles of Matter and Energy Transfer in Ecosystems						X
LS2C Ecosystem Dynamics, Functioning, and Resilience				X		
LS2D Social Interactions and Group Behavior				X		
LS3 Heredity: Inheritance and Variation of Traits						
LS3A Inheritance of Traits		X		X		
LS3B Variation of Traits		X		X		
LS4 Biological Evolution: Unity and Diversity						
LS4A Evidence of Common Ancestry				X		
LS4B Natural Selection				X		
LS4C Adaptation				X		
LS4D Biodiversity and Humans			X	X		

Core Idea LS2

Ecosystems: Interactions, Energy, and Dynamics

Essential Question: How and why do organisms interact with their environment and what are the effects of these interactions?

Ecosystems are complex, interactive systems that include both biological communities (biotic) and physical (abiotic) components of the environment. As with individual organisms, a hierarchal structure exists; groups of the same organisms (species) form populations, different populations interact to form communities, communities live within an ecosystem, and all of the ecosystems on Earth make up the biosphere. Organisms grow, reproduce, and perpetuate their species by obtaining necessary resources through interdependent relationships with other organisms and the physical environment. These same interactions can facilitate or restrain growth and enhance or limit the size of populations, maintaining the balance between available resources and those who consume them. These interactions can also change both biotic and abiotic characteristics of the environment. Like individual organisms, ecosystems are sustained by the continuous flow of energy, originating primarily from the sun, and the recycling of matter and nutrients within the system. Ecosystems are dynamic, experiencing shifts in population composition and abundance and changes in the physical environment over time, which ultimately affects the stability and resilience of the entire system.

LS2.A: INTERDEPENDENT RELATIONSHIPS IN ECOSYSTEMS

Essential Question: How do organisms interact with the living and nonliving environments to obtain matter and energy?

Ecosystems are ever changing because of the interdependence of organisms of the same or different species and the nonliving (physical) elements of the environment. Seeking matter and energy resources to sustain life, organisms in an ecosystem interact with one another in complex feeding hierarchies of producers, consumers, and decomposers, which together represent a food web. Interactions between organisms may be predatory, competitive, or mutually beneficial. Ecosystems have carrying capacities that limit the number of organisms (within populations) they can support. Individual survival and population sizes depend on such factors as predation, disease, availability of resources, and parameters of the physical environment. Organisms rely on physical factors, such as light, temperature, water, soil, and space for shelter and reproduction. Earth's varied combinations of these factors provide the physical environments in which its ecosystems (e.g., deserts, grasslands, rain forests, and coral reefs) develop and in which the diverse species of the planet live. Within any one ecosystem, the biotic interactions between organisms (e.g., competition, predation, and various types of facilitation, such as pollination) further influence their growth, survival, and reproduction, both individually and in terms of their populations.

Grade Band Endpoints for LS2.A

By the end of grade 2. Animals depend on their surroundings to get what they need, including food, water, shelter, and a favorable temperature. Animals depend on plants or other animals for food. They use their senses to find food and water, and they use their body parts to gather, catch, eat, and chew the food. Plants depend on air, water, minerals (in the soil), and light to grow. Animals can move around, but plants cannot, and they often depend on animals for pollination or to move their seeds around. Different plants survive better in different settings because they have varied needs for water, minerals, and sunlight.

By the end of grade 5. The food of almost any kind of animal can be traced back to plants. Organisms are related in food webs in which some animals eat plants for food and other animals eat the animals that eat plants. Either way, they are "consumers." Some organisms, such as fungi and bacteria, break down dead organisms (both plants or plants parts and animals) and therefore operate as "decomposers." Decomposition eventually restores (recycles) some materials back to the soil for plants to use. Organisms can survive only in environments in which their particular needs are met. A healthy ecosystem is one in which multiple species of different types are each able to meet their needs in a relatively stable web of life. Newly introduced species can damage the balance of an ecosystem.

Core Idea LS4

Biological Evolution: Unity and Diversity

Essential Questions: *How can there be so many similarities among organisms yet so many different kinds of plants, animals, and microorganisms?*
How does biodiversity affect humans?

Biological evolution explains both the unity and the diversity of species and provides a unifying principle for the history and diversity of life on Earth. Biological evolution is supported by extensive scientific evidence ranging from the fossil record to genetic relationships among species. Researchers continue to use new and different techniques, including DNA and protein sequence analyses, to test and further their understanding of evolutionary relationships. Evolution, which is continuous and ongoing, occurs when natural selection acts on the genetic variation in a population and changes the distribution of traits in that population gradually over multiple generations. Natural selection can act more rapidly after sudden changes in conditions, which can lead to the extinction of species. Through natural selection, traits that provide an individual with an advantage to best meet environmental challenges and reproduce are the ones most likely to be passed on to the next generation. Over multiple generations, this process can lead to the emergence of new species. Evolution thus explains both the similarities of genetic material across all species and the multitude of species existing in diverse conditions on Earth—its biodiversity—which humans depend on for natural resources and other benefits to sustain themselves.

LS4.D: BIODIVERSITY AND HUMANS

Essential Question: What is biodiversity, how do humans affect it, and how does it affect humans?

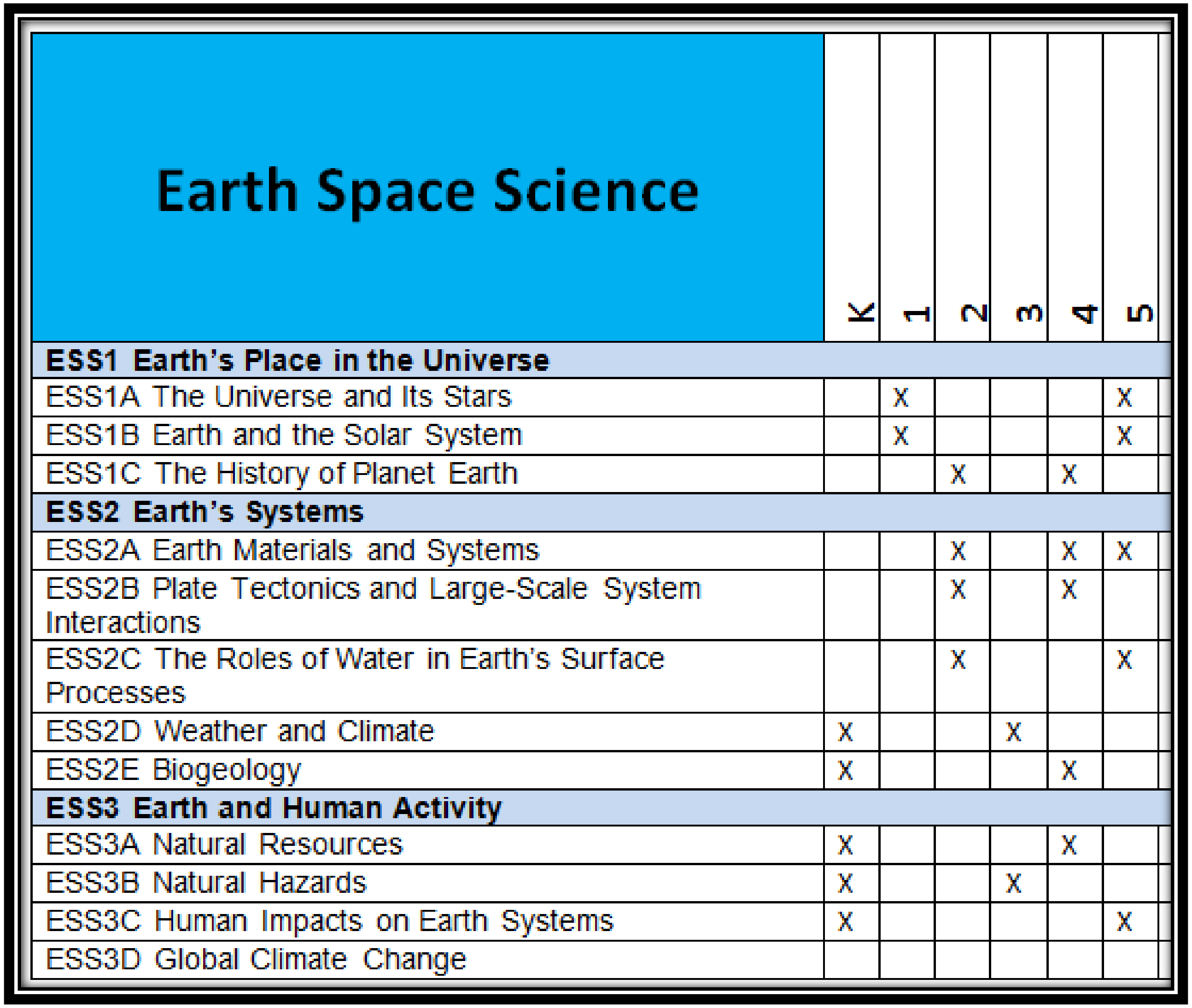
Human beings are part of and depend on the natural world. Biodiversity—the multiplicity of genes, species, and ecosystems—provides humans with renewable resources, such as food, medicines, and clean water. Humans also benefit from “ecosystem services,” such as climate stabilization, decomposition of wastes, and pollination that are provided by healthy (i.e., diverse and resilient) ecosystems. The resources of biological communities can be used within sustainable limits, but in many cases humans affect these ecosystems in ways—including habitat destruction, pollution of air and water, overexploitation of resources, introduction of invasive species, and climate change—that prevent the sustainable use of resources and lead to ecosystem degradation, species extinction, and the loss of valuable ecosystem services.

Grade Band Endpoints for LS4.D

By the end of grade 2. There are many different kinds of living things in any area, and they exist in different places on land and in water.

By the end of grade 5. Scientists have identified and classified many plants and animals. Populations of organisms live in a variety of habitats, and change in those habitats affects the organisms living there. Humans, like all other organisms, obtain living and nonliving resources from their environments.

Earth Space K-5 Progression



Earth Space Science	K	1	2	3	4	5
ESS1 Earth's Place in the Universe						
ESS1A The Universe and Its Stars		X				X
ESS1B Earth and the Solar System		X				X
ESS1C The History of Planet Earth			X		X	
ESS2 Earth's Systems						
ESS2A Earth Materials and Systems			X		X	X
ESS2B Plate Tectonics and Large-Scale System Interactions			X		X	
ESS2C The Roles of Water in Earth's Surface Processes			X			X
ESS2D Weather and Climate	X			X		
ESS2E Biogeology	X				X	
ESS3 Earth and Human Activity						
ESS3A Natural Resources	X				X	
ESS3B Natural Hazards	X			X		
ESS3C Human Impacts on Earth Systems	X					X
ESS3D Global Climate Change						

Core Idea ESS1

Earth’s Place in the Universe

Essential Question: What is the universe, and what is Earth’s place in it?

The planet Earth is a tiny part of a vast universe that has developed over a huge expanse of time. The history of the universe, and of the structures and objects within it, can be deciphered using observations of their present condition together with knowledge of physics and chemistry. Similarly, the patterns of motion of the objects in the solar system can be described and predicted on the basis of observations and an understanding of gravity. Comprehension of these patterns can be used to explain many Earth phenomena, such as day and night, seasons, tides, and phases of the moon. Observations of other solar system objects and of Earth itself can be used to determine Earth’s age and the history of large-scale changes in its surface.

ESS1.C: THE HISTORY OF PLANET EARTH

Essential Question: How do people reconstruct and date events in Earth's planetary history?

Earth scientists use the structure, sequence, and properties of rocks, sediments, and fossils, as well as the locations of current and past ocean basins, lakes, and rivers, to reconstruct events in Earth's planetary history. For example, rock layers show the sequence of geological events, and the presence and amount of radioactive elements in rocks make it possible to determine their ages.

Analyses of rock formations and the fossil record are used to establish relative ages. In an undisturbed column of rock, the youngest rocks are at the top, and the oldest are at the bottom. Rock layers have sometimes been rearranged by tectonic forces; rearrangements can be seen or inferred, such as from inverted sequences of fossil types. Core samples obtained from drilling reveal that the continents' rocks (some as old as 4 billion years or more) are much older than rocks on the ocean floor (less than 200 million years), where tectonic processes continually generate new rocks and destroy old ones. The rock record reveals that events on Earth can be catastrophic, occurring over hours to years, or gradual, occurring over thousands to millions of years. Records of fossils and other rocks also show past periods of massive extinctions and extensive volcanic activity. Although active geological processes, such as plate tectonics (link to ESS2.B) and erosion have destroyed or altered most of the very early rock record on Earth, some other objects in the solar system, such as asteroids and meteorites, have changed little over billions of years. Studying these objects can help scientists deduce the solar system's age and history, including the formation of planet Earth. Study of other planets and their moons, many of which exhibit such features as volcanism and meteor impacts similar to those found on Earth, also help illuminate aspects of Earth's history and changes.

The geological time scale organizes Earth's history into the increasingly long time intervals of eras, periods, and epochs. Major historical events include the formation of mountain chains and ocean basins, volcanic activity, the evolution and extinction of living organisms, periods of massive glaciation, and development of watersheds and rivers. Because many individual plant and animal species existed during known time periods (e.g., dinosaurs), the location of certain types of fossils in the rock record can reveal the age of the rocks and help geologists decipher the history of landforms.

Grade Band Endpoints for ESS1.C

By the end of grade 2. Some events on Earth occur in cycles, like day and night, and others have a beginning and an end, like a volcanic eruption. Some events, like an earthquake, happen very quickly; others, such as the formation of the Grand Canyon, occur very slowly, over a time period much longer than one can observe.

By the end of grade 5. Earth has changed over time. Understanding how landforms develop, are weathered (broken down into smaller pieces), and erode (get transported elsewhere) can help infer the history of the current landscape. Local, regional, and global patterns of rock formations reveal changes over time due to Earth forces, such as earthquakes. The presence and location of certain fossil types indicate the order in which rock layers were formed. Patterns of tree rings and ice cores from glaciers can help reconstruct Earth's recent climate history.

Core Idea ESS2

Earth's Systems

Essential Question: How and why is Earth constantly changing?

Earth's surface is a complex and dynamic set of interconnected systems—principally the geosphere, hydrosphere, atmosphere, and biosphere—that interact over a wide range of temporal and spatial scales. All of Earth's processes are the result of energy flowing and matter cycling within and among these systems. For example, the motion of tectonic plates is part of the cycles of convection in Earth's mantle, driven by outflowing heat and the downward pull of gravity, which result in the formation and changes of many features of Earth's land and undersea surface. Weather and climate are shaped by complex interactions involving sunlight, the ocean, the atmosphere, clouds, ice, land, and life forms. Earth's biosphere has changed the makeup of the geosphere, hydrosphere, and atmosphere over geological time; conversely, geological events and conditions have influenced the evolution of life on the planet. Water is essential to the dynamics of most earth systems, and it plays a significant role in shaping Earth's landscape.

ESS2.A: EARTH MATERIALS AND SYSTEMS

Essential Question: How do Earth's major systems interact?

Earth is a complex system of interacting subsystems: the geosphere, hydrosphere, atmosphere, and biosphere. The geosphere includes a hot and mostly metallic inner core; a mantle of hot, soft, solid rock; and a crust of rock, soil, and sediments. The atmosphere is the envelope of gas surrounding the planet. The hydrosphere is the ice, water vapor, and liquid water in the atmosphere, ocean, lakes, streams, soils, and groundwater. The presence of living organisms of any type defines the biosphere; life can be found in many parts of the geosphere, hydrosphere, and atmosphere. Humans are of course part of the biosphere, and human activities have important impacts on all of Earth's systems.

All Earth processes are the result of energy flowing and matter cycling within and among Earth's systems. This energy originates from the sun and from Earth's interior. Transfers of energy and the movements of matter can cause chemical and physical changes among Earth's materials and living organisms.

Solid rocks, for example, can be formed by the cooling of molten rock, the accumulation and consolidation of sediments, or the alteration of older rocks by heat, pressure, and fluids. These processes occur under different circumstances and produce different types of rock. Physical and chemical interactions among rocks, sediments, water, air, and plants and animals produce soil. In the carbon, water, and nitrogen cycles, materials cycle between living and nonliving forms and among the atmosphere, soil, rocks, and ocean.

Weather and climate are driven by interactions of the geosphere, hydrosphere, and atmosphere, with inputs of energy from the sun. The tectonic and volcanic processes that create and build mountains and plateaus, for example, as well as the weathering and erosion processes that break down these structures and transport the products, all involve interactions among the geosphere, hydrosphere, and atmosphere. The resulting landforms and the habitats they provide affect the biosphere, which in turn modifies these habitats and affects the atmosphere, particularly through imbalances between the carbon capture and oxygen release that occur in photosynthesis, and the carbon release and oxygen capture that occur in respiration and in the burning of fossil fuels to support human activities.

Earth exchanges mass and energy with the rest of the solar system. It gains or loses energy through incoming solar radiation, thermal radiation to space, and gravitational forces exerted by the sun, moon, and planets. Earth gains mass from the impacts of meteoroids and comets and loses mass from the escape of gases into space.

Earth's systems are dynamic; they interact over a wide range of temporal and spatial scales and continually react to changing influences, including human activities. Components of Earth's systems may appear stable, change slowly over long periods of time, or change abruptly, with significant consequences for living organisms. Changes in part of one system can cause further changes to that system or to other systems, often in surprising and complex ways.

Grade Band Endpoints for ESS2.A

By the end of grade 2. Wind and water can change the shape of the land. The resulting landforms, together with the materials on the land, provide homes for living things.

By the end of grade 5. Earth's major systems are the geosphere (solid and molten rock, soil, and sediments), the hydrosphere (water and ice), the atmosphere (air), and the biosphere (living things, including humans). These systems interact in multiple ways to affect Earth's surface materials and processes. The ocean supports a variety of ecosystems and organisms, shapes landforms, and influences climate. Winds and clouds in the atmosphere interact with the landforms to determine patterns of weather. Rainfall helps shape the land and affects the types of living things found in a region. Water, ice, wind, living organisms, and gravity break rocks, soils, and sediments into smaller particles and move them around. Human activities affect Earth's systems and their interactions at its surface.

ESS2.B: PLATE TECTONICS AND LARGE-SCALE SYSTEM INTERACTIONS

Essential Question: Why do the continents move, and what causes earthquakes and volcanoes?

Plate tectonics is the unifying theory that explains the past and current movements of the rocks at Earth's surface and provides a coherent account of its geological history. This theory is supported by multiple evidence streams—for example, the consistent patterns of earthquake locations, evidence of ocean floor spreading over time given by tracking magnetic patterns in undersea rocks and coordinating them with changes to Earth's magnetic axis data, the warping of the land under loads (such as lakes and ice sheets), which show that the solid mantle's rocks can bend and even flow.

The lighter and less dense continents are embedded in heavier and denser upper-mantle rocks, and together they make up the moving tectonic plates of the lithosphere (Earth's solid outer layer, i.e., the crust and upper mantle). Tectonic plates are the top parts of giant convection cells that bring matter from the hot inner mantle up to the cool surface. These movements are driven by the release of energy (from radioactive decay of unstable isotopes within Earth's interior) and by the cooling and gravitational downward motion of the dense material of the plates after subduction (one plate being drawn under another). The plates move across Earth's surface, carrying the continents, creating and destroying ocean basins, producing earthquakes and volcanoes, and forming mountain ranges and plateaus.

Most continental and ocean floor features are the result of geological activity and earthquakes along plate boundaries. The exact patterns depend on whether the plates are being pushed together to create mountains or deep ocean trenches, being pulled apart to form new ocean floor at mid-ocean ridges, or sliding past each other along surface faults. Most distributions of rocks within Earth's crust, including minerals, fossil fuels, and energy resources, are a direct result of the history of plate motions and collisions and the corresponding changes in the configurations of the continents and ocean basins.

This history is still being written. Continents are continually being shaped and reshaped by competing constructive and destructive geological processes. North America, for example, has gradually grown in size over the past 4 billion years through a complex set of interactions with other continents, including the addition of many new crustal segments.

Grade Band Endpoints for ESS2.B

By the end of grade 2. Rocks, soils, and sand are present in most areas where plants and animals live. There may also be rivers, streams, lakes, and ponds. Maps show where things are located. One can map the shapes and kinds of land and water in any area.

By the end of grade 5. The locations of mountain ranges, deep ocean trenches, ocean floor structures, earthquakes, and volcanoes occur in patterns. Most earthquakes and volcanoes occur in bands that are often along the boundaries between continents and oceans. Major mountain chains form inside continents or near their edges. Maps can help locate the different land and water features where people live and in other areas of Earth.

ESS2.C: THE ROLES OF WATER IN EARTH'S SURFACE PROCESSES

Essential Question: How do the properties and movements of water shape Earth's surface and affect its systems?

Earth is often called the water planet because of the abundance of liquid water on its surface and because water's unique combination of physical and chemical properties is central to Earth's dynamics. These properties include water's exceptional capacity to absorb, store, and release large amounts of energy as it changes state; to transmit sunlight; to expand upon freezing; to dissolve and transport many materials; and to lower the viscosities and freezing points of the material when mixed with fluid rocks in the mantle. Each of these properties plays a role in how water affects other Earth systems (e.g., ice expansion contributes to rock erosion, ocean thermal capacity contributes to moderating temperature variations).

Water is found almost everywhere on Earth, from high in the atmosphere (as water vapor and ice crystals) to low in the atmosphere (precipitation, droplets in clouds) to mountain snowcaps and glaciers (solid) to running liquid water on the land, ocean, and underground. Energy from the sun and the force of gravity drive the continual cycling of water among these reservoirs. Sunlight causes evaporation and propels oceanic and atmospheric circulation, which transports water around the globe. Gravity causes precipitation to fall from clouds and water to flow downward on the land through watersheds.

About 97 percent of Earth's water is in the ocean, and most fresh water is contained in glaciers or underground aquifers; only a tiny fraction of Earth's water is found in streams, lakes, and rivers. The relative availability of water is a major factor in distinguishing habitats for different living organisms.

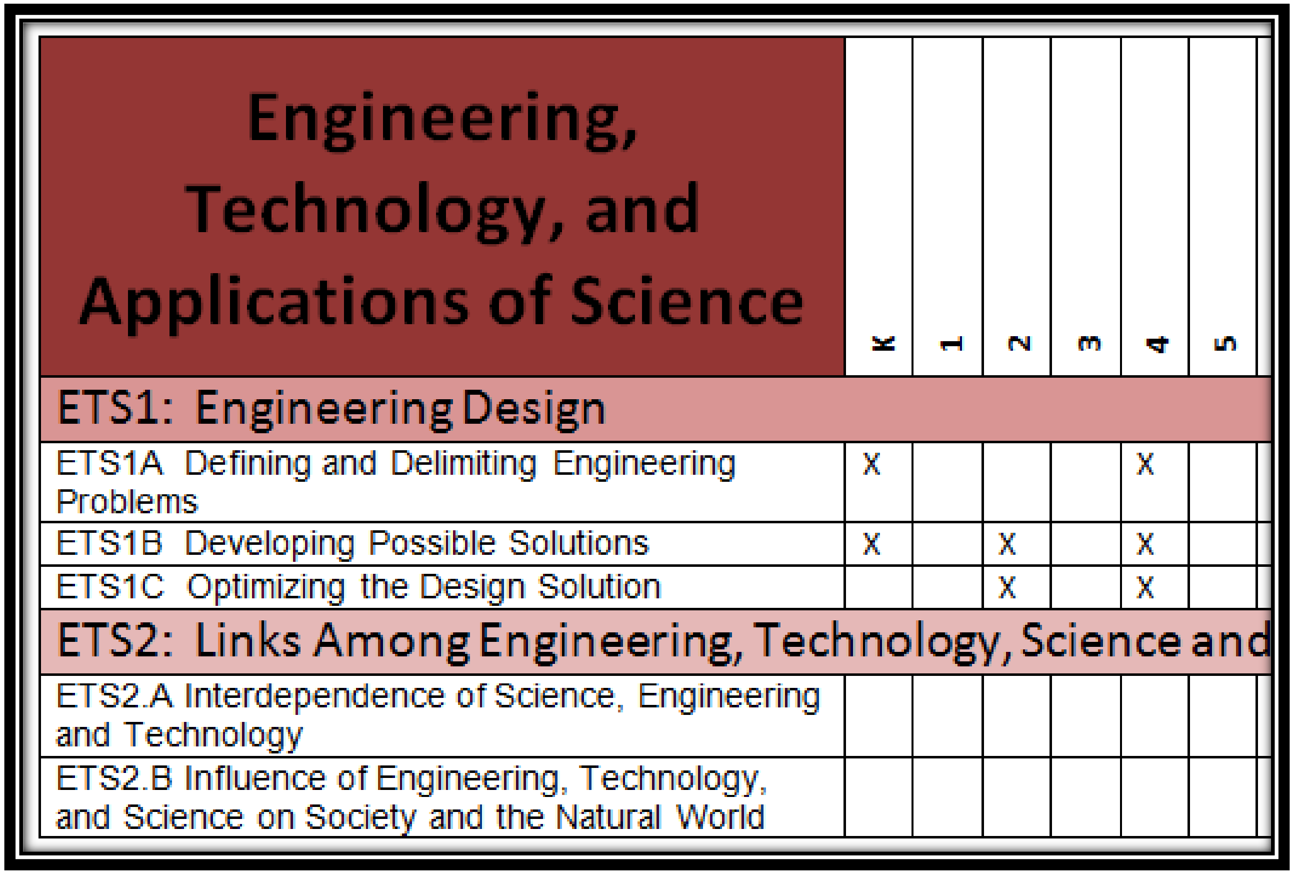
Water participates both in the dissolution and formation of Earth's materials. The downward flow of water, both in liquid and solid form, shapes landscapes through the erosion, transport, and deposition of sediment. Shoreline waves in the ocean and lakes are powerful agents of erosion. Over millions of years, coastlines have moved back and forth over continents by hundreds of kilometers, largely due to the rise and fall of sea level as the climate changed (e.g., ice ages).

Grade Band Endpoints for ESS2.C

By the end of grade 2. Water is found in the ocean, rivers, lakes, and ponds. Water exists as solid ice and in liquid form. It carries soil and rocks from one place to another and determines the variety of life forms that can live in a particular location.

By the end of grade 5. Water is found almost everywhere on Earth: as vapor; as fog or clouds in the atmosphere; as rain or snow falling from clouds; as ice, snow, and running water on land and in the ocean; and as groundwater beneath the surface. The downhill movement of water as it flows to the ocean shapes the appearance of the land. Nearly all of Earth's available water is in the ocean. Most fresh water is in glaciers or underground; only a tiny fraction is in streams, lakes, wetlands, and the atmosphere.

Engineering, Technology and Application of Science K-5 Progression



Engineering, Technology, and Applications of Science	K	1	2	3	4	5
ETS1: Engineering Design						
ETS1A Defining and Delimiting Engineering Problems	X				X	
ETS1B Developing Possible Solutions	X		X		X	
ETS1C Optimizing the Design Solution			X		X	
ETS2: Links Among Engineering, Technology, Science and						
ETS2.A Interdependence of Science, Engineering and Technology						
ETS2.B Influence of Engineering, Technology, and Science on Society and the Natural World						

Core Idea ETS1

Engineering Design

Essential Question: How do engineers solve problems?

The design process—engineers' basic approach to problem solving—involves many different practices. They include problem definition, model development and use, investigation, analysis and interpretation of data, application of mathematics and computational thinking, and determination of solutions. These engineering practices incorporate specialized knowledge about criteria and constraints, modeling and analysis, and optimization and trade-offs.

ETS1.B: DEVELOPING POSSIBLE SOLUTIONS

Essential Question: What is the process for developing potential design solutions?

The creative process of developing a new design to solve a problem is a central element of engineering. This process may begin with a relatively open-ended phase during which new ideas are generated both by individuals and by group processes such as brainstorming. Before long, the process must move to the specification of solutions that meet the criteria and constraints at hand. Initial ideas may be communicated through informal sketches or diagrams, although they typically become more formalized through models. The ability to build and use physical, graphical, and mathematical models is an essential part of translating a design idea into a finished product, such as a machine, building, or any other working system. Because each area of engineering focuses on particular types of systems (e.g., mechanical, electrical, biotechnological), engineers become expert in the elements that such systems need. But whatever their fields, all engineers use models to help develop and communicate solutions to design problems.

Models allow the designer to better understand the features of a design problem, visualize elements of a possible solution, predict a design's performance, and guide the development of feasible solutions (or, if possible, the optimal solution). A physical model can be manipulated and tested for parameters of interest, such as strength, flexibility, heat conduction, fit with other components, and durability. Scale models and prototypes are particular types of physical models. Graphical models, such as sketches and drawings, permit engineers to easily share and discuss design ideas and to rapidly revise their thinking based on input from others.

Mathematical models allow engineers to estimate the effects of a change in one feature of the design (e.g., material composition, ambient temperature) on other features, or on performance as a whole, before the designed product is actually built. Mathematical models are often embedded in computer-based simulations. Computer-aided design (CAD) and computer-aided manufacturing (CAM) are modeling tools commonly used in engineering.

Data from models and experiments can be analyzed to make decisions about modifying a design. The analysis may reveal performance information, such as which criteria a design meets, or predict how well the overall designed system or system component will behave under certain conditions. If analysis reveals that the predicted performance does not align with desired criteria, the design can be adjusted.

Grade Band Endpoints for ETS1.B

By the end of grade 2.

Designs can be conveyed through sketches, drawings, or physical models. These representations are useful in communicating ideas for a problem's solutions to other people. To design something complicated, one may need to break the problem into parts and attend to each part separately but must then bring the parts together to test the overall plan.

By the end of grade 5.

Research on a problem should be carried out—for example, through Internet searches, market research, or field observations—before beginning to design a solution. An often productive way to generate ideas is for people to work together to brainstorm, test, and refine possible solutions. Testing a solution involves investigating how well it performs under a range of likely conditions. Tests are often designed to identify failure points or difficulties, which suggest the elements of the design that need to be improved. At whatever stage, communicating with peers about proposed solutions is an important part of the design process, and shared ideas can lead to improved designs.

There are many types of models, ranging from simple physical models to computer models. They can be used to investigate how a design might work, communicate the design to others, and compare different designs.

ETS1.C: OPTIMIZING THE DESIGN SOLUTION

Essential Question: How can the various proposed design solutions be compared and improved?

Multiple solutions to an engineering design problem are always possible because there is more than one way to meet the criteria and satisfy the constraints. But the aim of engineering is not simply to design a solution to a problem but to design the best solution. Determining what constitutes "best," however, requires value judgments, given that one person's view of the optimal solution may differ from another's.

Optimization often requires making trade-offs among competing criteria. For example, as one criterion (such as lighter weight) is enhanced, another (such as unit cost) might be sacrificed (i.e., cost may be increased due to the higher cost of lightweight materials). In effect, one criterion is devalued or traded off for another that is deemed more important. When multiple possible design options are under consideration, with each optimized for different criteria, engineers may use a trade-off matrix to compare the overall advantages and disadvantages of the different proposed solutions.

The decision as to which criteria are critical and which ones can be traded off is a judgment based on the situation and the perceived needs of the end-user of the product or system. Because many factors—including environmental or health impacts, available technologies, and the expectations of users—change over time and vary from place to place, a design solution that is considered optimal at one time and place may appear far from optimal at other times and places. Thus different designs, each of them optimized for different conditions, are often needed.

Grade Band Endpoints for ETS1.C

By the end of grade 2. Because there is always more than one possible solution to a problem, it is useful to compare designs, test them, and discuss their strengths and weaknesses.

By the end of grade 5. Different solutions need to be tested in order to determine which of them best solves the problem, given the criteria and the constraints.

A Closer Look at the Scope and Sequence
Second Grade Unit 1

This is a **performance expectation**. Performance expectations describe what students should be able to do at the end of instruction and incorporates a science and engineering practice, a disciplinary core idea (DCI) and a crosscutting concept. Performance expectations are not instructional strategies or objectives for a lesson. Instead, they are intended to guide the development of assessments. Clarification statements and assessment boundary statements are provided in the original documents to render additional support and clarification of the performance expectation.

2-PS1-1 2 = grade level
PS1 = Core Idea
1 = the number within the core idea (so this is the first performance expectation in the core idea ESS2)

2-PS1-1. Plan and conduct an investigation to describe and classify different kinds of materials by their observable properties.	
Science and Engineering Practice - **Planning and Carrying Out Investigations –** Plan and conduct an investigation collaboratively to produce data to serve as the basis for evidence to answer a question.	what they will do
Disciplinary Core Idea - **PS1.A: Structure and Properties of Matter -** Different kinds of matter exist and many of them can be either solid or liquid, depending on temperature. Matter can be described and classified by its observable properties.	what they will understand
Crosscutting Concept - **Patterns** - Patterns in the natural and human designed world can be observed.	how they will organize and connect their knowledge

BLUE VALLEY DISTRICT CURRICULUM

Science | Grade 2

ORGANIZING THEME/TOPIC	FOCUS STANDARDS AND SKILLS
Structures and Properties of Matter **Bring Science Alive!** Unit 2: Materials and Their Uses Lessons 1- 5 Suggested Time Frame: 44 days	**2-PS1-1.** **Plan and conduct an investigation to describe and classify** different kinds of materials **by their observable properties.** **Science and Engineering Practices** • **Planning and Carrying Out Investigations –** Plan and conduct an investigation collaboratively to produce data to serve as the basis for evidence to answer a question. **Disciplinary Core Ideas** • **PS1.A: Structure and Properties of Matter -** Different kinds of matter exist and many of them can be either solid or liquid, depending on temperature. Matter can be described and classified by its observable properties. **Crosscutting Concepts** • **Patterns –** Patterns in the natural and human designed world can be observed. **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.** **Science and Engineering Practices** • **Analyzing and Interpreting Data –** Analyze data from tests of an object or tool to determine if it works as intended. • **Constructing Explanations and Designing Solutions –** Make observations to construct an evidence-based account for natural phenomena. **Disciplinary Core Ideas** • **PS1.A: Structure and Properties of Matter -** Different properties are suited to different purposes. • **PS1.A: Structure and Properties of Matter -** A great variety of objects can be built up from a small set of pieces. **Crosscutting Concepts** • **Cause and Effect –** Simple tests can be designed to gather evidence to support or refute student ideas about causes. • **Energy and Matter –** Objects may break into smaller pieces and be put together into larger pieces, or change shapes.

Heading and Cooling Substances **Bring Science Alive!** Unit 2: Materials and Their Uses Lesson 6 Suggested Time Frame: 7 days	**2-PS1-4. Construct an argument with evidence that some changes caused by** heating or cooling can be reversed and some cannot. **Science and Engineering Practices** - **Engaging in Argument from Evidence–** Construct an argument with evidence to support a claim. **Disciplinary Core Idea** - **PS1.B: Chemical Reactions -** Heating or cooling a substance may cause changes that can be observed. Sometimes these changes are reversible, and sometimes they are not. **Crosscutting Concepts** - **Cause and Effect –** Events have causes that generate observable patterns.
Water on Earth **Bring Science Alive!** Unit 3: Earth's Surface Lessons 1- 2 Suggested Time Frame: 16 days	**2-ESS2-3. Obtain information to identify where water is found on Earth** and that it can be solid or liquid. **Science and Engineering Practices** - **Obtaining, Evaluating, and Communicating Information -** Obtain information using various texts, text features, and other media that will be useful in answering a scientific question. **Disciplinary Core Idea** - **ESS2.C: The Roles of Water in Earth's Surface Processes -** Water is found in the ocean, rivers, lakes, and ponds. Water exists as solid ice and in liquid form. **Crosscutting Concepts** - **Patterns –** Patterns in the natural world can be observed.
Maps of Land and Water **Bring Science Alive!** Unit 3: Earth's Surface Lesson 3 Suggested Time Frame: 10 days	**2-ESS2-2. Develop a model to represent the shapes and kinds** of land and bodies of water in an area. **Science and Engineering Practices** - **Developing and Using Models –** Develop a model to represent patterns in the natural world. **Disciplinary Core Ideas** - **ESS2.B: Plate Tectonics and Large-Scale System Interactions –** Maps show where things are located. One can map the shapes and kinds of land and water in any area. **Crosscutting Concepts** - **Patterns** – Patterns in the natural world can be observed.

Earth Events **Bring Science Alive!** Unit 3: Earth's Surface Lessons 4-7 Suggested Time Frame: 34	**2-ESS1-1.** **Use information from several sources to provide evidence that** Earth events **can occur quickly or slowly.** **Science and Engineering Practices** - **Constructing Explanations and Designing Solutions –** make observations from several sources to construct an evidence-based account for natural phenomena. **Disciplinary Core Idea** - **ESS1.C: The History of Planet Earth -** Some events happen very quickly; others occur very slowly, over a time period much longer than one can observe. **Crosscutting Concepts** - **Stability and Change –** Things may change slowly or rapidly. **2-ESS2-1.** **Compare multiple solutions designed to slow or prevent** wind or water from changing the shape of the land. **Science and Engineering Practice** - **Constructing Explanations and Designing Solutions** – Compare multiple solutions to a problem. **Disciplinary Core Idea** - **ESS2.A: Earth Materials and Systems -** Wind and water can change the shape of the land. - **ETS1.C: Optimizing the Design Solution –** Because there is always more than one possible solution to a problem, it is useful to compare and test designs. **Crosscutting Concepts** - **Stability and Change –** Things may change slowly or rapidly.
Plant Needs **Bring Science Alive!** Unit 1: Plant and animal Survival Lessons 1- 2 Suggested Time Frame: 18 days	**2-LS2-1.** **Plan and conduct an investigation** to **determine if** plants **need sunlight and water to grow.** **Science and Engineering Practices** - **Planning and Carrying Out Investigations –** Plan and conduct an investigation collaboratively to produce data to serve as the basis for evidence to answer a question. **Disciplinary Core Ideas** - **LS2.A: Interdependent Relationships in Ecosystems -** Plants depend on water and light to grow. **Crosscutting Concepts** - **Cause and Effect –** Events have causes that generate observable patterns

Seeds on the Move **Bring Science Alive!** Unit 1: Plant and animal Survival Lessons 3 Suggested Time Frame: 9 days	**2-LS2-2. Develop a simple model that mimics the function** of an animal in dispersing seeds or pollinating plants. **Science and Engineering Practices** - **Developing and Using Models –** Develop a simple model based on evidence to represent a proposed object or tool. **Disciplinary Core Ideas** - **LS2.A: Interdependent Relationships in Ecosystems -** Plants depend on animals for pollination or to move their seeds around. - **ETS1.B: Developing Possible Solutions -** Designs can be conveyed through sketches, drawings, or physical models. These representations are useful in communicating ideas for a problem's solutions to other people. **Crosscutting Concepts** - **Structure and Function –** The shape and stability of structures of natural and designed objects are related to their function(s).
Diversity and Habitats **Bring Science Alive!** Unit 1: Plant and animal Survival Lessons 4-8 Suggested Time Frame: 43 days	**2-LS4-1. Make observations** of plants and animals **to compare** the diversity of life in different habitats. **Science and Engineering Practices** - **Planning and Carrying Out Investigations** - Make observations to collect data which can be used to make comparisons. **Disciplinary Core Ideas** - **LS4.D: Biodiversity and Humans -** There are many different kinds of living things in any area, and they exist in different places on land and in water.

Materials for Investigations: It is recommended that you keep track of the materials you use throughout the year so that you can replenish the necessary materials for the following year. All expenses for materials will be paid for by the building. A unit by unit materials checklist is provided on our website.

TCI Kit Materials				Teacher/Student Provided Materials	
Consumables Materials		Non-Consumables Materials			
Cottton Balls, pkg/300		Gravel		Clipboards	
Sand, medium grain		Beads, pkg/100		Clear Tape	
cups, plastic, 9 ounce, pkg/50		Rock Collection		Sticky Notes	
Flour		Wood Block 3" x 4"		Fan	
Bags, paper, pkg/50		Ball, styrene, 3"		Hair Dryer	
cups, paper, 2 ounce, pkg/50		Marbles, 5/8" pkg/20		Spray Bottle	
Paper clips, large, box/100		Spray Bottle		Rain, Sun and Wool Hat	
Pepper, 2 oz		Cloth, cotton		Glue Sticks	
Salt, non-iodized		Bin, plastic, shoe box size		Scissors	
Seeds, Marigold		Wood Cube, 1"		3 X 5 cards	
Steel Wool Pads, pkg/6		**Non-consumables** are the materials that will be used over and over. However, sometimes things break or get lost so you may have to purchase something from this list at some point. Again, most things can be purchased at Wal-mart or the Dollar Store but some (The highlighted item(s)) may need to be purchased through Ward's Science at https://wardsci.com/ .		Tape	
Straws, pkg/50				Yarn	
Swabs, cotton, pkg/30				Construction paper	
Vegetable Oil				Water	
Jar, plastic, 12 oz				Newspaper	
Container, plastic deli				Glue	
Jar, plastic, 16 oz				Markers, Colored Pencils or Crayons	
Sandpaper				Paper Cup	
Tube, cardboard				Plastic baggies	
Cup, paper, 100mL				Banana	
Aluminum foi, roll				Lettuce	
Construction Paper, pkg/50				Milk	
Spoons, plastic, pkg/24		**Consumables** are the materials that will need to be replenished yearly or bi-yearly. The cost of these materials will be covered through your building (Instructional expenses). Most of these items can be purchased at Wal-Mart or the Dollar Store. The highlighted item(s) will need to be purchased through Ward's Science at https://wardsci.com/.		Paper Towels	
Wax Paper				Counting Chips	
Sponge				Stapler	
Pipe Cleaners, pkg/100				Plastic spoon	
Stir Sticks, pkg/50				Bucket or large bowl	
Petri Dishes, pkg/6				**Teacher/student provided materials** are (for the most part) things that you have in your classroom already. Highlighted items will most likely need to be purchased for the investigations. They can be purchased at Wal-Mart or a hardware store.	
Craft Sticks, pkg/30					
Cardboard, corrugated, 5 cm X 30 cm					
Clay, modeling, pkg. 4					
Bowl, paper					
Soil, potting					