

# Grade 2

Adopted 2015

## Structure and Properties of Matter

**2-PS1-1.** Plan and conduct an investigation to describe and classify different kinds of materials by their observable properties. 2-PS1-1

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**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-PS1-2

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**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-PS1-3

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

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## Interdependent Relationships in Ecosystems

**2-LS2-1.** Plan and conduct an investigation to determine if plants need sunlight and water to grow. 2-LS2-1

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**2-LS2-2.** Develop a simple model that mimics the function of an animal in dispersing seeds or pollinating plants. 2-LS2-2

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**2-LS4-1.** Make observations of plants and animals to compare the diversity of life in different habitats. 2-LS4-1

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## Earth's Systems: Processes that Shape the Earth

**2-ESS1-1.** Use information from several sources to provide evidence that Earth events can occur quickly or slowly. 2-ESS1-1

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**2-ESS2-1.** Compare multiple solutions designed to slow or prevent wind or water from changing the shape of the land. 2-ESS2-1

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**2-ESS2-2.** Develop a model to represent the shapes and kinds of land and bodies of water in an area. 2-ESS2-2

**2-ESS2-2MI.** Develop a model to represent the state of Michigan and the Great Lakes, or a more local land area and water body. 2-ESS2-2MI

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**2-ESS2-3. Obtain information to identify where water is found on Earth and that it can be solid or liquid.** 2-ESS2-3

**2-ESS2-3MI.** Obtain information to identify where fresh water is found on Earth, including the Great Lakes and Great Lakes Basin. 2-ESS2-3MI

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## Engineering Design

**K-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.** K-2-ETS1-1

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

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**K-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.** K-2-ETS1-3