

Vocabulary			
Construct	Properties	Flexibility	Assemble
Observe	Analyze	Rigid	Disassemble
Investigation	Task	Bendable	Reassemble
Properties	Texture	Temperature	Evidence
Classify	Hardness	Solid	Reversible
Argument	Strength	Liquid	Irreversible
Physical	Absorbent	Gas	
Crosscutting Concepts			
2-PS1-1 Patterns Patterns in the natural and human designed world can be observed.	2-PS1-2 Cause and Effect Simple tests can be designed to gather evidence to support or refute student ideas about causes.	2-PS1-3 Energy and Matter Objects may break into smaller pieces and be put together into larger pieces, or change shapes.	2-PS1-4 Cause and Effect Events have causes that generate observable patterns.
Resources *			

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Second Grade • First Quarter

Pacing Guide



Science

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Grade 2		Science		First Quarter
Matter and Its Interactions 2-PS1-1	Matter and Its Interactions 2-PS1-2	Matter and Its Interactions 2-PS1-3	Matter and Its Interactions 2-PS1-4	
I CAN STATEMENT				
<input type="checkbox"/> I CAN describe objects based on their physical characteristics. <input type="checkbox"/> I CAN and conduct an investigation to describe and classify different kinds of materials by their observable properties.	<input type="checkbox"/> I CAN decide which object would have the best properties for a particular task. <input type="checkbox"/> I CAN analyze and test different materials to determine which materials have the properties that are best suited for an intended purpose.	<input type="checkbox"/> I CAN disassemble an object made of small pieces and reassemble it into something new. <input type="checkbox"/> I CAN make observations how an object made of a small set of pieces can be disassembled and made into a new object.	<input type="checkbox"/> I CAN construct an argument with evidence that some changes caused by heating can be reversed and some cannot. <input type="checkbox"/> I CAN construct an argument with evidence that some changes caused by cooling can be reversed and some cannot <input type="checkbox"/> I CAN observe patterns that generate change.	
Core Idea				
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.	Structure and Properties of Matter Different properties are suited to different purposes.	Structure and Properties of Matter A great variety of objects can be built up from a small set of pieces.	Chemical Reactions Heating or cooling a substance may cause changes that can be observed. Sometimes these changes are reversible, and sometimes they are not.	
Standard				
Plan and conduct an investigation to describe and classify different kinds of materials by their observable properties. <i>Clarification Statement: Observations could include color, texture, hardness, and flexibility. Patterns could include the similar properties that different materials share.</i>	Analyze data obtained from testing different materials to determine which materials have the properties that are best suited for an intended purpose. <i>Clarification Statement: Examples of properties could include, strength, flexibility, hardness, texture, and absorbency.</i>	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. <i>Clarification Statement: Examples of pieces could include blocks, building bricks, or other assorted small objects.</i>	Construct an argument with evidence that some changes caused by heating or cooling can be reversed and some cannot. <i>Clarification Statement: Examples of reversible changes could include materials such as water and butter at different temperatures. Examples of irreversible changes could include cooking an egg, freezing a plant leaf, and heating paper.</i>	
Science and Engineering Practices				
Planning and Carrying Out Investigations Planning and carrying out investigations to answer questions or test solutions to problems in K-2 builds on prior experiences and progresses to simple investigations, based on fair tests, which provides data to support explanations or design solutions. <ul style="list-style-type: none"> Plan and conduct an investigation collaboratively to produce data to serve as the basis for evidence to answer a question. 	Analyzing and Interpreting Data Analyzing data in K-2 builds on prior experiences and progresses to collecting, recording, and sharing observations. <ul style="list-style-type: none"> Analyze data from tests of an object or tool to determine if it works as intended. 	Constructing Explanations and Designing Solutions Constructing explanations and designing solutions in K-2 builds on prior experiences and progresses to the use of evidence and ideas in constructing evidence-based accounts of natural phenomena and designing solutions. <ul style="list-style-type: none"> Make observations (firsthand or from media) to construct an evidence-based account for natural phenomena. 	Engaging in Argument from Evidence Engaging in argument from evidence in K-2 builds on prior experiences and progresses to comparing ideas and representations about the natural and designed world(s). <ul style="list-style-type: none"> Construct an argument with evidence to support a claim. 	

Vocabulary			
Evidence	Plate tectonics		
Natural	Map		
Rapid	Model		
Processes	Diagram		
Solution	Pattern		
Erosion	Compare		
Prevent			
Crosscutting Concepts			
2-ESS1-1 Stability and Change: Things may change slowly or rapidly.	2-ESS2-1 Stability and Change: Things may change slowly or rapidly.	2-ESS2-2 Patterns Patterns in the natural world can be observed.	2-ESS2-3 Patterns: Patterns in the natural world can be observed.
Resources *			

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Second Grade • Second Quarter
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Grade 2		Science		Second Quarter	
Earth’s Place in the Universe 2-ESS1-1		Earth’s Systems 2-ESS2-1		Earth’s Systems 2-ESS2-2	
Earth’s Systems 2-ESS2-3					
I CAN STATEMENT					
<input type="checkbox"/> I CAN research how some of Earth’s natural events happen quickly, and some slowly. <input type="checkbox"/> I CAN use information to provide evidence that Earth events can occur quickly or slowly. <input type="checkbox"/> I CAN observe changes in Earth’s physical events.		<input type="checkbox"/> I CAN compare solutions for wind and water erosion. <input type="checkbox"/> I CAN compare solutions designed to slow or prevent wind or water from changing the shape of the land on the natural world.		<input type="checkbox"/> I CAN create a model of the land and water in a local or regional area. <input type="checkbox"/> I CAN develop a model to represent the shapes and kinds of land and bodies of water in a Michigan area.	
Core Idea					
The History of Planet Earth Some events happen very quickly; others occur very slowly, over a time period much longer than one can observe.		Earth Materials and Systems Wind and water can change the shape of the land.		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.	
Standard					
Use information from several sources to provide evidence that Earth events can occur quickly or slowly. <i>Clarification Statement: Examples of events and timescales could include volcanic explosions and earthquakes, which happen quickly and erosion of rocks, which occurs slowly.</i>		Compare multiple solutions designed to slow or prevent wind or water from changing the shape of the land. <i>Clarification Statement: Examples of solutions could include different designs of dikes and windbreaks to hold back wind and water, and different designs for using shrubs, grass, and trees to hold back the land.</i>		Develop a model to represent the shapes and kinds of land and bodies of water in an area. **Develop a model to represent the state of MI and the Great Lakes or a more local land area and water body.	
Science and Engineering Practices					
Constructing Explanations and Designing Solutions Constructing explanations and designing solutions in K–2 builds on prior experiences and progresses to the use of evidence and ideas in constructing evidence-based accounts of natural phenomena and designing solutions. <ul style="list-style-type: none"> Make observations from several sources to construct an evidence-based account for natural phenomena. 		Constructing Explanations and Designing Solutions Constructing explanations and designing solutions in K–2 builds on prior experiences and progresses to the use of evidence and ideas in constructing evidence-based accounts of natural phenomena and designing solutions. <ul style="list-style-type: none"> Compare multiple solutions to a problem. 		Developing and Using Models Modeling in K–2 builds on prior experiences and progresses to include using and developing models (i.e., diagram, drawing, physical replica, diorama, dramatization, or storyboard) that represent concrete events or design solutions. <ul style="list-style-type: none"> Develop a model to represent patterns in the natural world. 	
				Obtaining, Evaluating, and Communicating Information Obtaining, evaluating, and communicating information in K–2 builds on prior experiences and uses observations and texts to communicate new information. <ul style="list-style-type: none"> Obtain information using various texts, text features (e.g., headings, tables of contents, glossaries, electronic menus, icons), and other media that will be useful in answering a scientific question. 	

Vocabulary
Observation Illustrate Function Physical model Plan Conduct Investigation
Crosscutting Concepts
2-ETS1-2 Structure and Function The shape and stability of structures of natural and designed objects are related to their function(s).
Resources *

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Second Grade • Third Quarter
Pacing Guide



Science

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Grade 2		Science		Third Quarter
Engineering Design 2-ETS1-1	Engineering Design 2-ETS1-2	Engineering Design 2-ETS1-3	Notes	
I CAN STATEMENT				
<input type="checkbox"/> I CAN build or improve a tool to solve a problem by asking questions, making observations and gathering information.	<input type="checkbox"/> I CAN draw a picture of a tool that will illustrate how its shape will solve a problem.	<input type="checkbox"/> I CAN analyze test data to compare two tools and tell which one will better solve a problem.		
Core Idea				
Defining and Delimiting Engineering Problems A situation that people want to change or create can be approached as a problem to be solved through engineering. Asking questions, making observations, and gathering information are helpful in thinking about problems. Before beginning to design a solution, it is important to clearly understand the problem.	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.	Optimizing the Design Solution Because there is always more than one possible solution to a problem, it is useful to compare and test designs.		
Standard				
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.	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.	Analyze data from tests of two objects designed to solve the same problem to compare the strengths and weaknesses of how each performs.		
Science and Engineering Practices				
Asking Questions and Defining Problems Asking questions and defining problems in K–2 builds on prior experiences and progresses to simple descriptive questions. <ul style="list-style-type: none"> ▶ Ask questions based on observations to find more information about the natural and/or designed world(s). ▶ Define a simple problem that can be solved through the development of a new or improved object or tool. 	Developing and Using Models Modeling in K–2 builds on prior experiences and progresses to include using and developing models (i.e., diagram, drawing, physical replica, diorama, dramatization, or storyboard) that represent concrete events or design solutions. <ul style="list-style-type: none"> ▶ Develop a simple model based on evidence to represent a proposed object or tool. 	Analyzing and Interpreting Data Analyzing data in K–2 builds on prior experiences and progresses to collecting, recording, and sharing observations. <ul style="list-style-type: none"> ▶ Analyze data from tests of an object or tool to determine if it works as intended. 		

Vocabulary		
Diversity		
Habitat		
Living		
Nonliving		
Categorize		
Disperse		
Mimic		
Pollination		
Crosscutting Concepts		
2-LS4-1 NA	2LS2-1 Cause and Effect Events have causes that generate observable patterns.	2-LS2-2 Structure and Function The shape and stability of structures of natural and designed objects are related to their function(s).
Resources *		

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Second Grade• Fourth Quarter
Pacing Guide



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Grade 2		Science		Fourth Quarter
Biological Evolution 2-LS4-1	Ecosystems 2-LS2-1	Ecosystems 2-LS2-2	Notes	
I CAN STATEMENT				
<div><div><input type="checkbox"/> I CAN compare the many different types of plants and animals that live in different habitats.</div><div><input type="checkbox"/> I CAN make observations of plants and animals to compare the diversity of life in different habitats.</div></div>	<div><div><input type="checkbox"/> I CAN investigate if plants need water and sunlight to grow.</div><div><input type="checkbox"/> I CAN plan and conduct an investigation to determine if plants need sunlight and water to grow.</div></div>	<div><div><input type="checkbox"/> I CAN create a model that spreads seeds or pollen just like animals do.</div><div><input type="checkbox"/> I CAN develop a simple model that mimics the function of an animal in dispersing seeds or pollinating plants.</div></div>		
Core Idea				
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.	Interdependent Relationships in Ecosystems Plants depend on water and light to grow.	Interdependent Relationships in Ecosystems Plants depend on animals for pollination or to move their seeds around.		
Standard				
Make observations of plants and animals to compare the diversity of life in different habitats. <i>Clarification Statement: Emphasis is on the diversity of living things in each of a variety of different habitats.</i>	Plan and conduct an investigation to determine if plants need sunlight and water to grow.	Develop a simple model that mimics the function of an animal in dispersing seeds or pollinating plants.		
Science and Engineering Practices				
Planning and Carrying Out Investigations Planning and carrying out investigations to answer questions or test solutions to problems in K–2 builds on prior experiences and progresses to simple investigations, based on fair tests, which provide data to support explanations or design solutions. <div><div>► Make observations (firsthand or from media) to collect data which can be used to make comparisons.</div></div>	Planning and Carrying Out Investigations Planning and carrying out investigations to answer questions or test solutions to problems in K–2 builds on prior experiences and progresses to simple investigations, based on fair tests, which provide data to support explanations or design solutions. <div><div>► Plan and conduct an investigation collaboratively to produce data to serve as the basis for evidence to answer a question.</div></div>	Developing and Using Models Modeling in K–2 builds on prior experiences and progresses to include using and developing models (i.e., diagram, drawing, physical replica, diorama, dramatization, or storyboard) that represent concrete events or design solutions. <div><div>► Develop a simple model based on evidence to represent a proposed object or tool.</div></div>		