Student Standards
Science Grade 2

Inspire Science

Grade 2 Version 2

http://www.mheducation.com/prek-12

This exciting and easy-to-use K-5 science learning experience with integrated literacy and math will enable students to be a scientist while leveraging and honing their literacy and math skills. With *Inspire Science,* meeting science standards while reinforcing Common Core literacy and math requirements has never been easier. Each module provides an immersive, in-depth exploration that helps students grasp key science topics through an engaging and easy-to-use digital experience.

PERFORMANCE EXPECTATIONS	MODULE - LESSON
MATTER AND ITS INTERACTIONS	
Plan and conduct an investigation to describe and classify different kinds of materials by their observable properties.	**MODULE-LESSON** Properties of Matter>Lesson 1: Describe Matter> Launch Presentation>>Elaborate>Inquiry Activity: Finding the Mass of Matter Properties of Matter>Lesson 1: Describe Matter> Launch Presentation>>Evaluate>Performance Task: What's in the Bag? Properties of Matter>Lesson 1: Describe Matter> Launch Presentation>>Explain>Inquiry Activity: Classifying Matter

Click on the thumbnail symbol you see on **www.connected.mcgraw-hill.com** to advance to the next part of the path.

PERFORMANCE EXPECTATIONS	MODULE - LESSON
Continued from previous cell… Plan and conduct an investigation to describe and classify different kinds of materials by their observable properties.	*Continued from previous cell…* **MODULE-LESSON** Properties of Matter>Lesson 2: Solids>Launch Presentation>  >Elaborate>Inquiry Activity: Measuring Solids Properties of Matter>Lesson 2: Solids>Launch Presentation>  >Evaluate>Performance Task: Plan an Investigation about Solids Properties of Matter>Lesson 2: Solids>Launch Presentation>  >Explain>Inquiry Activity: Identifying Solids Properties of Matter>Lesson 2: Solids>Launch Presentation>  >Explore>Inquiry Activity: Ooblek
Analyze data obtained from testing different materials to determine which materials have the properties that are best suited for an intended purpose.	**MODULE-LESSON:** Properties of Matter>Lesson 4: Use Matter>Launch Presentation>  >Evaluate>Performance Task: Make a Model Properties of Matter>Module Wrap Up>Launch Presentation>  > Performance Project: Analyze Materials
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.	This science file can be used to introduce this standard to students and include a classroom activity as an example. **MODULE-LESSON:** Changes to Matter>Lesson 1: Put Matter Together >Launch Presentation>  >Explain>Science File: Matter Changes
Construct an argument with evidence that some changes caused by heating or cooling can be reversed and some cannot.	**MODULE-LESSON:** Changes to Matter>Lesson 3: Temperature Changes Matter>Launch Presentation>  >Elaborate>Inquiry Activity: YOU Change it
ECOSYSTEMS: INTERACTIONS, ENERGY, AND DYNAMICS	
Plan and conduct an investigation to determine if plants need sunlight and water to grow.	**MODULE-LESSON:** Plants and Their Needs>Lesson 1: Plants Need Water>Launch Presentation>  >Explain>Inquiry Activity: Do Plants Need Water to Grow? Plants and Their Needs>Lesson 2: Plants Need Light>Launch Presentation>  >Explore>Inquiry Activity: Plants and Sunlight

PERFORMANCE EXPECTATIONS	MODULE - LESSON
Develop a simple model that mimics the function of an animal in dispersing seeds or pollinating plants.	Plants and animals depend on each other for survival. **MODULE-LESSON:** Plants and Their Needs>Lesson 3: Plants Make More Plants>Launch Presentation>  >Evaluate> Performance Task: Make a Model of a Seed Plants and Their Needs>Lesson 3: Plants Make More Plants>Launch Presentation>  >Explain> Inquiry Activity: Insect Pollination Living Things in Habitats>Lesson 1: Habitats> Launch Presentation>  >Elaborate>Inquiry Activity: Food Chains Living Things in Habitats>Lesson 1: Habitats> Launch Presentation>  >Evaluate>Performance Task: Design a Habitat for Yourself Living Things in Habitats>Lesson 2: Forests and Grasslands> Launch Presentation>  >Explore>Inquiry Activity: Pill Bug Habitat
BIOLOGICAL EVOLUTION: UNITY AND DIVERSITY	
Make observations of plants and animals to compare the diversity of life in different habitats.	**MODULE-LESSON:** Living Things in Habitats>Lesson 1: Habitats> Launch Presentation>  >Explore>Inquiry Activity: Living Things in Habitats Living Things in Habitats>Lesson 2: Forests and Grasslands> Launch Presentation>  >Evaluate >Performance Task: Animal Research Partner Activity Living Things in Habitats>Lesson 3: Water Habitats >Launch Presentation>  >Explore> Performance Task: Animal Research Partner Activity

PERFORMANCE EXPECTATIONS	MODULE - LESSON
Use information from several sources to provide evidence that Earth events can occur quickly or slowly.	**MODULE-LESSON:** Earth's Surface Changes>Lesson 1: Weathering and Erosion>Launch Presentation>>Evaluate> Earth's Slow Changes Earth's Surface Changes>Lesson 1: Weathering and Erosion>Launch Presentation>>Explain> Science Paired Read Aloud: Our Changing Earth Earth's Surface Changes>Lesson 1: Weathering and Erosion>Launch Presentation>>Explain> Quick Check: Main Idea and Details Earth's Surface Changes>Lesson 2: Quick Changes to Earth's Surface>Launch Presentation> >Explain>Inquiry Activity: Volcano Eruption Earth's Surface Changes>Lesson 2: Quick Changes to Earth's Surface>Launch Presentation> >Elaborate>Landslide Research Earth's Surface Changes>Lesson 2: Quick Changes to Earth's Surface>Launch Presentation> >Explain>Crosscutting Concepts: Stability and Change
EARTH'S SYSTEMS	
Compare multiple solutions designed to slow or prevent wind or water from changing the shape of the land.	**MODULE-LESSON:** Earth's Surface Changes>Lesson 3: Slowing Earth's Changes>Launch Presentation> >Evaluate>Performance Task: Compare Solutions Earth's Surface Changes>Lesson 3: Slowing Earth's Changes>Launch Presentation> >Explain>CC Science Interactives: Wind Erosion Earth's Surface Changes>Module Wrap Up> Launch Presentation>>Performance Project: Reducing Flood Damage
Develop a model to represent the shapes and kinds of land and bodies of water in an area.	**MODULE-LESSON:** Earth's Surface>Lesson 1: Describe Earth's Surface>Launch Presentation>>Evaluate> Performance Task: Make a Model of a Landform Earth's Surface>Lesson 1: Describe Earth's Surface>Launch Presentation>>Explore>Inquiry Activity: Make a Model of Land and Water

EARTH'S SYSTEMS	
Obtain and communicate information to identify where water is found on Earth and that it can be solid or liquid.	**MODULE-LESSON:** Earth's Surface>Lesson 2: Oceans>Launch Presentation>  >Explain>Ocean Research Earth's Surface>Lesson 2: Oceans>Launch Presentation>  >Explain>Poptips: Where Is Most of Earth's Water? Earth's Surface>Lesson 2: Oceans>Launch Presentation>  >Explore>Inquiry Activity: Earth's Surface Earth's Surface>Lesson 3: Fresh Water>Launch Presentation>  >Elaborate>Fresh Water Research Earth's Surface>Lesson 3: Fresh Water>Launch Presentation>  >Explain>CC Science Interactives: Fresh Water Changes Earth's Surface>Lesson 3: Fresh Water>Launch Presentation>  >Explain>Slide Show: Bodies of Water Earth's Surface>Module Wrap Up>Launch Presentation>  >Performance Project: Polar Ice Cap Research
K-2. 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.	**MODULE-LESSON:** Changes to Matter>Module Wrap Up>Launch Presentation>  >Performance Project: Design a Solution Earth's Surface Changes>Lesson 3: Slowing Earth's Changes>Launch Presentation>  >Elaborate>Inquiry Activity: Designing a Way to Reduce Coastal Erosion Earth's Surface Changes>Module Wrap Up>Launch Presentation>  >Performance Project: Reducing Flood Damage
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.	**MODULE-LESSON:** Changes to Matter>Module Wrap Up>Launch Presentation>  >Performance Project: Design a Solution Earth's Surface Changes>Lesson 3: Slowing Earth's Changes>Launch Presentation>  >Elaborate>Inquiry Activity: Designing a Way to Reduce Coastal Erosion Earth's Surface Changes>Module Wrap Up>Launch Presentation>  >Performance Project: Reducing Flood Damage

PERFORMANCE EXPECTATIONS	MODULE - LESSON
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.	**MODULE-LESSON:** Earth's Surface Changes>Lesson 3: Slowing Earth's Changes>Launch Presentation>  >Evaluate>Performance Task: Compare Solutions Earth's Surface Changes>Module Wrap Up> Launch Presentation>  >Performance Project: Reducing Flood Damage