

**Green Township School District  
Grade 2 Marking Period Science Benchmarks**

Report Card Indicators				
2-PS1 Matter and its Interactions	MP #1	MP #2	MP #3	
2-PS1-1. Plan and conduct an investigation to describe and classify different kinds of materials by their observable properties	<ul style="list-style-type: none"> <li>● Plan an investigation to describe and classify different kinds of observable materials by their observable properties</li> </ul>			
2-PS1-1. Plan and conduct an investigation to describe and classify different kinds of materials by their observable properties	<ul style="list-style-type: none"> <li>● Conduct an investigation to describe kinds of materials by their observable materials.</li> </ul>			
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.	<ul style="list-style-type: none"> <li>● Analyze data obtained from testing different materials to determine which materials have the properties that are best suited for an intended purpose.</li> </ul>			
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.	<ul style="list-style-type: none"> <li>● 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.</li> </ul>			
2-PS1-4. Construct an argument with evidence that some changes caused by heating or cooling can be reversed and some cannot.	<ul style="list-style-type: none"> <li>● Construct an argument with evidence that some changes caused by heating can be reversed and some cannot.</li> </ul>			
2-PS1-4. Construct an argument with evidence that some changes caused by heating or cooling can be reversed and some cannot.	<ul style="list-style-type: none"> <li>● Construct an argument with evidence that some changes caused by cooling can be reversed and some cannot.</li> </ul>			

<b>2-LS2 Ecosystems: Interactions, Energy, and Dynamics</b>		<b>MP #1</b>	<b>MP #2</b>	<b>MP #3</b>
2-LS2-1. Plan and conduct an investigation to determine if plants need sunlight and water to grow.	<ul style="list-style-type: none"> <li>Plan an investigation to determine if plants need sunlight and water to grow.</li> </ul>			
	<ul style="list-style-type: none"> <li>Conduct an investigation to determine if plants need sunlight and water to grow.</li> </ul>			
2-LS2-2. Develop a simple model that mimics the function of an animal in dispersing seeds or pollinating plants.*	<ul style="list-style-type: none"> <li>Develop a simple model that mimics the function of an animal in dispersing seeds.</li> </ul>			
	<ul style="list-style-type: none"> <li>Develop a simple model that mimics the function of an animal in pollinating plants.</li> </ul>			
<b>2-LS4 Biological Evolution: Unity and Diversity</b>		<b>MP #1</b>	<b>MP #2</b>	<b>MP #3</b>
2-LS4-1. Make observations of plants and animals to compare the diversity of life in different habitats	<ul style="list-style-type: none"> <li>Make observations of plants to compare the diversity of life in different habitats</li> </ul>			
	<ul style="list-style-type: none"> <li>Make observations of animals to compare the diversity of life in different habitats</li> </ul>			
<b>2-ESS1 Earth's Place in the Universe</b>		<b>MP #1</b>	<b>MP #2</b>	<b>MP #3</b>
2-ESS1-1. Use information from several sources to provide evidence that Earth events can occur quickly or slowly.	<ul style="list-style-type: none"> <li>Use information from several sources to provide evidence that Earth events can occur quickly.</li> </ul>			
	<ul style="list-style-type: none"> <li>Use information from several sources to provide evidence that Earth events can occur slowly.</li> </ul>			
3-LS3-2. Use evidence to support the explanation that traits can be influenced by the environment.	<ul style="list-style-type: none"> <li>Use evidence to support the explanation that traits can be influenced by the environment.</li> </ul>			

<b>2-ESS2 Earth's Systems</b>		<b>MP #1</b>	<b>MP #2</b>	<b>MP #3</b>
2-ESS2-1. Compare multiple solutions designed to slow or prevent wind or water from changing the shape of the land.	<ul style="list-style-type: none"> <li>Compare multiple solutions designed to slow wind or water from changing the shape of the land.</li> </ul>			
	<ul style="list-style-type: none"> <li>Compare multiple solutions designed to prevent wind or water from changing the shape of the land.</li> </ul>			
2-ESS2-2. Develop a model to represent the shapes and kinds of land and bodies of water in an area.	<ul style="list-style-type: none"> <li>Develop a model to represent the shapes and kinds of land in an area.</li> </ul>			
	<ul style="list-style-type: none"> <li>Develop a model to represent the bodies of water in an area.</li> </ul>			
2-ESS2-3. Obtain information to identify where water is found on Earth and that it can be solid or liquid	<ul style="list-style-type: none"> <li>Obtain information to identify where water is found on Earth</li> </ul>			
	<ul style="list-style-type: none"> <li>Obtain information to identify that water can be solid or liquid</li> </ul>			
<b>K-2-ETS1 Engineering Design</b>		<b>MP #1</b>	<b>MP #2</b>	<b>MP #3</b>
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.	<ul style="list-style-type: none"> <li>Ask questions 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.</li> </ul>			
	<ul style="list-style-type: none"> <li>Make observations 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.</li> </ul>			
	<ul style="list-style-type: none"> <li>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.</li> </ul>			
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.	<ul style="list-style-type: none"> <li>Develop a simple sketch or drawing to illustrate how the shape of an object helps it function as needed to solve a given problem.</li> </ul>			
	<ul style="list-style-type: none"> <li>Develop a simple physical model to illustrate how the shape of an object helps it function as needed to solve a given problem.</li> </ul>			

<p>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</p>	<ul style="list-style-type: none"><li>Analyze data from tests of two objects designed to solve the same problem to compare the strengths and weaknesses of how each performs</li></ul>			
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