KASC ACADEMIC STANDARDS CHECKLIST

SCIENCE

User's Name:

Use the columns as a checkoff or a place to take notes to track any curriculum issue. For instance, you might list the unit or marking period in which a standard was mastered, the areas where teachers want additional professional development opportunities, or any issue you need to analyze as you work to enhance your students' performance. See the folder labeled Ideas for Usage for further suggestions on ways to use the checklists and cards.

SECOND GRADE

Matter and its Interactions

2-PS1-1	Plan and conduct an investigation to describe and classify different kinds of materials by their observable properties.	
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.	
2-PS1-4	Construct an argument with evidence that some changes caused by heating or cooling can be reversed and some cannot.	

Ecosystems: Interactions, Energy, and Dynamics

2-LS2-1	Plan and conduct an investigation to determine if plants need sunlight and water to grow.	
2-LS2-2	Develop a simple model that mimics the function of an animal in dispersing seeds or pollinating plants.	

Biological Evolution: Unity and Diversity

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

Earth's Place in the Universe

2-ESS1-1	Make observations from media to construct an evidence-based account that Earth events can occur quickly or slowly.	

Earth's Systems

2-ESS2-1	Compare multiple solutions designed to slow or prevent wind or water from changing the shape of the land.	
2-ESS2-2	Develop a model to represent the shapes and kinds of land and bodies of water in an area.	
2-ESS2-3	Obtain information to identify where water is found on Earth and that it can be solid or liquid.	

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-ETS1-2	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-ETS1-3	Analyze data from tests of two objects designed to solve the same problem to compare the strengths and weaknesses of how each performs.	