Grade 2 Science Progress Report Card Rubric

Science Reporting Standard	December	March	June
Demonstrates understanding of unit concepts, facts, and principles. SCORING: ***E: Independently demonstrates and applies understanding of all of the following unit concepts:*** ***M: Consistently demonstrates understanding of all of the following unit concepts:*** ***P: Inconsistently demonstrates understanding of two or more of the unit concepts.***	• On Earth, some events happen very quickly; others occur very slowly, over a time period much longer than one can observe. (2-ESS1-1) • Wind and water can change the shape of the land. (2-ESS2-1) • Maps show where things are located. One can map the shapes and kinds of land and water in any area. (2-ESS2-2) • Water is found in the ocean, rivers, lakes, and ponds. • Water exists as solid ice and in liquid form. (2-ESS2-3) • A situation that people want to change or create can be approached as a problem to be solved through engineering. (K-2 ETS1-1)	• 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. (2-PS1-1) • Different properties are suited to different purposes. (2-PS1-2),(2-PS1-3) • A great variety of objects can be built up from a small set of pieces. (2-PS1-3) • Heating or cooling a substance may cause changes that can be observed. Sometimes these changes are reversible, and sometimes they are not. (2-PS1-4)	• Plants need water and sunlight to grow. (2-LS2-1) • Plants depend on animals for pollination or to move their seeds around. (2-LS2-2) • There are many different kinds of living things in any area, and they exist in different places on land and in water. (2-LS4-1) • All organisms have external parts. Different animals use their body parts in different ways to see, hear, grasp objects, protect themselves, move from place to place, and seek, find, and take in food, water and air. • Plants also have different parts (roots, stems, leaves, flowers, fruits) that help them survive and grow. • Engineers use a series of steps, called the Engineering Design Process, to design solutions to problems.

Observes, questions, investigates, explains, and communicates using appropriate vocabulary. ***E: Independently demonstrates and applies understanding of all of the following unit concepts:*** ***M: Consistently demonstrates understanding of all of the following unit concepts:*** ***P: Inconsistently demonstrates understanding of one or more of the unit concepts.***	• Develops models (simple sketch, drawing, or physical model) to explain how wind and water can shape the land. • Conducts investigations to gather evidence for how water can change the shape of land. • Obtains information from text to identify where water is found on Earth and that it can be solid or liquid. • Uses information from several sources to provide evidence that Earth events can occur quickly or slowly. • Compares multiple solutions designed to slow or prevent wind or water from changing the shape of the land.	• Conducts investigations to describe and classify different kinds of materials by their observable properties. • Analyzes data obtained from testing different materials to determine which materials have the properties that are best suited for an intended purpose. • Develops a simple sketch, drawing, or physical model to illustrate how an object functions to solve a given problem.	• Plans and conducts an investigation to determine if plants need sunlight and water to grow. • Develops a simple model that mimics the function of an animal in dispersing seeds or pollinating plants. • Develops a simple sketch, drawing, or physical model to illustrate how an object functions to solve a given problem. • Makes observations of plants and animals to compare the diversity of life in different habitats. • Asks questions, makes observations, and gathers information to understand a problem that can be solved through the development of a new or improved object or tool. • Analyzes data from tests of two objects designed to solve the same problem to compare the strengths and weaknesses of how each performs.