Newburyport Public Schools

The Port Where Tradition and Innovation Converge



Newburyport Science Curriculum Framework Guide - Grade 2

Focus Areas

In Grade 2 the focus on student learning in Science is on the following areas:

- 1. Earth's Systems
- 2. Matter and Its Interactions
- 3. Energy
- 4. Engineering Design
- 5. Ecosystems: Interactions, Energy, and Dynamics

Guiding Principles for Grade 2 Science

Earth and Space Science

- Investigating and comparing multiple solutions to prevent changes in the land
- •Mapping types and shapes of landforms and bodies of water
- •Using information to explain where water is found on earth and that it may be liquid or solid
- •Observing how wind and water can change the shape of a landform

Life Science

- •Developing models of what animals and plants need to meet their needs
- •Using texts and media to compare living things in an area and in different types of geographic areas

Physical Science

- •Describing and classifying materials by observable properties
- •Testing materials to determine which are best suited for a certain purpose
- •Understanding that when a chunk of material is broken in to smaller pieces it is still the same material •Constructing an argument that some changes to materials can be reversed and some cannot
- •Experimenting to show the effects of friction on the temperature and speed of objects that rub against each other

Technology/Engineering

•Analyzing data to compare two designs for the same problem.

Science and Engineering Practices:

The practice standards describe behaviors that scientists engage in as they investigate, build models, and construct theories about the natural world. They are a set of practices that engineers use as they design and build models and systems to solve problems. They are the skills that provide the foundation for scientific and technical reasoning.

- 1. Ask Questions and Define Problems
- 2. Develop and Use Models
- 3. Plan and Carry Out Investigations
- 4. Analyze and Interpret Data 5. Use Mathematical and Computational Thinking
- 6. Construct Explanations and Design Solutions
- 7. Engage in Argument from Evidence
- 8. Obtain, Evaluate, and Communicate Information