

# 2nd Grade Science Placemat

## Sound

1.PS4.C.1 - Use tools and materials to design and build a device that uses light or sound to solve the problem of communication of a distance

1.PS4.A.1 - Plan and conduct investigations to provide evidence that vibrating materials can make sound and that sound can make materials vibrate

2.PS4.A.1 - Plan and conduct investigations to provide evidence that changes in vibration create change in sound.

## Force and Motion

K.PS2.A.2 - Describe ways to change the motion of an object

K.PS2.A.1 - Plan and conduct an investigation to compare the effects of different strengths or different directions of pushes and pulls on the motion of an object

2.PS2.A.1 - Analyze data to determine how the motion of an object changed by an applied force or the mass of an object.

3.PS2.B.1 - Plan and conduct investigations to determine the cause and effect relationship of electric or magnetic interactions between two objects not in contact with each other

## Life Cycles

1.LS3.A.1 - Make observations to construct an evidence based account that young plants and animals are like, but not exactly like, their parents

3.LS1.B.1 - Develop a model to compare and contrast observations of the life cycle of different plants and animals

3.LS3.A.1 - Construct scientific arguments to support claims that some characteristics of organisms are inherited from parents and some are influenced by the environment

## Design Inquiry

2.ETS1.A.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

2.ETS1.B.1 - Develop a simple sketch, drawing, or physical model to illustrate how the shape of an object helps its function as needed to solve a given problem

2.ETS1.C.1 - Analyze data from tests of two objects designed to solve the same problem to compare the strengths and weaknesses of how each performs