Seattle Public Schools Science Standards

Liquids

(Insights)

Grade 2

PHYSICAL SCIENCE	EARL #1 The student understands and uses scientific concepts and principles.				
	Component	Benchmarks	Lesson #		
	1.1 – Use properties to	Properties of substances	1-4,6,10		
	identify, describe, and	• identify, describe, and sort physical attributes of			
	categorize substances,	materials and objects (e.g., color, shape, size, and			
	materials, and objects.	texture)			
	1.2 – Recognize the	System	8 – 12		
	components, structure, and	• recognize that a system is a group of related			
	organization of systems and	objects that make up a whole			
	the interconnections within	• identify the parts of a system, how the parts fit			
	and among them.	together, and how they depend on each other (e.g.,			
		boat, floater, sinker, toys)			
EARTH CIENCE	EADL #1 The student understands and uses scientific concents and principles				
SCIENCE	EARL #1 The student understands and uses scientific concepts and principles.				
	1.1 – Use properties to	Nature and properties of earth materials	2 – 12		
	identify, describe, and	• observe and examine the properties of earth			
	categorize substances,	materials (e.g., water)			
	materials, and objects.				
CIENCE	EARL #2 The student understands the skills and processes of science and technology.				
SKILLS/ ROCESSES	2.1 – Develop the abilities	Questioning	All lessons		
	necessary to do scientific	• ask questions about objects, organisms, and events			
	inquiry.	in the environment			
		Designing and conducting investigations	4,6-9,		
		• plan and conduct simple investigations, using	11,12		
		appropriate tools, measures, and safety rules			
		Evidence and explanation	4 – 11		
		• use data to construct reasonable explanations			
		Modeling	8,9,12		
		<i>Modeling</i>model objects, events, or processes by	8,9,12		
			8,9,12		
		• model objects, events, or processes by	8,9,12		
		• model objects, events, or processes by representing them with concrete objects (e.g.,	8,9,12 2-12		
		 model objects, events, or processes by representing them with concrete objects (e.g., boat, toy, game) 			
		 model objects, events, or processes by representing them with concrete objects (e.g., boat, toy, game) <i>Communication</i> 			

SCIENTIEIC	2.2 – Apply science knowledge/skills to solve problems, meet challenges.	 <i>Identifying problems</i> identify problems in which science and technology can be used to find solutions <i>Designing and testing solutions</i> propose, design, and test a solution to a problem (e.g., best boat) <i>Evaluating potential solutions</i> evaluate how well a design or a product solves a problem 	8 -12 8 - 12 8,9, 11,12	
SCIENTIFIC THINKING	EARL #3 The student understands the nature and contexts of science and technology.			
	3.1 – Understand the nature of scientific inquiry	 <i>Intellectual honesty</i> understand that all scientific observations should be reported accurately even when they contradict expectations 	2,4-11	
		 <i>Limitations of science and technology</i> begin to distinguish between questions that can be answered with science and technology and those that cannot 	3	
		 <i>Dealing with inconsistencies</i> begin to explain why similar investigations may not produce similar results 	4 – 11	
		 <i>Evaluating methods of investigation</i> begin to recognize that results of scientific investigations can come from expected and unexpected sources (e.g., through sharing the results of investigations) 	4 – 11	
	3.2 – Know that science and technology are human endeavors, interrelated to	 All peoples contribute to science and technology understand how science and technology are used or have been used by people 	8 - 12	
	each other, to society and to the workplace.	 <i>Relationship of science and technology</i> recognize that people have invented tools for everyday life and for scientific investigations 	4 – 11	
		 <i>Careers and occupations using science,</i> <i>mathematics, and technology</i> identify the knowledge and skills of science, mathematics, and technology used in common occupations 	8,9,12	