

A Correlation of
Elevate Science
Grade 2, ©2019



To the
Missouri
Learning Standards for Science
Grade 2

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Introduction

The following document demonstrates how the ***Elevate Science, ©2019*** program supports the Missouri Learning Standards for Science, Grade 2. For each standard, correlation references are to the Student Edition and Teacher Edition where applicable.

Elevate Science is a comprehensive K-5 science program that focuses on active, student-centered learning. It builds students' critical thinking, questioning, and collaboration skills, and fuels interest in STEM and creative problem solving while supporting literacy development for elementary-age learners. Developed to support Next Generation Science Standards (NGSS), ***Elevate Science*** integrates three dimensional learning of the Scientific and Engineering Practices, Crosscutting Concepts (CCC), and Disciplinary Core Ideas (DCIs).

The ***Elevate Science*** blended print and digital curriculum engages students in phenomena-based inquiry and hands-on investigations.

- Problem-based learning Quests put students on a journey of discovery
- Engineering-focused features infuse STEM learning
- Coding and innovation engage students and build 21st century skills

The Teacher's Edition of ***Elevate Science*** helps elementary educators teach science with confidence: Scaffolding, ELD, differentiated instruction, and an instructional organization based upon the 5E learning model, (Engage, Explore, Explain, Extend/Elaborate, Evaluate), provide all the support needed for successful teaching practices. Professional development offers point-of-use support. A full-view approach to inquiry and testing provides new options for a variety of hands-on labs and assessments for three-dimensional learning.

Elevate Science prepares students for the challenges of tomorrow, building strong reasoning skills and critical thinking strategies as they engage in explorations, formulate claims, and gather and analyze data that promote evidence-based argument. Designed for today's classroom, preparing students for tomorrow's world. ***Elevate Science*** promises to:

- Elevate thinking.
- Elevate learning.
- Elevate teaching.

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PS1 Matter and Its Interactions		
PS1.A	Structure and Properties of Matter	
PS1.A.1	Plan and conduct an investigation to describe and classify different kinds of materials by their observable properties.	SE/TE: uConnect Lab: Which object is bigger?, 4 Jumpstart Discovery!, 6 uInvestigate Lab: What is different?, 7 Matter Everywhere, 8 Quest Check-In: Build with Solids, Liquids, and Gases, 11 Observe Properties, 17 Test Properties, 18 Quest Check-In: Observe, Measure, Test?, 19
PS1.A.2	Analyze data obtained from testing different materials to determine which materials have the properties that are best suited for an intended purpose.	SE/TE: Quest Kickoff: Toy Building Kit, 2-3 Quest Check-In: Build with Solids, Liquids, and Gases, 11 uInvestigate Lab: What can beavers teach engineers?, 15 Uses of Solids, 22 Everyday Solids, 23 Quest Connection, 23 Quest Check-In: How do you use shapes when building?, 24-25 Quest Connection, 28 Quest Findings: Toy Building Kit, 34 Topic Assessment, 36-37 Quest Kickoff: Building Bridges, 44-45 Quest Connection, 50 Quest Connection, 57 Quest Check-In: How does temperature change matter over time?, 59 Quest Findings: Building Bridges, 68

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PS2 Motion and Stability: Forces and Interactions		
PS2.A	Forces and Motion	
PS2.A.1	Analyze data to determine how the motion of an object changed by an applied force or the mass of an object.	<p>SE/TE: This standard is addressed in Elevate Science, Grade 3. See following citations: Changes in Speed, 12 Changing Motion, 19 uInvestigate Lab What makes it move?, 25 Forces, 26 Contact Forces, 27 Visual Literacy What are noncontact forces?, 28-29 Visual Literacy How can you move an object?, 36-37 STEM uDemonstrate Lab Why do objects move?, 48-49</p>
PS4 Waves and Their Applications in technologies for Information Transfer		
PS4.A	Wave Properties	
PS4.A.1	Plan and conduct investigations to provide evidence that changes in vibration create change in sound.	<p>SE/TE: This standard is addressed in Elevate Science, Grade 1. See: uConnect Lab How can a ruler make a sound?, 4 uInvestigate Lab How does size affect sound?, 7 Sound, 8 Making Sounds, 14 Literacy Toolbox Draw Conclusions, 15 Making Music, 16 Quest Check In How can instruments talk, 18 STEM uDemonstrate Lab Which instrument can you use to make sound?, 34-35</p>

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LS2 Ecosystems: Interactions, Energy, and Dynamics		
LS2.A	Interdependent Relationships in Ecosystems	
LS2.A.1	Plan and conduct investigations on the growth of plants when growing conditions are altered (e.g., dark vs. light, water vs. no water).	SE/TE: uInvestigate Lab: What do plants need to grow?, 163 What Plants Need, 164 Quest Check In Lab, 166-167
LS2.A.2	Develop a simple model that mimics the function of an animal in dispersing seeds or pollinating plants.	SE/TE: Quest Connection, 170 uInvestigate Lab: How Can You Model How Animals Spread Seeds, 175 Seeds Can Travel, 176 Pollen Can Travel, 177 Quest Connection, 177 Quest Check-In Lab: Pollination, 178-179 uEngineer It!: Here's the Buzz, 180-181 Quest Findings: Help Save the Giant Flower, 182 Evidence-Based Assessment, 186-187
ESS1 Earth's Place in the Universe		
ESS1.C	The History of Planet Earth	
ESS1.C.1	Use information from several sources to provide evidence that Earth events can occur quickly or slowly.	SE/TE: uInvestigate Lab: How do volcanoes change Earth?, 119 Volcanoes, 120 Earthquakes, 121 Floods and Landslides, 122 uInvestigate Lab: How do mountains change?, 125 Crosscutting Concepts Toolbox: Stability and Change, 127 Erosion and Deposition, 127 Evidence Based-Assessment, 144-145

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ESS2 Earth's Systems		
ESS2.A	Earth Materials and Systems	
ESS2.A.1	Compare multiple solutions designed to slow or prevent wind or water from changing the shape of the land.	SE/TE: uConnect Lab: Which solution is better?, 116 Jumpstart Discovery!, 130 uInvestigate Lab: How do plants protect fields from wind?, 131 Changes to Land, 132 Changes to Water, 133 Stop Wind and Water, 134-135 Quest Check-In Lab: How can you protect a coastal town from erosion?, 136-137 uEngineer It!: Stop Wind Erosion, 138-139 Quest Findings!: Save the Town, 140
ESS2.B	Plate Tectonics and Large-Scale Systems	
ESS2.B.1	Develop a model to represent the shapes and kinds of land and bodies of water in an area.	SE/TE: uConnect Lab: What covers most of the surface of Earth?, 80 uInvestigate Lab: How can you make a map of a special place?, 83 Quest Check In How can you model landforms?, 88-89 uInvestigate Lab: Where is the best place to cross the water?, 91 Evidence-Based Assessment, 108-109 uDemonstrate Lab: What can we find at the playground or park?, 110-111

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ESS2.C	The Role of Water in Earth's Surface Processes	
ESS2.C.1	Obtain information to identify where water is found on Earth and that it can be solid or liquid.	SE/TE: uConnect Lab: What covers most of the surface of Earth?, 80 Rivers and Streams, 92 The Ocean, 92 Glaciers, 93 Math Toolbox: Fractions, 94 Lakes and Ponds, 94 Quest Connection, 94 Quest Check-In: Describe Earth's Water, 95 Topic Assessment, 106-107 The Ocean, 212-213
ETS1 Engineering Design		
ETS1.A	Defining and Delimiting Engineering Problems	
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.	SE/TE: uEngineer It!: Improve a Sipping Cup, 66-67 uConnect Lab: Which solution is better?, 116 uEngineer It!: Stop Wind Erosion, 138-139 uEngineer It!: Plan a Habitat on Mars, 202-203
ETS1.B	Developing Possible Solutions	
ETS1.B.1	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.	SE/TE: uEngineer It!: Design a Nutcracker, 12-13 Quest Check-In: How do you use shapes when building?, 24-25 uEngineer It!: Improve a Dam!, 96-97 uInvestigate Lab: How Can You Model How Animals Spread Seeds?, 175

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ETS1.C	Optimizing the Solution Process	
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.	SE/TE: Quest Findings!: Save the Town, 140 uDemonstrate Lab: How can you compare different solutions?, 146-147