

A Correlation of
Elevate Science
Grade 2 ©2019



To the
Next Generation Science Standards
DCI Arrangement
Grade 2

**A Correlation of Elevate Science, Grade 2 ©2019
To the
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Introduction

The following document demonstrates how the ***Elevate Science*** ©2019 program supports the Next Generation Science Standards for Grade 2, DCI Arrangement. Correlation references include the Student Edition, Teacher Edition, and online Realize™ digital resources.

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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2-PS1 Matter and its Interactions	
Performance Expectation 2-PS1-1	
<p>Plan and conduct an investigation to describe and classify different kinds of materials by their observable properties.</p> <p>Clarification Statement: Observations could include color, texture, hardness, and flexibility. Patterns could include the similar properties that different materials share.</p>	<p>SE/TE: uConnect Lab: Which object is bigger?, 4 Jumpstart Discovery!, 6 uInvestigate Lab: What is different?, 7 Quest Check-In: Build with Solids, Liquids, and Gases, 11 Crosscutting Concepts Toolbox: Patterns, 17 Test Properties, 18 Quest Check-In: Observe, Measure, Test, 19 uDemonstrate Lab: What makes something sink or float?, 40-41</p> <p>Realize™ Digital Resources: Properties of Matter Lesson 1, Describe Matter> Interactivity: Explore Solids, Liquids and Gases Lesson 2, Properties of Matter>Video: Properties of Matter;>Interactivity: Observe Properties of Matter</p>
Disciplinary Core Ideas	
<p>PS1.A: Structure and Properties of Matter 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.</p>	<p>SE/TE: uInvestigate Lab: What is different?, 7 Types of Matter, 9 Describe Matter, 10 Quest Check-In: Build with Solids, Liquids, and Gases, 11 Observe Properties, 17 Quest Check-In: Observe, Measure, Test, 19 uInvestigate Lab: How does heating and cooling change matter?, 55 Temperature, 56 Heating and Cooling, 57</p> <p>Realize™ Digital Resources: Properties of Matter Lesson 1, Describe Matter>Video: Describe Matter;>Interactivity: Explore Solids, Liquids and Gases;>Quiz: Describe Matter Lesson 2, Properties of Matter>Video: Properties of Matter;> Interactivity: Observe Properties of Matter;>Quiz: Properties of Matter Changing Matter Lesson 2, Temperature and Matter>Video: Temperature and Matter;>Interactivity: Turn Up The Heat and Chill Out;>Quiz: Temperature and Matter</p>

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Science and Engineering Practices	
<p>Planning and Carrying Out Investigations Plan and conduct an investigation collaboratively to produce data to serve as the basis for evidence to answer a question.</p>	<p>SE/TE: uConnect Lab: Which object is bigger?, 4 Jumpstart Discovery!, 6 uInvestigate Lab: What is different?, 7 Quest Check-In: Build with Solids, Liquids, and Gases, 11 Quest Check-In: Observe, Measure, Test, 19 uInvestigate Lab: Which package fits the blocks?, 21 uDemonstrate Lab: What makes something sink or float?, 40-41 uInvestigate Lab: How does heating and cooling change matter?, 55</p> <p>Realize™ Digital Resources: Properties of Matter Lesson 2, Properties of Matter> Interactivity: Observe Properties of Matter</p>
Crosscutting Concepts	
<p>Patterns Patterns in the natural and human designed world can be observed.</p>	<p>SE/TE: Crosscutting Concepts Toolbox: Patterns, 17 STEM Quest Check-In Lab: How do you use shapes when building?, 24-25 Heating and Cooling, 57</p>
Performance Expectation 2-PS1-2	
<p>Analyze data obtained from testing different materials to determine which materials have the properties that are best suited for an intended purpose Clarification Statement: Examples of properties could include, strength, flexibility, hardness, texture, and absorbency. Assessment Boundary: Assessment of quantitative measurements is limited to length.</p>	<p>SE/TE: Quest Kickoff: Toy Building Kit, 2-3 Quest Connection, 10 Quest Check-In: Build with Solids, Liquids, and Gases, 11 STEM uInvestigate Lab: What can beavers teach engineers?, 15 Quest Check-In: Observe, Measure, Test, 19 uInvestigate Lab: Which package fits the blocks?, 21 STEM Quest Check-In Lab: How do you use shapes when building?, 24-25 Quest Check-In: Liquid and Gas Toys, 32 Quest Findings: Toy Building Kit, 34 uDemonstrate Lab: What makes something sink or float?, 40-41 STEM Quest Check-In Lab: What materials make a bridge strong?, 64 uEngineer It! Improve STEM: Improve a Sipping Cup!, 66-67</p>

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Continued:	Continued: Realize™ Digital Resources: Properties of Matter Lesson 1, Describe Matter>uEngineer It! Video: Design a Nutcracker Lesson 3, Use Solids> Interactivity: The Most Useful Tool for a Job Lesson 4, Use Liquids and Gases> Interactivity: Experiment with Solids, Liquids and Gases
PS1.A: Structure and Properties of Matter Different properties are suited to different purposes.	SE/TE: Quest Kickoff: Toy Building Kit, 2-3 Quest Connection, 10 Quest Check-In: Build with Solids, Liquids, and Gases, 11 STEM uInvestigate Lab: What can beavers teach engineers?, 15 Uses of Solids, 22 STEM Quest Check-In Lab: How do you use shapes when building?, 24-25 Everyday Uses of Liquids and Gases, 31 Quest Check-In: Liquid and Gas Toys, 32 Quest Findings: Toy Building Kit, 34 Quest Connection, 50 Quest Connection, 57 Quest Check-In: How does temperature change matter over time?, 59 uEngineer It! Improve STEM: Improve a Sipping Cup!, 66-67 Realize™ Digital Resources: Properties of Matter Lesson 1, Describe Matter>uEngineer It! Video: Design a Nutcracker Lesson 3, Use Solids>Video: Use Solids;>Interactivity: The Most Useful Tool for a Job;>Quiz: Use Solids Lesson 4, Use Liquids and Gases>Video: Use Liquids and Gases;>Interactivity: Experiment with Solids, Liquids and Gases;>Quiz: Use Liquids and Gases

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Science and Engineering Practices	
<p>Analyzing and Interpreting Data Analyze data from tests of an object or tool to determine if it works as intended.</p>	<p>SE/TE: Quest Check-In: Build with Solids, Liquids, and Gases, 11 STEM uInvestigate Lab: What can beavers teach engineers?, 15 Quest Check-In: Observe, Measure, Test, 19 uInvestigate Lab: Which package fits the blocks?, 21 uDemonstrate Lab: What makes something sink or float?, 40-41 STEM Quest Check-In Lab: What materials make a bridge strong?, 64 uEngineer It! Improve STEM: Improve a Sipping Cup!, 66-67</p> <p>Realize™ Digital Resources: Properties of Matter Lesson 1, Describe Matter>uEngineer It! Video: Design a Nutcracker Lesson 3, Use Solids> Interactivity: The Most Useful Tool for a Job</p>
Crosscutting Concepts	
<p>Cause and Effect Simple tests can be designed to gather evidence to support or refute student ideas about causes.</p>	<p>SE/TE: Literacy Connection: Cause and Effect, 5 Literacy Toolbox: Cause and Effect, 10 uInvestigate Lab: How can you make a bigger bubble?, 27 uDemonstrate Lab: What makes something sink or float?, 40-41 uInvestigate Lab: How does heating and cooling change matter?, 55</p> <p>Realize™ Digital Resources: Changing Matter Lesson 2, Temperature and Matter>Video: Temperature and Matter;>Interactivity: Turn Up The Heat and Chill Out</p>

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<p>Influence of Engineering, Technology, and Science on Society and the Natural World Every human-made product is designed by applying some knowledge of the natural world and is built using materials derived from the natural world.</p>	<p>SE/TE: Literacy Connection Matter Everywhere, TE 8 uEngineer It! Model STEM: Design a Nutcracker!, 12-13 STEM uInvestigate Lab: What can beavers teach engineers?, 15 Uses of Solids, 22</p> <p>Realize™ Digital Resources: Properties of Matter Lesson 1, Describe Matter>uEngineer It! Video: Design a Nutcracker Lesson 3, Use Solids>Video: Use Solids</p>
<p>Performance Expectation 2-PS1-3 Make observations to construct an evidence-based account of how an object made of a small set of pieces can be disassembled and made into a new object. Clarification Statement: Examples of pieces could include blocks, building bricks, or other assorted small objects.</p>	<p>SE/TE: STEM Quest Check-In Lab: How do you use shapes when building?, 24-25 STEM uInvestigate Lab: What can you build?, 61 Objects Can Be Assembled from Other Objects, 62-63 Quest Connection, 63 STEM uDemonstrate Lab: How can you make something new?, 74-75</p> <p>Realize™ Digital Resources: Changing Matter Lesson 3, Matter Within Objects>Video: Matter Within Objects;> Interactivity: Choices Matter</p>
<p>Disciplinary Core Ideas</p>	
<p>PS1.A: Structure and Properties of Matter Different properties are suited to different purposes.</p>	<p>SE/TE: STEM uInvestigate Lab: What can you build?, 61 Objects Can Be Assembled from Other Objects, 62-63 STEM Quest Check-In Lab: What materials make a bridge strong?, 64 STEM uDemonstrate Lab: How can you make something new?, 74-75</p> <p>Realize™ Digital Resources: Changing Matter Lesson 3, Matter Within Objects>Interactivity: Choices Matter;>uEngineer It! Interactivity: Chill Out;</p>

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<p>A great variety of objects can be built up from a small set of pieces.</p>	<p>SE/TE: STEM uInvestigate Lab: What can you build?, 61 Objects Can Be Assembled from Other Objects, 62-63 STEM Quest Check-In Lab: What materials make a bridge strong?, 64 STEM uDemonstrate Lab: How can you make something new?, 74-75</p> <p>Realize™ Digital Resources: Changing Matter Lesson 3, Matter Within Objects> Video: Matter Within Objects;>Quiz: Matter Within Objects</p>
<p>Science and Engineering Practices</p>	
<p>Constructing Explanations and Designing Solutions Make observations (firsthand or from media) to construct an evidence-based account for natural phenomena.</p>	<p>SE/TE: 61, 64, 74–75 STEM uInvestigate Lab: What can you build?, 61 STEM Quest Check-In Lab: What materials make a bridge strong?, 64 STEM uDemonstrate Lab: How can you make something new?, 74-75</p> <p>Realize™ Digital Resources: Changing Matter Lesson 3, Matter Within Objects>Video: Matter Within Objects;>Interactivity: Choices Matter</p>
<p>Crosscutting Concepts</p>	
<p>Energy and Matter Objects may break into smaller pieces and be put together into larger pieces, or change shapes.</p>	<p>SE/TE: uInvestigate Lab: How can you change objects?, 49 You Can Change Matter, 51 Quest Check-In: Matter Can Change, 53 STEM uInvestigate Lab: What can you build?, 61 Objects Can Be Assembled from Other Objects, 62-63 Quest Connection, 63</p> <p>Realize™ Digital Resources: Changing Matter Lesson 1, Observe Changes in Matter>Interactivity: Time for a Change;>Quiz: Observe Changes in Matter Lesson 3, Matter Within Objects>Video: Matter Within Objects;> Interactivity: Choices Matter</p>

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Performance Expectation 2-PS1-4	
Construct an argument with evidence that some changes caused by heating or cooling can be reversed and some cannot.	<p>SE/TE: ulnvestigate Lab: How does heating and cooling change matter?, 55 Reversible or Not, 58 Evidence-Based Assessment, 72-73</p> <p>Realize™ Digital Resources: Changing Matter Lesson 1, Observe Changes in Matter>Video: Observe Changes in Matter Lesson 2, Temperature and Matter>Video: Temperature and Matter</p>
Disciplinary Core Ideas	
<p>PS1.B: Chemical Reactions Heating or cooling a substance may cause changes that can be observed. Sometimes these changes are reversible, and sometimes they are not.</p>	<p>SE/TE: ulnvestigate Lab: How does heating and cooling change matter?, 55 Heating and Cooling, 57 Reversible or Not, 58 Topic Assessment 70-71 Evidence-Based Assessment, 72-73</p> <p>Realize™ Digital Resources: Changing Matter Lesson 2, Temperature and Matter> Video: Temperature and Matter;>Interactivity: Turn Up The Heat and Chill Out;>Quiz: Temperature and Matter</p>
Science and Engineering Practices	
<p>Engaging in Argument from Evidence Construct an argument with evidence to support a claim.</p>	<p>SE/TE: ulnvestigate Lab: How does heating and cooling change matter?, 55 Quest Check-In: How does temperature change matter over time?, 59</p>
<p>Science Models, Laws, Mechanisms, and Theories Explain Natural Phenomena Scientists search for cause and effect relationships to explain natural events.</p>	<p>SE/TE: ulnvestigate Lab: How can you change objects?, 49 You Can Change Matter, 51 Heating and Cooling, 57 Investigate, Scaffolded Questions, TE 57</p> <p>Realize™ Digital Resources: Changing Matter Lesson 1, Observe Changes in Matter>Interactivity: Time for a Change Lesson 2, Temperature and Matter> Video: Temperature and Matter;>Interactivity: Turn Up The Heat and Chill Out</p>

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Crosscutting Concepts	
Cause and Effect Events have causes that generate observable patterns.	SE/TE: uInvestigate Lab: How can you change objects?, 49 uInvestigate Lab: How does heating and cooling change matter?, 55 Heating and Cooling, 57 Realize™ Digital Resources: Changing Matter Lesson 1, Observe Changes in Matter>Interactivity: Time for a Change Lesson 2, Temperature and Matter>Interactivity: Turn Up The Heat and Chill Out
2-LS2 Ecosystems: Interactions, Energy, and Dynamics	
Performance Expectation 2-LS2-1	
Plan and conduct an investigation to determine if plants need sunlight and water to grow.	SE/TE: uInvestigate Lab, What do plants need to grow?, 163 uDemonstrate Lab: How does a plant make oxygen?, 188-189
Disciplinary Core Ideas	
LS2.A: Interdependent Relationships in Ecosystems Plants depend on water and light to grow.	SE/TE: Jumpstart Discovery!, 162 uInvestigate Lab, What do plants need to grow?, 163 What Plants Need, 164 Topic Assessment, 184-185 Evidence-Based Assessment, 186-187 uDemonstrate Lab: How does a plant make oxygen?, 188-189 Realize™ Digital Resources: Plants and Animals Lesson 2, Plant Needs>Video: Plant Needs;>Interactivity: How Plant Parts Help Plants;>Quiz: Plant Needs
Science and Engineering Practices	
Planning and Carrying Out Investigations Plan and conduct an investigation collaboratively to produce data to serve as the basis for evidence to answer a question.	SE/TE: uInvestigate Lab, What do plants need to grow?, 163 uDemonstrate Lab: How does a plant make oxygen?, 188-189

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Crosscutting Concepts	
Cause and Effect Events have causes that generate observable patterns.	SE/TE: uInvestigate Lab, What do plants need to grow?, 163 What Plants Need, 164 Quest Check-In Lab: How can you see the parts of a plant work?, 166-167 uDemonstrate Lab: How does a plant make oxygen?, 188-189 Realize™ Digital Resources: Plants and Animals Lesson 2, Plant Needs>Video: Plant Needs
Performance Expectation 2-LS2-2	
Develop a simple model that mimics the function of an animal in dispersing seeds or pollinating plants.	SE/TE: uInvestigate Lab: How can you model how animals spread seeds?, 175 Quest Check-In Lab: What is pollination?, 178-179 uEngineer It! Design STEM: Here's the Buzz, 180-181 Realize™ Digital Resources: Plants and Animals Lesson 4, Animals Can Help Plants Reproduce>Interactivity: How Seeds and Pollen are Dispersed
Disciplinary Core Ideas	
LS2.A: Interdependent Relationships in Ecosystems Plants depend on animals for pollination or to move their seeds around.	SE/TE: Quest Check-In: Attracting Flies, 172 Jumpstart Discovery!, 174 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: What is pollination?, 178-179 uEngineer It! Design STEM: Here's the Buzz, 180-181 Quest Findings: Help Save the Giant Flower, 182 Topic Assessment, 184-185 Evidence-Based Assessment, 186-187 Realize™ Digital Resources: Plants and Animals Lesson 4, Animals Can Help Plants Reproduce>Video: Animals Can Help Plants Reproduce;> Interactivity: How Seeds and Pollen are Dispersed;>uEngineer It! Video: Here's the Buzz;>Quiz: Animals Can Help Plants Reproduce

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<p>ETS1.B: Developing Possible Solutions Designs can be conveyed through sketches, drawings, or physical models. These representations are useful in communicating ideas for a problem's solutions to other people.</p>	<p>SE/TE: uInvestigate Lab: How can you model how animals spread seeds?, 175 Quest Check-In Lab: What is pollination?, 178-179 uEngineer It! Design STEM: Here's the Buzz, 180-181</p> <p>Realize™ Digital Resources: Plants and Animals Lesson 4, Animals Can Help Plants Reproduce> uEngineer It! Video: Here's the Buzz</p>
Science and Engineering Practices	
<p>Developing and Using Models Develop a simple model based on evidence to represent a proposed object or tool.</p>	<p>SE/TE: uInvestigate Lab: How can you model how animals spread seeds?, 175 Quest Check-In Lab: What is pollination?, 178-179</p>
Crosscutting Concepts	
<p>Structure and Function The shape and stability of structures of natural and designed objects are related to their function(s).</p>	<p>SE/TE: Jumpstart Discovery!, 174 uInvestigate Lab: How can you model how animals spread seeds?, 175 Seeds Can Travel, 176</p> <p>Realize™ Digital Resources: Plants and Animals Lesson 4, Animals Can Help Plants Reproduce> Video: Animals Can Help Plants Reproduce;> Interactivity: How Seeds and Pollen are Dispersed;> Quiz: Animals Can Help Plants Reproduce</p>

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2-LS4 Biological Evolution: Unity and Diversity	
Performance Expectation 2-LS4-1	
<p>Make observations of plants and animals to compare the diversity of life in different habitats.</p> <p>Clarification Statement: Emphasis is on the diversity of living things in each of a variety of different habitats.</p> <p>Assessment Boundary: Assessment does not include specific animal and plant names in specific habitats.</p>	<p>SE/TE:</p> <p>uConnect Lab: What is out there?, 194 uInvestigate Lab: Who lives in a grassland?, 197 Living Things and Their Habitats, 199 Quest Connection, 199 Jumpstart Discovery!, 204 Forests, Deserts, Tundra, 206-207 Science Practice Toolbox: Plan an Investigation, 207 Grasslands, 208 Quest Connection, 208 Quest Check-In: Habitat Diversity, 209 The Ocean, 212-213 Rivers and Streams, 214 Wetlands, 215 Topic Assessment, 220-221 uDemonstrate Lab: How can you compare diversity in two habitats?, 224-225</p> <p>Realize™ Digital Resources:</p> <p>Habitats Lesson 2, Living Things in Land Habitats>Video: Living Things in Land Habitats;>Interactivity: Compare Different Land Habitats;>Quiz: Living Things in Land Habitats Lesson 3, Living Things in Water Habitats>Video: Living Things in Water Habitats;>Interactivity: Explore Interactions in Water Habitats;>Quiz: Living Things in Water Habitats</p>

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Disciplinary Core Ideas	
<p>LS4.D: Biodiversity and Humans There are many different kinds of living things in any area, and they exist in different places on land and in water.</p>	<p>SE/TE: uConnect Lab: What is out there?, 194 Jumpstart Discovery!, 196 uInvestigate Lab: Who lives in a grassland?, 197 Habitats, 198 Living Things and Their Habitats, 199 Quest Connection, 199 Jumpstart Discovery!, 204 Forests, Deserts, Tundra, 206-207 Grasslands, 208 Quest Connection, 208 The Ocean, 212-213 Rivers and Streams, 214 Wetlands, 215 Topic Assessment, 220-221</p> <p>Realize™ Digital Resources: Habitats Lesson 2, Living Things in Land Habitats>Video: Living Things in Land Habitats;>Interactivity: Compare Different Land Habitats;>Quiz: Living Things in Land Habitats Lesson 3, Living Things in Water Habitats>Video: Living Things in Water Habitats;>Interactivity: Explore Interactions in Water Habitats;>Quiz: Living Things in Water Habitats</p>
Science and Engineering Practices	
<p>Planning and Carrying Out Investigations Make observations (firsthand or from media) to collect data which can be used to make comparisons.</p>	<p>SE/TE: uConnect Lab: What is out there?, 194 uInvestigate Lab: Who lives in a grassland?, 197 Jumpstart Discovery!, 204 Forests, Deserts, Tundra, 206-207 Science Practice Toolbox: Plan an Investigation, 207 Grasslands, 208 Quest Connection, 208 Quest Check-In: Habitat Diversity, 209 The Ocean, 212-213 Rivers and Streams, 214 Wetlands, 215 uDemonstrate Lab: How can you compare diversity in two habitats?, 224-225</p> <p>Realize™ Digital Resources: Habitats Lesson 2, Living Things in Land Habitats>Video: Living Things in Land Habitats Lesson 3, Living Things in Water Habitats>Video: Living Things in Water Habitats</p>

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<p>Scientific Knowledge Is Based on Empirical Evidence Scientists look for patterns and order when making observations about the world.</p>	<p>SE/TE: Habitats, 198 Living Things and Their Habitats, 199</p> <p>TE Only: Investigate: Forests, TE 206</p> <p>Realize™ Digital Resources: Habitats Lesson 1, Identify Habitats>Video: Identify Habitats</p>
<p>2-ESS1 Earth’s Place in the Universe Performance Standard 2-ESS1-1</p>	
<p>Use information from several sources to provide evidence that Earth events can occur quickly or slowly.</p>	<p>SE/TE: Stem Quest Kickoff: Save the Town, 114-115 uInvestigate Lab: How do volcanoes change Earth?, 119 uInvestigate Lab: How do mountains change?, 125 Earth Movement and Mountains: Use Evidence, 126 Erosion and Deposition, 127 STEM Quest Check-In Lab: How does the ocean affect a coastal town?, 128 Solve it with Science, 129 STEM uInvestigate Lab: How do plants protect fields from wind?, 131 Visual Literacy: Stop Wind and Water, 134-135 STEM Quest Check-In Lab: How can you protect a coastal town from erosion?, 136-137 uEngineer It!: Stop Wind Erosion, 138-139 STEM Quest Findings: Save the Town, 140 Career Connection: Environmental Engineer, 141 STEM uDemonstrate Lab: How can you compare different solutions?, 146-147</p> <p>TE only: Possible Misconceptions, 121 Focus on Mastery!: Constructing Explanations, 133</p> <p>Realize™ Digital Resources: Earth’s Processes >Topic Launch>Quest Kickoff>Video: Save the Town >Lesson 1, Earth Changes Quickly>Video: Earth Changes Quickly;>Interactivity: Quick Changes on Earth >Lesson 2, Earth Changes Slowly>Video: Earth Changes Slowly;>Interactivity: Changing Land >uEngineer It!: Stop Wind Erosion>Interactivity: Stop Wind Erosion >Topic Close>Quest Findings>Interactivity: Save the Town</p>

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Disciplinary Core Ideas	
<p>ESS1.C: The History of Planet Earth Some events happen very quickly; others occur very slowly, over a time period much longer than one can observe.</p>	<p>SE/TE: Jumpstart Discovery!, 118 uInvestigate Lab: How do volcanoes change Earth?, 119 Volcanoes, 120 Earthquakes, 121 Floods and Landslides, 122 Jumpstart Discovery!, 124 uInvestigate Lab: How do mountains change?, 125 Earth Movement and Mountains, 126 Erosion and Deposition, 127 Jumpstart Discovery!, 130 STEM uInvestigate Lab: How do plants protect fields from wind?, 131 Changes to Land, 132 Changes to Water, 133 Stop Wind and Water, 134-135 STEM Quest Check-In Lab: How can you protect a coastal town from erosion?, 136-137 uEngineer It!: Stop Wind Erosion, 138-139 STEM uDemonstrate Lab: How can you compare different solutions?, 146-147</p> <p>Realize™ Digital Resources: Earth's Processes >Lesson 1, Earth Changes Quickly>Video: Earth Changes Quickly;>Interactivity: Quick Changes on Earth >Lesson 2, Earth Changes Slowly>Video: Earth Changes Slowly;>Interactivity: Changing Land >uEngineer It!: Stop Wind Erosion>Interactivity: Stop Wind Erosion >Lesson 3, People Can Change Earth>Video: People Can Change Earth;>Interactivity: How do people change Earth?</p>

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Science & Engineering Practices	
<p>Constructing explanations and designing solutions Make observations from several sources to construct an evidence-based account for natural phenomena.</p>	<p>SE/TE: Jumpstart Discovery!, 118, uInvestigate Lab: How do volcanoes change Earth?, 119 Volcanoes, 120 Earthquakes, 121 Floods and Landslides, 122 Jumpstart Discovery!, 124 uInvestigate Lab: How do mountains change?, 125 Earth Movement and Mountains, 126 Erosion and Deposition, 127</p>
Crosscutting Concepts	
<p>Stability and Change Things may change slowly or rapidly.</p>	<p>SE/TE: Crosscutting Concepts Toolbox: Stability and Change, 127 STEM Quest Check-In Lab: How does the ocean affect a coastal town?, 128 Solve It with Science, 129</p>

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2-ESS2 Earth's Systems	
Performance Standard 2-ESS2-1	
Compare and contrast multiple solutions designed to slow or prevent wind or water from changing the shape of the land.	<p>SE/TE: Quest Kickoff: Map Your Hike!, 78-79 Quest Findings: Map Your Hike, 104 STEM Quest Kickoff: Save the Town, 114-115 uConnect Lab: Which solution is better?, 116 STEM uInvestigate Lab: How do plants protect fields from wind?, 131 Changes to Land, 132 Changes to Water, 133 Visual Literacy: Stop Wind and Water, 134-135 STEM 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 uDemonstrate Lab: How can you compare different solutions?, 146-147</p> <p>Realize™ Digital Resources: Earth's Water and Land >Topic Launch>Quest Kickoff>Video: Map Your Hike! >Topic Close>Quest Findings>Interactivity: Map Your Hike!</p> <p>Earth's Processes >Topic Launch>Quest Kickoff>Video: Save the Town >Lesson 1, Earth Changes Quickly>Video: Earth Changes Quickly;>Interactivity: Quick Changes on Earth >Lesson 2, Earth Changes Slowly>Video: Earth Changes Slowly;>Interactivity: Changing Land >uEngineer It!: Stop Wind Erosion>Interactivity: Stop Wind Erosion >Lesson 3, People Can Change Earth>Video: People Can Change Earth;>Interactivity: How do people change Earth? >Topic Close>Quest Findings>Interactivity: Save the Town</p>

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Disciplinary Core Ideas	
<p>ESS2.A: Earth Materials and Systems Wind and water can change the shape of the land.</p>	<p>SE/TE: Topic 4 Opener: Earth's Processes, 112-113 Quest Kickoff: Save the Town!, 114-115 Floods and Landslides, 123 uInvestigate Lab: How do mountains change?, 125 Erosion and Deposition, 127 STEM Quest Check-In Lab: How does the ocean affect a coastal town?, 128 Solve it With Science: What if slow changes to Earth stopped?, 129 STEM uInvestigate Lab: How do plants protect fields from wind?, 131 Changes to Land, 132 Changes to Water, 133 Stop Wind and Water, 134-135 STEM 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 uDemonstrate Lab: How can you compare different solutions?, 146-147</p> <p>Realize™ Digital Resources: Earth's Processes >Topic Launch>Quest Kickoff>Video: Save the Town >Lesson 2, Earth Changes Slowly>Video: Earth Changes Slowly;>Interactivity: Changing Land >uEngineer It!: Stop Wind Erosion>Interactivity: Stop Wind Erosion >Lesson 3, People Can Change Earth>Video: People Can Change Earth;>Interactivity: How do people change Earth? >Topic Close>Quest Findings>Interactivity: Save the Town</p>

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<p>ET1.C: Optimizing the Design Solution Because there is always more than one possible solution to a problem, it is useful to compare and test designs.</p>	<p>SE/TE: Quest Kickoff: Map Your Hike!, 78-79 uEngineer It!: Improve a Dam, 96-97 Quest Findings: Map Your Hike, 104 Quest Kickoff: Save the Town!, 114-115 Quest Check-In: Prevent Floods, 123 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 uDemonstrate Lab: How can you compare different solutions?, 146-147</p> <p>Realize™ Digital Resources: Earth’s Water and Land >Topic Launch>Quest Kickoff>Video: Map Your Hike! >Topic Close>Quest Findings>Interactivity: Map Your Hike! Earth’s Processes >Topic Launch>Quest Kickoff>Video: Save the Town >Topic Close>Quest Findings>Interactivity: Save the Town</p>
Science & Engineering Practices	
<p>Constructing explanations and designing solutions Compare multiple solutions to a problem.</p>	<p>SE/TE: Quest Kickoff: Map Your Hike!, 78-79 Quest Findings: Map Your Hike, 104 Quest Kickoff: Save the Town!, 114-115 uConnect Lab: Which solution is better?, 116 uEngineer It!: Stop Wind Erosion, 138-139 Quest Findings!: Save the Town, 140 uDemonstrate Lab: How can you compare different solutions?, 146-147</p> <p>Realize™ Digital Resources: Earth’s Water and Land >Topic Launch>Quest Kickoff>Video: Map Your Hike! >Topic Close>Quest Findings>Interactivity: Map Your Hike! Earth’s Processes >Topic Launch>Quest Kickoff>Video: Save the Town >Topic Close>Quest Findings>Interactivity: Save the Town</p>

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Crosscutting Concepts	
Stability and Change Things may change slowly or rapidly	SE/TE: Quest Kickoff: Save the Town!, 114-115 Stop Wind and Water, 134-135 STEM Quest Check-In Lab: How can you protect a coastal town from erosion?, 136-137 Quest Findings!: Save the Town, 140 STEM uDemonstrate Lab: How can you compare different solutions?, 146-147 Realize™ Digital Resources: Earth's Processes >Topic Launch>Quest Kickoff>Video: Save the Town >Topic Close>Quest Findings>Interactivity: Save the Town
Performance Expectation 2-ESS2-2	
Develop a model to represent the shapes and kinds of land and bodies of water in an area. Assessment Boundary: Assessment does not include quantitative scaling in models.	SE/TE: uInvestigate Lab: How can you make a map of a special place?, 83 Quest Check-In Lab: How can you model landforms?, 88-89 Quest Findings: Map Your Hike!, 104 uDemonstrate Lab: What can we find at the playground or park?, 110-111
Disciplinary Core Ideas	
ESS2.B: Plate Tectonics and Large-Scale System Interactions Maps show where things are located. One can map the shapes and kinds of land and water in any area.	SE/TE: Quest Kickoff: Map Your Hike!, 78-79 uInvestigate Lab: How can you make a map of a special place?, 83 uInvestigate Lab: Where is the best place to cross the water?, 91 uInvestigate Lab: Why do map makers use different maps?, 99 Understand a Map, 100-101 Quest Connection, 101 Quest Check-In Lab: How far is it from here to there?, 102 Quest Findings: Map Your Hike!, 104 Evidence-Based Assessment, 108-109 uDemonstrate Lab: What can we find at the playground or park?, 110-111

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Continued:	Continued: Realize™ Digital Resources: Earth's Water and Land Lesson 3, Map Land and Water>Video: Map Land and Water;>Interactivity: Map and Go;>Quiz: Map Land and Water
Science and Engineering Practices	
Developing and Using Models Develop a model to represent patterns in the natural world.	SE/TE: uInvestigate Lab: How can you make a map of a special place?, 83 Quest Check-In Lab: How can you model landforms?, 88-89 Quest Findings: Map Your Hike!, 104 uDemonstrate Lab: What can we find at the playground or park?, 110-111
Crosscutting Concepts	
Patterns Patterns in the natural world can be observed.	SE/TE: The Surface of Earth, 84 Mountains, 84 Hills and Plains, 85 Plateaus and Canyons, 86 Landforms on the Ocean Floor, 87 Quest Check-In Lab: How can you model landforms?, 88-89 uInvestigate Lab: Why do map makers use different maps?, 99 uDemonstrate Lab: What can we find at the playground or park?, 110-111 Realize™ Digital Resources: Earth's Water and Land Lesson 1, Describe Earth's Surface>Video: Describe Earth's Surface;>Interactivity: Landforms;>Quiz: Describe Earth's Surface

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Performance Expectation 2-ESS2-3	
Obtain information to identify where water is found on Earth and that it can be solid or liquid.	<p>SE/TE: The Ocean 92 Rivers and Streams, 92 Glaciers, 93 Lakes and Ponds, 94 Quest Check-In: Describe Earth's Water, 95</p> <p>Realize™ Digital Resources: Earth's Water and Land Lesson 2, Water on Earth>Video: Water on Earth;>Interactivity: Water, Water Everywhere</p>
Disciplinary Core Ideas	
<p>ESS2.C: The Roles of Water in Earth's Surface Processes Water is found in the ocean, rivers, lakes, and ponds. Water exists as solid ice and in liquid form.</p>	<p>SE/TE: Jumpstart Discovery!, 90 The Ocean 92 Rivers and Streams, 92 Glaciers, 93 Lakes and Ponds, 94 Quest Check-In: Describe Earth's Water, 95</p> <p>Realize™ Digital Resources: Earth's Water and Land Lesson 2, Water on Earth>Video: Water on Earth;>Interactivity: Water, Water Everywhere</p>
Science and Engineering Practices	
<p>Obtaining, Evaluating, and Communicating Information Obtain information using various texts, text features (e.g., headings, tables of contents, glossaries, electronic menus, icons), and other media that will be useful in answering a scientific question.</p>	<p>SE/TE: Table of Contents: Earth's Water and Land, viii The Essential Question, 77 Lesson 2 Opener, 90 Glaciers, 93 Reading Check, 93 Understand a Map, 100-101 Visual Literacy, 100</p> <p>Realize™ Digital Resources: Earth's Water and Land Lesson 2, Water on Earth>eText: Water on Earth</p>

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Crosscutting Concepts	
<p>Patterns Patterns in the natural world can be observed.</p>	<p>SE/TE: uInvestigate Lab: Where is the best place to cross the water?, 91 Rivers and Streams, 92 Lakes and Ponds, 94 Quest Connection, 94 Quest Check-In: Describe Earth’s Water: 95 uInvestigate Lab: Why do map makers use different maps?, 99 Quest Findings: Map Your Hike!, 104 uDemonstrate Lab: What can we find at the playground or park?, 110-111</p> <p>Realize™ Digital Resources: Earth’s Water and Land Lesson 2, Water on Earth>Video: Water on Earth;>Interactivity: Water, Water Everywhere</p>
K-2 ETS1 Engineering, Technology, and Application of Science	
Performance Expectation K-2-ETS1-1	
<p>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.</p>	<p>SE/TE: Quest Kickoff: Protect a Habitat, 192-193 Quest Check-In Lab: Which habitat is best?, 200-201 uEngineer It! Define STEM: Plan a Habitat on Mars!, 202-203 Quest Findings: Protect a Habitat, 218 Engineering Practices: Define a Problem, EM10</p> <p>Realize™ Digital Resources: Habitats Lesson 1, Identify Habitats>uEngineer It! Video: Environment on Mars</p>

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Disciplinary Core Ideas	
<p>ETS1.A: Defining and Delimiting Engineering Problems A situation that people want to change or create can be approached as a problem to be solved through engineering.</p>	<p>SE/TE: Quest Kickoff: Protect a Habitat, 192-193 uEngineer It! Define STEM: Plan a Habitat on Mars!, 202-203 Quest Findings: Protect a Habitat, 218 Engineering Practices: Design a Solution, EM11</p> <p>Realize™ Digital Resources: Habitats Lesson 1, Identify Habitats>uEngineer It! Video: Environment on Mars</p>
<p>Asking questions, making observations, and gathering information are helpful in thinking about problems.</p>	<p>SE/TE: Quest Kickoff: Protect a Habitat, 192-193 Quest Check-In Lab: Which habitat is best?, 200-201 uEngineer It! Define STEM: Plan a Habitat on Mars!, 202-203 uInvestigate Lab: What do land plants need?, 205 STEM uInvestigate Lab: How do plants survive in water?, 211 Quest Check-In: Why Some Animals Live in Water, 216 Quest Findings: Protect a Habitat, 218</p> <p>Realize™ Digital Resources: Habitats Lesson 1, Identify Habitats>uEngineer It! Video: Environment on Mars</p>
<p>Before beginning to design a solution, it is important to clearly understand the problem.</p>	<p>SE/TE: uEngineer It! Define STEM: Plan a Habitat on Mars!, 202-203 Quest Findings: Protect a Habitat, 218 Engineering Practices: Define a Problem, EM10</p> <p>Realize™ Digital Resources: Habitats Lesson 1, Identify Habitats>uEngineer It! Video: Environment on Mars</p>

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Science and Engineering Practices	
Asking Questions and Defining Problems Ask questions based on observations to find more information about the natural and/or designed world.	SE/TE: Quest Check-In Lab: Which habitat is best?, 200-201 uInvestigate Lab: What do land plants need?, 205 STEM uInvestigate Lab: How do plants survive in water?, 211 Quest Check-In: Why Some Animals Live in Water, 216 uDemonstrate Lab: How can you compare diversity in two habitats?, 224-225
Define a simple problem that can be solved through the development of a new or improved object or tool.	SE/TE: uEngineer It! Define STEM: Plan a Habitat on Mars!, 202-203
Performance Expectation K-2-ETS1-2	
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! Model STEM: Design a Nutcracker!, 12-13 STEM uInvestigate Lab: What can beavers teach engineers?, 15 STEM Quest Check-In Lab: What materials make a bridge strong?, 64 uEngineer It! Improve STEM: Improve a Sipping Cup!, 66-67
Disciplinary Core Ideas	
ETS1.B: Developing Possible Solutions Designs can be conveyed through sketches, drawings, or physical models. These representations are useful in communicating ideas for a problem's solutions to other people.	SE/TE: uEngineer It! Model STEM: Design a Nutcracker!, 12-13 STEM uInvestigate Lab: What can beavers teach engineers?, 15 STEM Quest Check-In Lab: What materials make a bridge strong?, 64 uEngineer It! Improve STEM: Improve a Sipping Cup!, 66-67 STEM uDemonstrate Lab: How can you make something new?, 74-75

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Science and Engineering Practices	
<p>Developing and Using Models Develop a simple model based on evidence to represent a proposed object or tool.</p>	<p>SE/TE: uEngineer It! Model STEM: Design a Nutcracker!, 12-13 STEM uInvestigate Lab: What can beavers teach engineers?, 15 STEM Quest Check-In Lab: What materials make a bridge strong?, 64 uEngineer It! Improve STEM: Improve a Sipping Cup!, 66-67 STEM uDemonstrate Lab: How can you make something new?, 74-75</p>
Crosscutting Concepts	
<p>Structure and Function The shape and stability of structures of natural and designed objects are related to their function(s).</p>	<p>SE/TE: uEngineer It! Model STEM: Design a Nutcracker!, 12-13 STEM uInvestigate Lab: What can beavers teach engineers?, 15 uInvestigate Lab: Which package fits the blocks?, 21 STEM Quest Check-In Lab: How do you use shapes when building?, 24-25 Quest Check-In: How does temperature change matter over time?, 59 STEM Quest Check-In Lab: What materials make a bridge strong?, 64 uEngineer It! Improve STEM: Improve a Sipping Cup!, 66-67</p> <p>Realize™ Digital Resources: Properties of Matter Lesson 1, Describe Matter>uEngineer It! Video: Design a Nutcracker</p>

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Performance Expectation K-2-ETS1-3	
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: Investigate Lab: How can you model how animals spread seeds?, 175 Engineering Practices: Improve the Design, EM12-EM13 Realize™ Digital Resources: Earth's Water and Land Lesson 2, Water on Earth > Engineer It! Interactivity: Fix the Dam!
Disciplinary Core Ideas	
ETS1.C: Optimizing the Design Solution Because there is always more than one possible solution to a problem, it is useful to compare and test designs.	SE/TE: Investigate Lab: How can you model how animals spread seeds?, 175 Engineering Practices: Improve the Design, EM12-EM13 Realize™ Digital Resources: Earth's Water and Land Lesson 2, Water on Earth > Engineer It! Interactivity: Fix the Dam!
Science and Engineering Practices	
Analyzing and Interpreting Data Analyze data from tests of an object or tool to determine if it works as intended.	SE/TE: Investigate Lab: How can you model how animals spread seeds?, 175 Engineering Practices: Improve the Design, EM12-EM13

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