New Jersey Student Learning Standards: Science Grade 2 Pacing Guide Established 2017-2018 Revised 2021-2022 Revised 2022-2023		
<b>Trimester 1</b> (approx. 60 days)	<b>Trimester 2</b> (approx. 60 days)	<b>Trimester 3</b> (approx. 60 days)
<ul> <li>Unit 1 - Engineering Design Process 15-25 Days {K-2-ETS1-1, K-2-ETS1-2, K-2-ETS1-3}</li> <li>What are the procedures and rules to ensure science safety? <ul> <li>Five Safety Procedures/Rules</li> </ul> </li> <li>Unit 1 Project (3 days) <ul> <li>Runaway Wagon</li> </ul> </li> <li>*Engineer It- What is a Design Process? <ul> <li>(12 days)</li> <li>What do Engineers do?</li> <li>Step 1- Define a Problem</li> <li>Step 2- Plan and Build</li> <li>Step 3- Test and Improve</li> <li>Step 4- Redesign</li> <li>Step 5- Communicate</li> <li>How does a design process help engineers?</li> </ul> </li> <li>*Engineer It- How Can We Compare Design Solutions? <ul> <li>(12 days)</li> <li>How do engineers use the design process to plan and build solutions to problems?</li> </ul> </li> </ul>	<ul> <li>Unit 3 - Environments for Living Things 30 - 40 Days {2-LS2-1, 2-LS2-2, 2-LS4-1}</li> <li>Unit 3 Project (3 days) <ul> <li>Explore Habitats</li> </ul> </li> <li>What Do Plants Need? (12 days) <ul> <li>What Plants Need</li> <li>Taking it in</li> </ul> </li> <li>*Engineer It- How Do Plants Depend on Animals? (12 days) <ul> <li>Animals Help Spread Seeds</li> <li>How Animals Spread Pollen</li> </ul> </li> <li>What Plants and Animals Live in Water Habitats? (12 days) <ul> <li>Ponds</li> <li>River Deltas</li> <li>Tide Pools</li> </ul> </li> <li>What Plants and Animals Live in Land Habitats? (12 days) <ul> <li>Rainforest Habitats</li> <li>Savanna Habitats</li> <li>Savanna Habitats</li> </ul> </li> </ul>	Unit 5 - Changes to Earth's Surface 40-50 Days {2-ESS1-1, 2-ESS2-1}         • Unit 5 Project (3 days)         • Make a Windbreak         • What Changes on Earth Happen Slowly? (12 days)         • Weathering by Wind         • Weathering by Water and Ice         • Weathering by Plants         • Erosion by Wind         • Erosion by Water and Ice         • What Changes on Earth Happen Quickly? (12 days)         • Erosion by Water and Ice         • What Changes on Earth Happen Quickly? (12 days)         • Earthquakes         • Volcanoes         • Landslides         • Floods         * <b>*Engineer It</b> - How Can We Prevent Wind and Water from Changing Land? (12 days)         • Changes Caused by Wind         • Changes Caused by Water         • Ways to Prevent Changes to Land

<ul> <li>One Problem, Many Solutions</li> <li>Build and Test a Solution</li> <li>Compare Design Solutions</li> </ul>		
<ul> <li>Unit 2 - Matter 30-40 Days {2-PS1-1, 2-PS1-2, 2-PS1-3, 2-PS1-4}</li> <li>Unit 2 Project (3 days) <ul> <li>Explore Melting</li> </ul> </li> <li>*Engineer It- What Are Properties of Matter? (12 days) <ul> <li>Properties of Matter</li> <li>States of Matter</li> <li>States of Matter (Solids/Liquids)</li> <li>Which Materials are Best?</li> </ul> </li> <li>How Are Objects Put Together? (12 days) <ul> <li>Build It Up, Break It Down</li> <li>What Is the Same?</li> </ul> </li> <li>How Do Heating and Cooling Change Matter? (12 days) <ul> <li>Melt It</li> <li>Cook It</li> <li>Burn It</li> <li>Cool It Down</li> </ul> </li> <li>How Does Matter Change? (12 days) <ul> <li>Reversible Changes</li> </ul> </li> </ul>	Unit 4 - Earth's Surface 15 - 25 days {2-ESS2-2, 2-ESS2-3} • Unit 4 Project (3 days) • Explore Ocean Water • Where is Water Found on Earth? (12 days) • Lakes and Ponds • Rivers and Oceans	
<ul> <li>Irreversible Changes</li> </ul>		