Unfield Trip Resources
C.C.S.S. & N.G.S.S.: Second Grade
Conections to Amazeum Exhibits

Second Grade

Exhibit Areas	Common Core Standards	Next Generation Science Standards
Nickelodeon Play Lab	✓ **W.2.8 –** With guidance and support from adults, recall information from experiences or gather information from provided sources to answer a question. ✓ **MP.2 –** Reason abstractly and quantitatively. ✓ **MP.5 -** Use appropriate tools strategically.	✓ **2-PS1-1 –** Plan and conduct an investigation to describe and classify different kinds of materials by their observable properties. ✓ **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. ✓ **2-ETS1-1 –** 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-ETS1-2 –** Develop a sketch, drawing, or physical model to illustrate how the shape of an object helps it function as needed to solve a given problem. ✓ **2-ETS1-3 –** Analyze date from tests of two objects designed to solve the same problem to compare the strengths and weaknesses of how each performs. ✓ **ETS1.A:** Defining and Delimiting Engineering Problems ✓ **ETS1.B:** Developing Possible Solutions ✓ **ETS1.C:** Optimizing the Design Solution

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Nature Valley Water Amazements	✓ **W.2.8 –** With guidance and support from adults, recall information from experiences or gather information from provided sources to answer a question. ✓ **MP.2 –** Reason abstractly and quantitatively. ✓ **MP.5 -** Use appropriate tools strategically.	✓ **2-PS1-1 –** Plan and conduct an investigation to describe and classify different kinds of materials by their observable properties. ✓ **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. ✓ **PS1.A:** Structure and Properties of Matter: Different kinds of matter exist and many can either be solid or liquid, depending on the temperature. ✓ **2-ETS1-1 –** 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-ETS1-2 –** Develop a sketch, drawing, or physical model to illustrate how the shape of an object helps it function as needed to solve a given problem. ✓ **2-ETS1-3 –** Analyze date from tests of two objects designed to solve the same problem to compare the strengths and weaknesses of how each performs. ✓ **ETS1.A:** Defining and Delimiting Engineering Problems ✓ **ETS1.B:** Developing Possible Solutions ✓ **ETS1.C:** Optimizing the Design Solution

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General Mills Lift, Load, and Haul	✓ **W.2.8 –** With guidance and support from adults, recall information from experiences or gather information from provided sources to answer a question. ✓ **MP.2 –** Reason abstractly and quantitatively. ✓ **MP.5 -** Use appropriate tools strategically.	✓ **2-PS1-1 –** Plan and conduct an investigation to describe and classify different kinds of materials by their observable properties. ✓ **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. ✓ **PS1.A:** Structure and Properties of Matter: Different kinds of matter exist and many can either be solid or liquid, depending on the temperature. ✓ **2-ETS1-1 –** 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-ETS1-2 –** Develop a sketch, drawing, or physical model to illustrate how the shape of an object helps it function as needed to solve a given problem. ✓ **2-ETS1-3 –** Analyze date from tests of two objects designed to solve the same problem to compare the strengths and weaknesses of how each performs. ✓ **ETS1.A:** Defining and Delimiting Engineering Problems ✓ **ETS1.B:** Developing Possible Solutions ✓ **ETS1.C:** Optimizing the Design Solution

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Cave & Canopy Climber	✓ **W.2.8 –** With guidance and support from adults, recall information from experiences or gather information from provided sources to answer a question. ✓ **MP.2 –** Reason abstractly and quantitatively.	✓ **2-LS2-1 –** Plan and conduct an investigation to determine if plants need sunlight and water to grow. ✓ **2-LS2-2 –** Develop a simple model that mimics the function of an animal in dispersing seeds or pollinating plants. ✓ **LS2.A:** Interdependent Relationships in Ecosystems: Plants depend on water and light to grow. Plants depend on animals for pollination or to move their seeds around. ✓ **2-LS4-1 –** Make observations of plants and animals to compare the diversity of life in different habitats. ✓ **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.

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The Market Sponsored by Walmart	✓ **W.2.8 –** With guidance and support from adults, recall information from experiences or gather information from provided sources to answer a question. ✓ **MP.2 –** Reason abstractly and quantitatively. ✓ **MP.5 -** Use appropriate tools strategically.	✓ **2-PS1-4 –** Construct an argument with evidence that some changes caused by heating or cooling can be reversed and some cannot. ✓ **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.

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The Homestead Cabin & Farm	✓ **W.2.8 –** With guidance and support from adults, recall information from experiences or gather information from provided sources to answer a question. ✓ **MP.2 –** Reason abstractly and quantitatively. ✓ **MP.5 -** Use appropriate tools strategically.	✓ **2-LS2-1 –** Plan and conduct an investigation to determine if plants need sunlight and water to grow. ✓ **2-LS2-2-** Develop a simple model that mimics the function of an animal in dispersing different habitats. ✓ **2-LS4-1 –** Make observations of plants and animals to compare the diversity of life in different habitats. ✓ **LS2.A:** Interdependent Relationships in Ecosystems: Plants depend on water and light to grow. Plants depend on animals for pollination or to move their seed around. ✓ **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. ✓ **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.

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Art Studio	✓ **W.2.8 –** With guidance and support from adults, recall information from experiences or gather information from provided sources to answer a question. ✓ **MP.2 –** Reason abstractly and quantitatively. ✓ **MP.5 -** Use appropriate tools strategically.	✓ **2-ETS1-1 –** 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-ETS1-2 –** Develop a sketch, drawing, or physical model to illustrate how the shape of an object helps it function as needed to solve a given problem. ✓ **2-ETS1-3 –** Analyze date from tests of two objects designed to solve the same problem to compare the strengths and weaknesses of how each performs. ✓ **ETS1.A:** Defining and Delimiting Engineering Problems ✓ **ETS1.B:** Developing Possible Solutions ✓ **ETS1.C:** Optimizing the Design Solution

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The 3M Tinkering Hub	✓ **W.2.8 –** With guidance and support from adults, recall information from experiences or gather information from provided sources to answer a question. ✓ **MP.2 –** Reason abstractly and quantitatively. ✓ **MP.5 -** Use appropriate tools strategically.	✓ **2-ETS1-1 –** 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-ETS1-2 –** Develop a sketch, drawing, or physical model to illustrate how the shape of an object helps it function as needed to solve a given problem. ✓ **2-ETS1-3 –** Analyze date from tests of two objects designed to solve the same problem to compare the strengths and weaknesses of how each performs. ✓ **ETS1.A:** Defining and Delimiting Engineering Problems ✓ **ETS1.B:** Developing Possible Solutions ✓ **ETS1.C:** Optimizing the Design Solution

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Exhibit Areas	Common Core Standards	Next Generation Science Standards
Outdoor Playscape	✓ **W.2.8 –** With guidance and support from adults, recall information from experiences or gather information from provided sources to answer a question. ✓ **MP.2 –** Reason abstractly and quantitatively. ✓ **SL.2.2 –** Recount or describe key ideas or details from a text read aloud or information presented orally or through other media.	✓ **2-LS2-1 –** Plan and conduct an investigation to determine if plants need sunlight and water to grow. ✓ **2-LS2-2-** Develop a simple model that mimics the function of an animal in dispersing different habitats. ✓ **2-LS4-1 –** Make observations of plants and animals to compare the diversity of life in different habitats. ✓ **LS2.A:** Interdependent Relationships in Ecosystems: Plants depend on water and light to grow. Plants depend on animals for pollination or to move their seed around. ✓ **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. ✓ **2-ESS1-1 –**Use information from several sources to provide evidence that Earth events can occur quickly or slowly. ✓ **2-ESS2-1 –** Compare multiple solutions designed to slow or prevent wind or water from changing the shape of the land. ✓ **2-ESS2-3 –** Obtain information to identify where water is found on Earth and that it can be solid or liquid. ✓ **ESS1.C:** The History of Planet Earth. ✓ **ESS2.A:** Earth Materials and Systems. ✓ **ESS2.B:** Plate Tectonics and Large-Scale System Interactions. ✓ **ESS2.C:** The Roles of Water in Earth's Surface Processes.

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Energizer Weather & Nature	✓ **W.2.8 –** With guidance and support from adults, recall information from experiences or gather information from provided sources to answer a question. ✓ **SL.2.2 –** Recount or describe key ideas or details from a text read aloud or information presented orally or through other media. ✓ **MP.2 –** Reason abstractly and quantitatively. ✓ **MP.5 -** Use appropriate tools strategically.	✓ **2-ESS1-1 –**Use information from several sources to provide evidence that Earth events can occur quickly or slowly. ✓ **2-ESS2-1 –** Compare multiple solutions designed to slow or prevent wind or water from changing the shape of the land. ✓ **2-ESS2-3 –** Obtain information to identify where water is found on Earth and that it can be solid or liquid. ✓ **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. ✓ **ESS2.A:** Earth Materials and Systems: Wind and water can change the shape of the land. ✓ **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. ✓ **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 in liquid form.

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