

## Science and Engineering Practices for K–2

<p><b>Asking Questions and Defining Problems</b></p>	<p>Asking questions and defining problems in K–2 builds on prior experiences and progresses to simple descriptive questions that can be tested.</p> <ul style="list-style-type: none"> <li>• Ask questions based on observations to find more information about the natural and/or designed world(s).</li> <li>• Ask and/or identify questions that can be answered by an investigation.</li> <li>• Define a simple problem that can be solved through the development of a new or improved object or tool.</li> </ul>
<p><b>Developing and Using Models</b></p>	<p>Modeling in K–2 builds on prior experiences and progresses to include using and developing models (i.e., diagram, drawing, physical replica, diorama, dramatization, or storyboard) that represent concrete events or design solutions.</p> <ul style="list-style-type: none"> <li>• Distinguish between a model and the actual object, process, and/or events the model represents.</li> <li>• Compare models to identify common features and differences.</li> <li>• Develop and/or use a model to represent amounts, relationships, relative scales (bigger, smaller), and/or patterns in the natural and designed world(s).</li> <li>• Develop a simple model based on evidence to represent a proposed object or tool.</li> </ul>
<p><b>Planning and Carrying Out Investigations</b></p>	<p>Planning and carrying out investigations to answer questions or test solutions to problems in K–2 builds on prior experiences and progresses to simple investigations, based on fair tests, which provide data to support explanations or design solutions.</p> <ul style="list-style-type: none"> <li>• With guidance, plan and conduct an investigation in collaboration with peers (for K).</li> <li>• Plan and conduct an investigation collaboratively to produce data to serve as the basis for evidence to answer a question.</li> <li>• Evaluate different ways of observing and/or measuring a phenomenon to determine which way can answer a question.</li> <li>• Make observations (firsthand or from media) and/or measurements to collect data that can be used to make comparisons.</li> <li>• Make observations (firsthand or from media) and/or measurements of a proposed object or tool or solution to determine if it solves a problem or meets a goal.</li> <li>• Make predictions based on prior experiences.</li> </ul>
<p><b>Analyzing and Interpreting Data</b></p>	<p>Analyzing data in K–2 builds on prior experiences and progresses to collecting, recording, and sharing observations.</p> <ul style="list-style-type: none"> <li>• Record information (observations, thoughts, and ideas).</li> <li>• Use and share pictures, drawings, and/or writings of observations.</li> <li>• Use observations (firsthand or from media) to describe patterns and/or relationships in the natural and designed world(s) in order to answer scientific questions and solve problems.</li> <li>• Compare predictions (based on prior experiences) to what occurred (observable events).</li> <li>• Analyze data from tests of an object or tool to determine if it works as intended.</li> </ul>

Science and Engineering Practices for K–2 (continued)

<p><b>Using Mathematical and Computational Thinking</b></p>	<p>Mathematical and computational thinking in K–2 builds on prior experience and progresses to recognizing that mathematics can be used to describe the natural and designed world(s).</p> <ul style="list-style-type: none"> <li>• Decide when to use qualitative vs. quantitative data.</li> <li>• Use counting and numbers to identify and describe patterns in the natural and designed world(s).</li> <li>• Describe, measure, and/or compare quantitative attributes of different objects and display the data using simple graphs.</li> <li>• Use quantitative data to compare two alternative solutions to a problem.</li> </ul>
<p><b>Constructing Explanations and Designing Solutions</b></p>	<p>Constructing explanations and designing solutions in K–2 builds on prior experiences and progresses to the use of evidence and ideas in constructing evidence-based accounts of natural phenomena and designing solutions.</p> <ul style="list-style-type: none"> <li>• Make observations (firsthand or from media) to construct an evidence-based account for natural phenomena.</li> <li>• Use tools and/or materials to design and/or build a device that solves a specific problem or a solution to a specific problem.</li> <li>• Generate and/or compare multiple solutions to a problem.</li> </ul>
<p><b>Engaging in Argument from Evidence</b></p>	<p>Engaging in argument from evidence in K–2 builds on prior experiences and progresses to comparing ideas and representations about the natural and designed world(s).</p> <ul style="list-style-type: none"> <li>• Identify arguments that are supported by evidence.</li> <li>• Distinguish between explanations that account for all gathered evidence and those that do not.</li> <li>• Analyze why some evidence is relevant to a scientific question and some is not.</li> <li>• Distinguish between opinions and evidence in one’s own explanations.</li> <li>• Listen actively to arguments to indicate agreement or disagreement based on evidence, and/or to retell the main points of the argument.</li> <li>• Construct an argument with evidence to support a claim.</li> <li>• Make a claim about the effectiveness of an object, tool, or solution that is supported by relevant evidence.</li> </ul>
<p><b>Obtaining, Evaluating, and Communicating Information</b></p>	<p>Obtaining, evaluating, and communicating information in K–2 builds on prior experiences and uses observations and texts to communicate new information.</p> <ul style="list-style-type: none"> <li>• Read grade-appropriate texts and/or use media to obtain scientific and/or technical information to determine patterns in and/or evidence about the natural and designed world(s).</li> <li>• Describe how specific images (e.g., a diagram showing how a machine works) support a scientific or engineering idea.</li> <li>• 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 and/or supporting a scientific claim.</li> <li>• Communicate information or design ideas and/or solutions with others in oral and/or written forms using models, drawings, writing, or numbers that provide detail about scientific ideas, practices, and/or design ideas.</li> </ul>