

Complete
Canadian
Curriculum



Grade
2

Science



Popular Canada

Animals

Animals are classified into groups. Their characteristics, ways of eating, moving, and giving birth, their homes, and how they survive are all different. However, they all give birth to young, and their babies get bigger and may look different as they grow.

Five Major Groups



Reptiles

e.g. snakes

- have scales
- young hatch from eggs
- move by gliding in an S-shape
- can be camouflaged in their habitat



Fish

e.g. clownfish

- live in water
- give birth to young called fry
- move by swimming with the help of their fins
- slow down when water temperature drops



Birds

e.g. ptarmigans

- lay eggs in nests
- have feathers and wings for flying
- grow extra feathers around their feet in winter



Mammals

e.g. polar bears

- give birth to live babies called cubs
- feed their babies milk
- can walk, run, and swim
- have fur that helps them be camouflaged
- hibernate in dens in winter



Amphibians

e.g. frogs

adult



tadpole



egg

- live in water when young
- live on land when grown up
- go through metamorphosis as they grow
- have a long tongue to catch food

Liquids and Solids



A liquid flows and takes the shape of its container.



A solid has a shape that does not change easily.

Some solids can

- dissolve in liquids.
e.g. sugar
- absorb liquids.
e.g. towels



Water

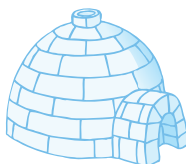
Water can be in three different states, and heat and cold can change its state. Water can also be in different forms. It goes through a water cycle in which its state and form change.

Three States of Water

liquid



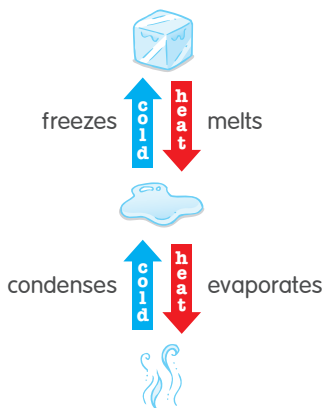
solid



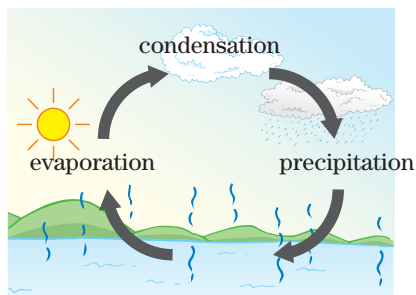
gas



Changes in State



Water Cycle



Forms of Water

- snow
- fog
- frost
- rain
- dew
- hail



Energy Input and Output

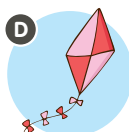
The energy used to produce movement is an input, with the movement being an output.

Energy Input

- A** food
- B** electricity
- C** fuel
- D** wind
- E** water

Output

Examples



Energy from moving wind and water is renewable. They are clean sources of energy and do no damage to our Earth.

Movements

A pattern of movement is the way something repeatedly moves.
e.g. bouncing, spinning, rolling

Simple Machines and Mechanisms

Simple machines make our work easier. When a simple machine is joined to at least one other simple machine, they become a mechanism.

Simple Machines



wedge



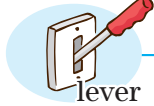
wheel and axle



inclined plane



screw



lever



pulley

Mechanism

