Kids Code Materials and Their Properties

Grade 2 | Science | Nonfiction | Coding kids Theme | ~113 words | NGSS.2-PS1-2

Name: _____ **Date:** _____

READ — READ THIS PASSAGE CAREFULLY. YOU MAY READ IT TWICE.

Young coders learn that all materials have special properties. Properties are ways to describe what something is like. A coding robot team discovered that some materials are hard, like plastic and metal. Other materials are soft, like foam and cloth. Some materials are smooth, and others are rough. The kids used a simple code to sort objects by their properties. They programmed their robot to separate shiny things from dull things. By testing and organizing materials, the young coders learned that knowing properties helps us choose the right material for each job. Hard plastic works best for robot parts. Soft foam protects fragile items. Understanding material properties makes better designs and better code.

Tip: Read the passage twice before turning to the questions on the next page.

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✏ **ANSWER** *USE THE PASSAGE ON PAGE 1 TO HELP FIND YOUR ANSWERS.*

MAIN IDEA

1. What is this passage mostly about?

TEXT EVIDENCE

2. What are two examples of hard materials mentioned in the passage?

VOCABULARY

3. What does the word 'properties' mean in this passage?

INFERENCE

4. Why would a coder need to know about material properties?

CAUSE AND EFFECT

5. What happened because the kids tested and organized materials?

TEXT EVIDENCE

6. How did the coding robot team sort objects? Use words from the passage.

✓ ANSWER KEY — Kids Code Materials and Their Properties

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TEACHER / PARENT USE ONLY — Suggested answers shown below each question

Young coders learn that all materials have special properties. Properties are ways to describe what something is like. A coding robot team discovered that some materials are hard, like plastic and metal. Other materials are soft, like foam and cloth. Some materials are smooth, and others are rough. The kids used a simple code to sort objects by their properties. They programmed their robot to separate shiny things from dull things. By testing and organizing materials, the young coders learned that knowing properties helps us choose the right material for each job. Hard plastic works best for robot parts. Soft foam protects fragile items. Understanding material properties makes better designs and better code.

MAIN IDEA

1. What is this passage mostly about?

> The passage is mostly about how young coders learn that all materials have different properties and how they can identify and sort materials by their properties.

TEXT EVIDENCE

2. What are two examples of hard materials mentioned in the passage?

> The passage states that plastic and metal are hard materials.

VOCABULARY

3. What does the word 'properties' mean in this passage?

> Properties are ways to describe what something is like, such as whether it is hard, soft, smooth, rough, shiny, or dull.

INFERENCE

4. Why would a coder need to know about material properties?

> Knowing material properties helps coders choose the right material for each job, like using hard plastic for robot parts and soft foam for protection.

CAUSE AND EFFECT

5. What happened because the kids tested and organized materials?

> Because they tested and organized materials, the young coders learned that knowing properties helps them choose the right material for each job.

TEXT EVIDENCE

6. How did the coding robot team sort objects? Use words from the passage.

> The kids programmed their robot to separate shiny things from dull things by using a simple code to sort objects by their properties.