



Exhibit Alignment with NC Science Standards – 3rd Grade

Competency Goal 1: The learner will conduct investigations and build an understanding of plant growth and adaptations

1.02 – Observe and describe how environmental conditions determine how well plants survive and grow in a particular environment

- WonderWorks Applicable Exhibits: Earth Tic-Tac-Toe, Hurricane Wind Shack, Natural Disasters Info Center

Competency Goal 3: The learner will make observations and use appropriate technology to build an understanding of the earth/moon/sun system

3.01 – Observe that light travels in a straight line until it strikes an object and is reflected and/or absorbed

- WonderWorks Applicable Exhibits: Hoop Fever, Swim with the Sharks, Strike a Pose, Recollections, Virtual Hockey, Alien Stomp Dome

3.02 – Observe that objects in the sky have patterns of movement including: sun, moon, stars

- WonderWorks Applicable Exhibits: Space Update, Cosmic Discovery, Space Info Center, Earth Tic-Tac-Toe

3.03 – Use shadows, follow and record the apparent movement of the sun in the sky during the day

- WonderWorks Applicable Exhibits: Space Update

3.04 – Use appropriate tools to make observations of the moon

- WonderWorks Applicable Exhibits: Space Update, Space Info Center

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3.05 – Observe and record the change in the apparent shape of the moon from day to day over several months and describe the pattern of changes

- WonderWorks Applicable Exhibits: Space Update, Space Info Center

3.06 – Observe that patterns of stars in the sky stay the same, although they appear to move across the sky nightly

- WonderWorks Applicable Exhibits: Space Update, Space Info Center

Competency Goal 4: The learner will conduct investigations and use appropriate technology to build an understanding of the form and function of the skeletal and muscle systems of the human body

4.04 – Describe how different kinds of joints allow movement and compare this to the movement of mechanical devices

- WonderWorks Applicable Exhibits: Robotic Arms

4.05 – Observe and describe how muscles cause the body to move

- WonderWorks Applicable Exhibits: Hoop Fever, Swim with the Sharks, Kidz Pace Snow Jam, How high can you jump?, Kidz Pace Bike, Robotic Arms, Virtual Hockey, Alien Stomp Dome, Floor Piano, Xtreme 360, Virtual Sports

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