



## Exhibit Alignment with Science Standards (NGSSS) – 1<sup>st</sup> Grade

- SC.1.N.1.1 – Raise questions about the natural world, investigate them in teams through free exploration, and generate appropriate explanations based on those explorations
  - WonderWorks Applicable Exhibits: Inversion Tunnel, Tesla Coil, Pull Yourself Up, What Are The Odds?, Safe Crackers, One In A Million, Anti-Gravity Chamber, Earthquake Café, Hurricane Shack, How Cold Is It?, Wonder Park, Space Trivia, Cosmic Discovery, Roaring Lion, Bed of Nails, MindBall,
- SC.1.N.1.2 – Using the five senses as tools, make careful observations, describe objects in terms of number, shape, texture, size, weight, color, and motion, and compare their observations with others
  - WonderWorks Applicable Exhibits: Tesla Coil, Pull Yourself Up, Inversion Tunnel, Anti-Gravity Chamber, Earthquake Café, Hurricane Shack, How Cold Is It?, One In a Million, Space Trivia, Astronaut Suit, Coin Orbiter, Space Weight, Mercury Capsule, Cosmic Discovery, Robotic Arms, Strike a Pose, WonderWall, Earth Tic-Tac-Toe, Carnival Mirrors, MindBall
- SC.1.N.1.4 – Ask “how do you know?” in appropriate situations
  - WonderWorks Applicable Exhibits: Inversion Tunnel, Pull Yourself Up, What Are The Odds?, Safe Crackers, One In A Million, Anti-Gravity Chamber, Earthquake Café, Natural Disasters, Hurricane Shack, How Cold Is It?, Wonder Park, Space Trivia, Coin Orbiter, Space Weight, Cosmic Discovery, Roaring Lion
- SC.1.E.5.1 – Observe and discuss that there are more stars in the sky than anyone can easily count and that they are not scattered evenly in the sky
  - WonderWorks Applicable Exhibits: Space Trivia, Cosmic Discovery
- SC.1.E.5.2 – Explore the Law of Gravity by demonstrating that Earth’s gravity pulls any object on or near Earth toward it even though nothing is touching the object
  - WonderWorks Applicable Exhibits: Pull Yourself Up, Anti-Gravity Chamber, How High can You Jump?
- SC.1.E.5.4 – Identify the beneficial and harmful properties of the sun
  - WonderWorks Applicable Exhibits: Earth Tic-Tac-Toe
- SC.1.E.6.1 – Recognize that water, rocks, soil, and living organisms are found on Earth’s surface
  - WonderWorks Applicable Exhibits: Earth Tic-Tac-Toe

## **Exhibit Alignment with Science Standards (NGSSS) – 1<sup>st</sup> Grade**

- **SC.1.E.6.2.** – Describe the need for water and how to be safe around water
  - **Wonder Works Applicable Exhibits:** Natural Disasters, Hurricane Shack, How Cold Is It?, Bubble Lab
- **SC.1.E.6.3.** – Recognize that some things in the world around us happen fast and some happen slowly
  - **WonderWorks Applicable Exhibits:** Pull Yourself Up, Anti-Gravity Chamber, Earthquake Café, Natural Disasters, Hurricane Shack, How Cold Is It?, Wonder Park, Coin Orbiter, Fighter Jets, Space Shuttle Simulators, Wonder Coaster
- **SC.1.P.12.1.** – Demonstrate and describe the various ways that objects can move, such as in a straight line, zigzag, back-and-forth, round-and-round, fast, and slow
  - **Wonder Works Applicable Exhibits:** Inversion Tunnel, Pull Yourself Up, Anti-Gravity Chamber, Earthquake Café, Hurricane Shack, Hoop Fever, Kidz Pace Bike, Wonder Park, Kidz Pace Snow Jam, How High Can You Jump?, Space Trivia, Coin Orbiter, Fighter Jets, Space Shuttle Simulators, Cosmic Discovery, Robotic Arms, Virtual Hockey, Wonder Coaster, Mission to Mars
- **SC.1.P.13.1.** – Demonstrate that the way to change the motion of an object is by applying a push or a pull
  - **WonderWorks Applicable Exhibits:** Pull Yourself Up, Anti-Gravity Chamber, Hoop Fever, Wonder Park, Virtual Hockey, Coin Orbiter, Space Shuttle Simulators, Mission to Mars, Fighter Jets
- **SC.1.L.14.1.** – Make observations of living things and their environment using the five senses
  - **WonderWorks Applicable Exhibits:** Roaring Lion
- **SC.1.L.17.1** – Through observation, recognize that all plants and animals, including humans, need the basic necessities of air, water, food, and space
  - **WonderWorks Applicable Exhibits:** Earth Tic-Tac-Toe