



Exhibit Alignment with Science Standards – 1st 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, Pull Yourself Up, Are you a risk taker?, What are the odds?, Safe Crackers, Upside Down World, One In a Million, Anti-Gravity Chamber, Earthquake, Hurricane Hole, How Cold Is It?, Velocity Ball, Space Trivia, Cosmic Discovery, Sound Labs, Roaring Lion, Human Race Machine, 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:** Pull Yourself Up, Inversion Tunnel, Upside Down World, Anti-Gravity Chamber, Earthquake, Hurricane Hole, How Cold Is It?, One In a Million, Kidz Pace Bike, Space Trivia, Astronaut Suit, Coin Orbiter, Space Weight, Mercury Capsule, Cosmic Discovery, Robotic Arms, Strike a Pose, WonderWall, Earth Tic-Tac-Toe, Carney Mirrors, Aging Machine, Human Race Machine, Theme Song Challenge, MindBall
- **SC.1.N.1.4** – Ask “how do you know?” in appropriate situations
 - **WonderWorks Applicable Exhibits:** Inversion Tunnel, Pull Yourself Up, Are you a risk taker?, What are the odds?, Safe Crackers, One In a Million, Anti-Gravity Chamber, Earthquake, Natural Disasters, Hurricane Hole, How Cold Is It?, Velocity Ball, How high can you jump?, Space Trivia, Coin Orbiter, Space Weight, Cosmic Discovery, Sound Labs, Roaring Lion, Aging Machine, Who Do You Think You Are?, Human Race Machine, How Old Are You Really?, Couples Machine
- **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:** Inversion Tunnel, Pull Yourself Up, Upside Down World, Anti-Gravity Chamber, How High can You Jump?, Mercury Capsule
- **SC.1.E.5.4** – Identify the beneficial and harmful properties of the sun
 - **WonderWorks Applicable Exhibits:** Earth Tic-Tac-Toe

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- **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
- **SC.1.E.6.2.** – Describe the need for water and how to be safe around water
 - **Wonder Works Applicable Exhibits:** Anti-Gravity Chamber, Earthquake, Natural Disasters, Hurricane Hole, How Cold Is It?, Swim with the Sharks, 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:** Inversion Tunnel, Pull Yourself Up, Anti-Gravity Chamber, Earthquake, Natural Disasters, Hurricane Hole, How Cold Is It?, Velocity Ball, Coin Orbiter, Fighter Jets, Space Shuttle Simulators, WonderCoaster
- **SC.1.P.8.1.** – Sort objects by observable properties, such as size, shape, color, temperature (hot or cold), weight (heavy or light), texture, and whether objects sink or float
 - **WonderWorks Applicable Exhibits:** How Cold Is It?, Pull Yourself Up, Coin Orbiter, Space Weight, Earth Tic-Tac-Toe, Bubble Lab, Robotic Arms, Simon
- **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, Hurricane Hole, Virtual Hoops, Kidz Pace Bike, Velocity Ball, Kidz Pace Snow Jam, How high can you jump?, Space Trivia, Coin Orbiter, Fighter Jets, Space Shuttle Simulators, Cosmic Discovery, Robotic Arms, Virtual Hockey, Giant Piano, WonderCoaster , 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, Virtual Hoops, Velocity Ball, Coin Orbiter, Fighter Jets, Space Shuttle Simulators, Virtual Hockey, Mission to Mars
- **SC.1.L.14.1.** – Make observations of living things and their environment using the five senses
 - **WonderWorks Applicable Exhibits:** Sound Labs, Roaring Lion, MindBall
- **SC.1.L.16.1.** – Make observations that plants and animals closely resemble their parents, but variations exist among individual within a population
 - **WonderWorks Applicable Exhibits:** Couples Machine, Human Race Machine
- **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