



## **Exhibit Alignment with Science Standards – Kindergarten**

- **SC.K.N.1.1** – Collaborate with a partner to collect information
  - WonderWorks Applicable Exhibits: Virtual Hockey, MindBall, Couples Machine
  
- **SC.K.N.1.2** – Make observations of the natural world and know that they are descriptors collected using the five senses
  - WonderWorks Applicable Exhibits: Upside Down World, Anti-Gravity Chamber, Earthquake, Natural Disasters, Hurricane Hole, How Cold Is It?, Swim with the Sharks, Space Trivia, Space Weight, Cosmic Discovery, Roaring Lion, MindBall
  
- **SC.K.N.1.5** – Recognize that learning can come from careful observation
  - WonderWorks Applicable Exhibits: Pull Yourself Up, What are the odds?, One in a Million, Earthquake, Natural Disasters, Hurricane Hole, How Cold Is It?, Space Trivia, Space Weight, Mercury Capsule, Cosmic Discovery, Sound Lab, Roaring Lion, Who do you think you are?, Bed of Nails, MindBall
  
- **SC.K.E.5.1** – Explore the Law of Gravity by investigating how objects are pulled toward the ground unless something holds them up
  - WonderWorks Applicable Exhibits: Inversion Tunnel, Pull Yourself Up, Upside Down World, Anti-Gravity Chamber, How high can you jump?, Mercury Capsule
  
- **SC.K.E.5.2** – Recognize the repeating pattern of day and night
  - WonderWorks Applicable Exhibits: Space Trivia, Cosmic Discovery
  
- **SC.K.E.5.3** – Recognize that the Sun can only be seen in the daytime
  - WonderWorks Applicable Exhibits: Space Trivia
  
- **SC.K.E.5.4** – Observe that sometimes the moon can be seen at night and sometimes during the day.
  - WonderWorks Applicable Exhibits: Space Trivia
  
- **SC.K.E.5.5** – Observe that things can be big and things can be small as seen from Earth
  - Wonder Works Applicable Exhibits: Upside Down World, Space Trivia, Fighter Jets, Space Shuttle Simulators, Cosmic Discovery, Earth Tic-Tac-Toe

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- **SC.K.E.5.6.** – Students will describe the physical attributes of rocks and soils
  - **WonderWorks Applicable Exhibits:** Space Trivia, Fighter Jets, Space Shuttle Simulators, Cosmic Discovery, Earth Tic-Tac-Toe
- **SC.K.P.8.1.** – Sort objects by observable properties, such as size, shape, color, temperature (hot or cold), weight (heavy or light), and texture
  - **WonderWorks Applicable Exhibits:** How Cold Is It?, Pull Yourself Up, Coin Orbiter, Space Weight, Earth Tic-Tac-Toe, Bubble Lab, Robotic Arms, Simon, Warped Reflections
- **SC.K.P.9.1.** – Recognize that the shape of materials such as paper and clay can be changed by cutting, tearing, crumpling, smashing, or rolling
  - **WonderWorks Applicable Exhibits:** Bubble Lab, Gum Art
- **SC.K.P.10.1.** – Observe that things that make sound vibrate
  - **WonderWorks Applicable Exhibits:** Sound Labs
- **SC.K.P.12.1.** – Investigate that things move in different ways, such as fast, slow, etc.
  - **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, Foot Motion Dome, Giant Piano, Wonder Coaster, MindBall
- **SC.K.P.13.1.** – Observe that a push or a pull can change the way an object is moving
  - **WonderWorks Applicable Exhibits:** Pull Yourself Up, Anti-Gravity Chamber, Virtual Hoops, Velocity Ball, Coin Orbiter, Fighter Jets, Space Shuttle Simulators, Virtual Hockey, Foot Motion Dome, Mission to Mars
- **SC.K.L.14.1.** – Recognize the five senses and related body parts
  - **WonderWorks Applicable Exhibits:** Sound Labs, MindBall
- **SC.K.L.14.2.** – Recognize that some books and other media portray animals and plants with characteristics and behaviors they do not have in real life
  - **WonderWorks Applicable Exhibits:** Swim with the Sharks
- **SC.K.L.14.3.** – Observe plants and animals, describe how they are alike and how they are different in the way they look and in the things they do
  - **WonderWorks Applicable Exhibits:** Swim with the Sharks, Human Race Machine