



Exhibit Alignment with Science Standards – 7th Grade

- SC.7.N.1.1 – Define a problem from the seventh grade curriculum, use appropriate reference materials to support scientific understanding, plan and carry out scientific investigations of various types such as: systematic observations, experiments requiring the identification of variables, collecting and organizing data, interpreting data in charts, tables, and graphics, analyze information, make predictions, and defend conclusions
 - WonderWorks Applicable Exhibits: 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?, Space Trivia, Fighter Jets, Space Shuttle Simulators, Robotic Arms, Earth Tic-Tac-Toe, Bed of Nails, MindBall
- SC.7.N.1.2 – Differentiate replication (by others) from repetition (multiple trials)
 - WonderWorks Applicable Exhibits: Pull Yourself Up, Are you a risk taker?, What are the odds?, Safe Crackers, One In a Million, Natural Disasters, How Cold Is It?, Velocity Ball, How high can you jump?, Coin Orbiter, Cosmic Discovery, Fighter Jets, Space Shuttle Simulators, Robotic Arms, MindBall
- SC.7.N.1.3 Distinguish between an experiment (which must involve the identification and control of variables) and other forms of scientific investigation and explain that not all scientific knowledge is derived from experimentation
 - WonderWorks Applicable Exhibits: Pull Yourself Up, Are you a risk taker?, What are the odds?, Safe Crackers, One In a Million, Velocity Ball, How high can you jump?, Coin Orbiter, Cosmic Discovery, Robotic Arms, Strike A Pose, Earth Tic-Tac-Toe, Swirling Vortex, Simon , Aging Machine, Human Race Machine, How old are you really?, Who Do You Think You Are?, Couples Machine, Bed of Nails, Talking Faces, MindBall
- SC.7.N.1.4 – Identify test variables (independent variables) and outcome variables (dependent variables) in an experiment
 - WonderWorks Applicable Exhibits: Pull Yourself Up, Are you a risk taker?, What are the odds?, Safe Crackers, One In a Million, Natural Disasters, How Cold Is It?, Velocity Ball, How high can you jump?, Coin Orbiter, Cosmic Discovery, MindBall
- SC.7.N.1.5 – Describe the methods used in the pursuit of a scientific explanation as seen in different fields of science such as biology, geology, and physics

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- WonderWorks Applicable Exhibits: Pull Yourself Up, Are you a risk taker?, What are the odds?, Safe Crackers, One In a Million, Earthquake, Natural Disasters, Hurricane Hole, How Cold Is It?, Velocity Ball, Space Trivia, Coin Orbiter, Space Weight, Cosmic Discovery, Sound Labs, Roaring Lion, Strike A Pose, Earth Tic-Tac-Toe, Who Do You Think You Are?, Human Race Machine, Bed of Nails, MindBall
- SC.7.N.1.6 – Explain that empirical evidence is the cumulative body of observations of a natural phenomenon on which scientific explanations are based
 - WonderWorks Applicable Exhibits: Inversion Tunnel, What are the odds?, Global VR, Upside Down World, One In a Million, Anti-Gravity Chamber, Earthquake, Hurricane Hole, How Cold Is It?, Virtual Hoops, Kidz Pace Bike, Velocity Ball, Swim With The Sharks, Mirrorly a Window, Kidz Pace Snow Jam, How high can you jump?, Fog Wall, Space Trivia, Astronaut Suit, Coin Orbiter, Space Weight, Fighter Jets, Space Shuttle Simulators, Mercury Capsule, Cosmic Discovery, Virtual Hockey, Foot Motion Dome, Sound Labs, Roaring Lion, Strike A Pose, WonderWall, Earth Tic-Tac-Toe, Swirling Vortex, Aging Machine, Who Do You Think You Are?, Human Race Machine, How old are you really?, WonderCoaster, Bed of Nails, MindBall
- SC.7.N.3.1 – Recognize and explain the difference between theories and laws and give several examples of scientific theories and the evidence that supports them
 - WonderWorks Applicable Exhibits: Inversion Tunnel, Anti-Gravity Chamber, Pull Yourself Up, Earthquake, Hurricane Hole, Velocity Ball, Cosmic Discovery, How high can you jump?
- SC.7.N.3.2 – Identify the benefits and limitations of the use of scientific models
 - WonderWorks Applicable Exhibits: Inversion Tunnel, Anti-Gravity Chamber, Pull Yourself Up, Earthquake, Hurricane Hole, Velocity Ball, Cosmic Discovery, How high can you jump?
- SC.7.E.6.1 – Describe the layers of the solid Earth, including the lithosphere, the hot convecting mantle, and the dense metallic liquid and solid cores
 - WonderWorks Applicable Exhibits: Earth Tic-Tac-Toe
- SC.7.E.6.2 – Identify the patterns within the rock cycle and relate them to surface events (weathering and erosion) and sub-surface events (plate tectonics and mountain building)
 - WonderWorks Applicable Exhibits: Natural Disasters, Hurricane Hole, Earthquake, Earth Tic-Tac-Toe
- SC.7.E.6.3 – Identify current methods for measuring the age of the Earth and its parts, including the law of superposition and radioactive dating
 - WonderWorks Applicable Exhibits: Earth Tic-Tac-Toe

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- SC.7.E.6.4 – Explain and give examples of how physical evidence supports scientific theories that Earth has evolved over geologic time due to natural processes
 - WonderWorks Applicable Exhibits: Earth Tic-Tac-Toe
- SC.7.E.6.5 – Explore the scientific theory of plate tectonics by describing how the movement of Earth’s crustal plates causes both slow and rapid changes in Earth’s surface, including volcanic eruptions, earthquakes, and mountain building
 - WonderWorks Applicable Exhibits: Natural Disasters, Earthquake, Earth Tic-Tac-Toe
- SC.7.E.6.6 – Identify the impact that humans have had on Earth, such as deforestation, urbanization, desertification, erosion, air and water quality, changing the flow of water
 - WonderWorks Applicable Exhibits: Earth Tic-Tac-Toe
- SC.7.E.6.7 – Recognize that heat flow and movement of material within Earth causes earthquakes and volcanic eruptions, and creates mountains and ocean basins
 - WonderWorks Applicable Exhibits: Natural Disasters, Earthquake, Earth Tic-Tac-Toe
- SC.7.P.10.2 – Observe and explain that light can be reflected, refracted, and/or absorbed
 - WonderWorks Applicable Exhibits: Inversion Tunnel, Anti-Gravity Chamber, Fog Wall, Strike A Pose
- SC.7.P.10.3 – Recognize that light waves, sound waves, and other waves move at different speeds in different materials
 - WonderWorks Applicable Exhibits: Inversion Tunnel, Anti-Gravity Chamber, Fog Wall, Strike A Pose, Sound Labs, MindBall
- SC.7.P.11.1 – Recognize that adding heat to or removing heat from a system may result in a temperature change and possibly a change of state
 - WonderWorks Applicable Exhibits: Natural Disasters, How Cold Is It?
- SC.7.P.11.2 – Investigate and describe the transformation of energy from one form to another
 - WonderWorks Applicable Exhibits: Pull Yourself Up, Anti-Gravity Chamber, Earthquake, Hurricane Hole, Virtual Hoops, Kidz Pace Bike, Velocity Ball, Swim With The Sharks, How high can you jump?, Coin Orbiter, Fighter Jets, Space Shuttle Simulators, Robotic Arms, Virtual Hockey, Sound Labs, Strike A Pose, Simon , Giant Piano, WonderCoaster, Bed of Nails, MindBall, Mission to Mars

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- SC.7.P.11.3 – Cite evidence to explain that energy cannot be created nor destroyed, only changed from one form to another
 - WonderWorks Applicable Exhibits: Pull Yourself Up, Anti-Gravity Chamber, Earthquake, Hurricane Hole, Virtual Hoops, Kidz Pace Bike, Velocity Ball, Swim With The Sharks, How high can you jump?, Coin Orbiter, Fighter Jets, Space Shuttle Simulators, Robotic Arms, Virtual Hockey, Sound Labs, Strike A Pose, Simon , Giant Piano, WonderCoaster, Bed of Nails

- SC.7.P.11.4 – Observe and describe that heat flows in predictable ways, moving from warmer objects to cooler ones until they reach the same temperature
 - WonderWorks Applicable Exhibits: Natural Disasters, How Cold Is It?

- SC.7.L.16.1 – Understand and explain that every organism requires a set of instructions that specifies its traits, that this hereditary information (DNA) contains genes located in the chromosomes of each cell, and that heredity is the passage of these instructions from one generation to another
 - WonderWorks Applicable Exhibits: Couples Machine

- SC.7.L.17.3 – Describe and investigate various limiting factors in the local ecosystem and their impact on native populations, including food, shelter, water, space, disease, parasitism, predation, and nesting sites
 - WonderWorks Applicable Exhibits: Earth Tic-Tac-Toe