



Exhibit Alignment with Science Standards – 6th Grade

- **SC.6.N.1.1** – Define a problem from the sixth 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.6.N.1.2** – Explain why scientific investigations should be replicable
 - **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.6.N.1.3** Explain the difference between an experiment and other types of scientific investigation, and explain benefits and limitations of each
 - **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, Who Do You Think You Are?, Human Race Machine, How old are you really?, Couples Machine, Bed of Nails, Talking Faces, MindBall
- **SC.6.N.1.4** – Discuss, compare, and negotiate methods used, results obtained, and explanations among groups of students conducting the same investigation
 - **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?, Coin Orbiter, Cosmic Discovery, MindBall, Velocity Ball, How high can you jump?
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- **SC.6.N.1.5** – Recognize that science involves creativity, not just in designing experiments, but also in creating explanations that fit evidence

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- WonderWorks Applicable Exhibits: Inversion Tunnel, Pull Yourself Up, Are you a risk taker?, What are the odds?, Safe Crackers, How tall are you?, One In a Million, Anti-Gravity Chamber, Earthquake, Natural Disasters, Hurricane Hole, How Cold Is It?, Virtual Hoops, Velocity Ball, Swim With The Sharks, Mirrorly a Window, How high can you jump?, Space Trivia, Astronaut Suit, Coin Orbiter, Space Weight, Fighter Jets, Space Shuttle Simulators, Cosmic Discovery, Robotic Arms, Virtual Hockey, Foot Motion Dome, Sound Labs, Roaring Lion, Strike A Pose, WonderWall, Earth Tic-Tac-Toe, Swirling Vortex, Simon , Giant Piano, Aging Machine, Who Do You Think You Are?, Human Race Machine, How old are you really?, Couples Machine, Theme Song Challenge, WonderCoaster, Bed of Nails, Talking Faces, MindBall

- SC.6.N.2.1 – Distinguish science from other activities involving thought
 - 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.6.N.2.2 – Explain that scientific knowledge is durable because it is open to change as new evidence or interpretations are encountered
 - 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

- SC.6.N.3.1 – Recognize and explain that a scientific theory is a well-supported and widely accepted explanation of nature and is not simply a claim posed by an individual. Thus, the use of the term theory in science is very different than how it is used in everyday life
 - WonderWorks Applicable Exhibits: Are you a risk taker?, What are the odds?, Safe Crackers, How tall are you?, Upside Down World, One In a Million, Anti-Gravity Chamber, Earthquake, Hurricane Hole, How Cold Is It?, How high can you jump?, Fog Wall, Space Weight, Mercury Capsule, Virtual Hockey, Swirling Vortex, Aging Machine, Who Do You Think You Are?, Human Race Machine, How old are you really?, Couples Machine, Talking Faces, MindBall

- SC.6.N.3.2 – Recognize and explain that a scientific law is a description of a specific relationship under given conditions in the natural world. Thus, scientific laws are different from societal laws

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- WonderWorks Applicable Exhibits: Pull Yourself Up, What are the odds?, Safe Crackers, One In a Million, Anti-Gravity Chamber, Earthquake, Natural Disasters, Hurricane Hole, How Cold Is It?, Velocity Ball, Space Trivia, Space Weight, Cosmic Discovery, Sound Labs, Bed of Nails
- SC.6.N.3.3 – Give several examples of scientific laws
 - WonderWorks Applicable Exhibits: Inversion Tunnel, Anti-Gravity Chamber, Pull Yourself Up, Earthquake, Hurricane Hole, Velocity Ball, Cosmic Discovery, How high can you jump?
- SC.6.E.6.1 – Describe and give examples of ways in which Earth’s surface is built up and torn down by physical and chemical weathering, erosion, and deposition
 - WonderWorks Applicable Exhibits: - Earth Tic-Tac-Toe
- SC.6.E.6.2 – Recognize that there are a variety of different landforms on Earth’s surface such as coastlines, dunes, rivers, mountains, glaciers, deltas, and lakes and relate these landforms as they apply to Florida
 - WonderWorks Applicable Exhibits: Space Shuttle Simulators, Earth Tic-Tac-Toe
- SC.6.E.7.2 – Investigate and apply how the cycling of water between the atmosphere and hydrosphere has an effect on weather patterns and climate
 - WonderWorks Applicable Exhibits: Earth Tic-Tac-Toe, Natural Disasters
- SC.6.E.7.3 – Describe how global patterns such as the jet stream and ocean currents influence local weather in measurable terms such as temperature, air pressure, wind direction and speed, and humidity and precipitation
 - WonderWorks Applicable Exhibits: Earth Tic-Tac-Toe
- SC.6.E.7.4 – Differentiate and show interactions among the geosphere, hydrosphere, cryosphere, atmosphere, and biosphere
 - WonderWorks Applicable Exhibits: Earth Tic-Tac-Toe
- SC.6.E.7.5 – Explain how energy provided by the sun influences global patterns of atmospheric movement and the temperature differences between air, water, and land
 - WonderWorks Applicable Exhibits: Earth Tic-Tac-Toe, Natural Disasters, Hurricane Hole
- SC.6.E.7.6 – Differentiate between weather and climate
 - WonderWorks Applicable Exhibits: - Natural Disasters, Earth Tic-Tac-Toe
- SC.6.E.7.7 – Investigate how natural disasters have affected human life in Florida
 - WonderWorks Applicable Exhibits: Natural Disasters, Hurricane Hole

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- SC.6.E.7.8 – Describe ways human beings protect themselves from hazardous weather and sun exposure
 - WonderWorks Applicable Exhibits: Natural Disasters
- SC.6.E.7.9 – Describe how the composition and structure of the atmosphere protects life and insulates the planet
 - WonderWorks Applicable Exhibits: Natural Disasters, Earth Tic-Tac-Toe
- SC.6.P.11.1 – Explore the Law of Conservation of Energy by differentiating between potential and kinetic energy. Identify situations where kinetic energy is transformed into potential energy and vice versa
 - WonderWorks Applicable Exhibits: Pull Yourself Up, Anti-Gravity Chamber, Earthquake, Hurricane Hole, Velocity Ball, WonderCoaster
- SC.6.P.12.1 – Measure and graph distance versus time for an object moving at a constant speed. Interpret this relationship
 - WonderWorks Applicable Exhibits: Inversion Tunnel, Anti-Gravity Chamber, Velocity Ball, Coin Orbiter, Talking Faces
- SC.6.P.13.1 – Investigate and describe types of forces including contact forces and forces acting at a distance, such as electrical, magnetic, and gravitational
 - 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
- SC.6.P.13.2 – Explore the Law of Gravity by recognizing that every object exerts gravitational force on every other object and that the force depends on how much mass the objects have and how far apart they are
 - WonderWorks Applicable Exhibits: Inversion Tunnel, Pull Yourself Up, Anti-Gravity Chamber, How high can you jump?, Mercury Capsule
- SC.6.P.13.3 – Investigate and describe that an unbalanced force acting on an object changes its speed, or direction of motion, or both
 - WonderWorks Applicable Exhibits: Pull Yourself Up, Anti-Gravity Chamber, Virtual Hoops, Velocity Ball, Coin Orbiter, Fighter Jets, Space Shuttle Simulators, Virtual Hockey