Exhibit Alignment with Science Standards – 3rd Grade

- SC.3.N.1.1 – Raise questions about the natural world, investigate them individually and in teams through free exploration and systematic investigations, 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.3.N.1.2. – Compare the observations made by different groups using the same tools and seek reasons to explain the differences across groups
    - 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, Foot Motion Dome, Strike A Pose, WonderWall, Earth Tic-Tac-Toe, Simon , Carney Mirrors, MindBall, Aging Machine, Human Race Machine, Theme Song Challenge

- SC.3.N.1.5. – Recognize that scientists question, discuss, and check each others' evidence and explanations
    - 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, MindBall

- SC.3.N.1.6. – Infer based on observation
    - 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

Exhibit Alignment with Science Standards – 3rd Grade

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?, WonderCoasters, Bed of Nails, Talking Faces, MindBall

- SC.3.N.1.7 – Explain that empirical evidence is information, such as observations or measurements, that is used to help validate explanations of natural phenomena
    - 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?, WonderCoasters, Bed of Nails, Talking Faces, MindBall

- SC.3.N.3.1. – Recognize that words in science can have different or more specific meanings than their use in everyday language; for example, energy, cell, heat/cold, and evidence
    - WonderWorks Applicable Exhibits: Earth Tic-Tac-Toe

- SC.3.N.3.2. – Recognize that scientists use models to help understand and explain how things work
    - WonderWorks Applicable Exhibits: Pull Yourself Up, 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, Natural Disasters, Hurricane Hole, How Cold Is It?, Virtual Hoops, Kidz Pace Bike, Velocity Ball, Swim With The Sharks, Kidz Pace Snow Jam, How high can you jump?, Fog Wall, Kidz Pace Bike, Astronaut Suit, Coin Orbiter, Space Weight, Fighter Jets, Space Shuttle Simulators, Mercury Capsule, Cosmic Discovery, Robotic Arms, Virtual Hockey, Sound Labs, Roaring Lion, Earth Tic-Tac-Toe, Simon , Carney Mirrors, Giant Piano, Strike A Pose, Aging Machine, Who Do You Think You Are?, Human Race Machine, How old are you really?, Couples Machine, WonderCoasters, Bed of Nails, MindBall, Mission to Mars

- SC.3.N.3.3 – Recognize that all models are approximations of natural phenomena; as such, they do not perfectly account for all observations
    - WonderWorks Applicable Exhibits: Pull Yourself Up, 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, Natural Disasters, Hurricane Hole, How Cold Is It?, Virtual Hoops, Kidz Pace Bike, Velocity Ball, Swim With The Sharks, Kidz Pace Snow Jam, How high can you jump?, Fog Wall, Astronaut Suit, Coin Orbiter, Space Weight, Fighter Jets, Space Shuttle

Exhibit Alignment with Science Standards – 3rd Grade

Simulators, Mercury Capsule, Cosmic Discovery, Robotic Arms, Virtual Hockey, Sound Labs, Roaring Lion, Earth Tic-Tac-Toe, Simon , Carney Mirrors, Giant Piano, Strike A Pose, Aging Machine, Who Do You Think You Are?, Human Race Machine, How old are you really?, Couples Machine, WonderCoasters, Bed of Nails, MindBall, Mission to Mars

- SC.3.E.5.1. – Explain that stars can be different; some are smaller, some are larger, and some appear brighter than others; all except the Sun are so far away that they look like points of light
    - WonderWorks Applicable Exhibits: Space Trivia, Cosmic Discovery. Earth Tic-Tac-Toe

- SC.3.E.5.2. – Identify the Sun as a star that emits energy; some of it in the form of light
    - WonderWorks Applicable Exhibits: Space Trivia, Earth Tic-Tac-Toe

- SC.3.E.5.3. – Recognize that the Sun appears large and bright because it is the closest star to Earth
    - Wonder Works Applicable Exhibits: Space Trivia, Earth Tic-Tac-Toe

- SC.3.E.5.4. – Explore the Law of Gravity by demonstrating that gravity is a force that can be overcome
    - WonderWorks Applicable Exhibits: Inversion Tunnel, Pull Yourself Up, Upside Down World, Anti-Gravity Chamber, How high can you jump?, Mercury Capsule

- SC.3.E.5.5. – Investigate that the number of stars that can be seen through telescopes is dramatically greater than those seen by the unaided eye
    - WonderWorks Applicable Exhibits: Space Trivia, Cosmic Discovery, Earth Tic-Tac-Toe

- SC.3.E.6.1. –Demonstrate that radiant energy from the Sun can heat objects and when the Sun is not present, heat may be lost
    - WonderWorks Applicable Exhibits: Earth Tic-Tac-Toe

- SC.3.P.8.1. – Measure and compare temperatures of various samples of solids and liquids
    - WonderWorks Applicable Exhibits: Hurricane Hole, How Cold Is It?

- SC.3.P.8.2. – Measure and compare the mass and volume of solids and liquids
    - Wonder Works Applicable Exhibits: Coin Orbiter, Space Weight, WonderCoasters

- SC.3.P.8.3. – Compare materials and objects according to properties such as size, shape, color, texture, and hardness
    - WonderWorks Applicable Exhibits: How Cold Is It?, Pull Yourself Up, Coin Orbiter, Space Weight, Earth Tic-Tac-Toe, Bubble Lab, Robotic Arms, Simon

Exhibit Alignment with Science Standards – 3rd Grade

- SC.3.P.9.1. – Describe the changes water undergoes when it changes state through heating and cooling by using familiar scientific terms such as melting, freezing, boiling, evaporation, and condensation
    - WonderWorks Applicable Exhibits: How Cold Is It?, Earth Tic-Tac-Toe, Bubble Lab

- SC.3.P.10.1. – Identify some basic forms of energy such as light, heat, sound, electrical, and mechanical
    - WonderWorks Applicable Exhibits: Pull Yourself Up, Anti-Gravity Chamber, Earthquake, Natural Disasters, Hurricane Hole, Virtual Hoops, Velocity Ball, Swim With The Sharks, Robotic Arms, Virtual Hockey, Sound Labs, Simon , Giant Piano, Theme Song Challenge

- SC.3.P.10.2. – Recognize that energy has the ability to cause motion or create change
    - 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.3.P.10.3. – Demonstrate that light travels in a straight line until it strikes an object or travels from one medium to another
    - WonderWorks Applicable Exhibits: Inversion Tunnel, Anti-Gravity Chamber, Fog Wall, Strike A Pose

- SC.3.P.10.4 – Demonstrate that light can be reflected, refracted, and absorbed
    - WonderWorks Applicable Exhibits: Inversion Tunnel, Anti-Gravity Chamber, Virtual Hoops, Swim With The Sharks, Mirrorly a Window, Fog Wall, Virtual Hockey, Foot Motion Dome, Strike A Pose, Swirling Vortex, Simon

- SC.3.P.11.1 – Investigate, observe, and explain that things that give off light often also give off heat
    - WonderWorks Applicable Exhibits: Natural Disasters

- SC.3.L.17.1 – Describe how animals and plants respond to changing seasons
    - WonderWorks Applicable Exhibits: Earthquake, Natural Disasters, Hurricane Hole, How Cold Is It?, Earth Tic-Tac-Toe

- SC.3.L.17.2 – Recognize that plants use energy from the Sun, air, and water to make their own food
    - WonderWorks Applicable Exhibits: Earth Tic-Tac-Toe