



Exhibit Alignment with Science Standards – 1st Grade

- **S1.1** – Ask appropriate questions about the natural world to seek greater understanding, access information through free exploration, observation and collaboration.
 - **WonderWorks Applicable Exhibits:** Inversion Tunnel, Pull Yourself Up, Upside Down World, Anti-Gravity Chamber, Hurricane Shack, Wonder Park, Space Trivia, Cosmic Discovery, Bed of Nails, MindBall, Astronaut Trainer, 4D Theater, Google Earth, Lightning Coil, Air Cannon, Jacob’s Ladder
- **PS.1b & 1c** – Using the five senses as tools, make careful observations, compare and 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, Hurricane Shack, Astronaut Trainer, 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, Theme Song Challenge, MindBall, 4D Theater, Google Earth
- **S1.1** – Ask “how do you know?” and “why?” in appropriate situations to seek greater understanding
 - **WonderWorks Applicable Exhibits:** Inversion Tunnel, Pull Yourself Up, Anti-Gravity Chamber, Natural Disasters, Hurricane Shack, Astronaut Trainer, Wonder Park , How High Can You Jump, Space Trivia, Coin Orbiter, Space Weight, Cosmic Discovery, Air Cannon, Lighting Coil, Jacob’s Ladder, Astronaut Trainer
- **PS.1c** – Observe and discuss that stars in the sky appear to move in a pattern
 - **WonderWorks Applicable Exhibits:** Space Trivia, Cosmic Discovery
- **PS.5.1c** – 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, Astronaut Trainer

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- PS.4.1g. – Identify the helpful and harmful properties of the sun
 - WonderWorks Applicable Exhibits: Earth Tic-Tac-Toe
- LE.2.1d – Recognize that living and non- living organisms are found on Earth’s surface
 - WonderWorks Applicable Exhibits: Earth Tic-Tac-Toe
- LE.1.1a – Understands and describes the need for water and how to be safe around water
 - Wonder Works Applicable Exhibits: Anti-Gravity Chamber, Natural Disasters, Hurricane Shack, Google Earth, Bubble Lab
- PS.5.1f – Recognizes the effects of forces on an object
 - WonderWorks Applicable Exhibits: Inversion Tunnel, Pull Yourself Up, Anti-Gravity Chamber, Natural Disasters, Hurricane Shack, Wonder Park, Coin Orbiter, Fighter Jets, Shuttle Landers, Wonder Coasters, Astronaut Trainer, 4D Theater, Air Cannon
- PS.3.1c-g – 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: Pull Yourself Up, Coin Orbiter, Space Weight, Earth Tic-Tac-Toe, Bubble Lab, Robotic Arms, Memory Sequencer
- PS.5.1a. – 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, Hurricane Shack, Hoop Fever, Kidz Pace Bike, Wonder Park, Kidz Pace Snow Jam, How High Can You Jump, Space Trivia, Coin Orbiter, Fighter Jets, Shuttle Landers, Cosmic Discovery, Robotic Arms, Virtual Hockey, Giant Piano, Wonder Coasters, Mission to Mars, Astronaut Trainer, Air Cannon , 4D Theater
- PS.5.1b. – 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, Hoop Fever, Wonder Park, Coin Orbiter, Fighter Jets, Shuttle Landers, Virtual Hockey, Mission to Mars, Air Cannon
- PS.1.1a & b – 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