Exhibit Alignment with Science Standards – 2nd Grade

- S1.1 – Raise questions about the natural world, investigate them in teams through free exploration, and generate appropriate explanations based on those explorations

    - WonderWorks Applicable Exhibits: Inversion Tunnel, Pull Yourself Up, Air Cannon, Upside Down World, Anti-Gravity Chamber, Hurricane Shack, Google Earth, Wonder Park, Space Trivia, Cosmic Discovery, Bed of Nails, MindBall

- S1.2. – Compare the observations made by different groups using the same tools

    - 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, Alien Stomper, Strike a Pose, WonderWall, Earth Tic-Tac-Toe, Memory Sequencer , Carney Mirrors, MindBall, Google Earth

- S1.1 – Ask "how do you know?" in appropriate situations and attempt reasonable answers when asked the same question by others

    - WonderWorks Applicable Exhibits: Inversion Tunnel, Pull Yourself Up, Anti-Gravity Chamber, Natural Disasters, Hurricane Shack, Air Cannon, Wonder Park, How High Can You Jump, Space Trivia, Coin Orbiter, Space Weight, Cosmic Discovery, Astronaut Trainer, Google Earth

- S1.2a – Distinguish between empirical observation (what you see, hear, feel, smell, or taste) and ideas of inferences (what you think)

    - WonderWorks Applicable Exhibits: Inversion Tunnel, Upside Down World, Anti-Gravity Chamber, Hurricane Shack, Hoop Fever, Kidz Pace Bike, Wonder Park, Kidz Pace Snow Jam, How High Can You Jump, Space Trivia, Astronaut Suit, Coin Orbiter, Space Weight, Fighter Jets, Shuttle Landers, Mercury Capsule, Cosmic Discovery, Virtual Hockey, Alien Stomper, Strike a Pose, WonderWall, Earth Tic-Tac-Toe, Swirling Vortex, Wonder Coasters, Bed of Nails, Far Out Art Gallery, MindBall, Lightning Coil, Air Cannon, Jacob's Ladder, Google Earth, Astronaut Trainer, 4D Theater

Exhibit Alignment with Science Standards – 2nd Grade

- PS2.1d. – Recognize that Earth is made up of rocks. Rocks come in many sizes and shapes
    - WonderWorks Applicable Exhibits: Earth Tic-Tac-Toe
- PS2.1d – Describe how small pieces of rock and dead plant and animal parts can be the basis of soil and explain the process by which soil is formed
    - WonderWorks Applicable Exhibits: Earth Tic-Tac-Toe
- PS1.1a. – Compare and describe changing patterns in nature that repeat themselves, such as weather conditions including temperature and precipitation, day to day and season to season
    - WonderWorks Applicable Exhibits: Anti-Gravity Chamber, Natural Disasters, Hurricane Shack, Space Trivia, Cosmic Discovery, Earth Tic-Tac-Toe
- PS4.1d. – Investigate by observing and measuring, that the Sun's energy directly and indirectly warms the water, land, and air
    - WonderWorks Applicable Exhibits: Natural Disasters, Earth Tic-Tac-Toe
- PS.2.1c. – Investigate, observe and describe how water left in an open container disappears (evaporates), but water in a closed container does not disappear (evaporate)
    - Wonder Works Applicable Exhibits: Bubble Lab, Earth Tic-Tac-Toe
- PS2.1a- Investigate that air is all around us and that moving air is wind
    - WonderWorks Applicable Exhibits: Natural Disasters, Hurricane Shack
- PS2.1e. –State the importance of preparing for severe weather, lightning, and other weather related events
    - WonderWorks Applicable Exhibits: , Natural Disasters, Hurricane Shack
- PS3.1e-g. –Observe and measure objects in terms of their properties, including size, shape, color, temperature, weight, texture, sinking or floating in water, and attraction and repulsion of magnets
    - WonderWorks Applicable Exhibits: Pull Yourself Up, Coin Orbiter, Space Weight, Earth Tic-Tac-Toe, Bubble Lab, Robotic Arms, Memory Sequencer

Exhibit Alignment with Science Standards – 2nd Grade

- PS3.2a – Identify objects and materials as solid, liquid, or gas
    - WonderWorks Applicable Exhibits: Bubble Lab,
- PS3.2a – Recognize that solids have a definite shape and that liquids and gases take the shape of their container
    - Wonder Works Applicable Exhibits: Bubble Lab
- PS3.2b&c. – Observe and describe water in its solid, liquid, and gaseous states
    - WonderWorks Applicable Exhibits: Bubble Lab
- PS2.1b. – Measure and compare temperatures taken every day at the same time
    - WonderWorks Applicable Exhibits: Space Trivia
- PS3.1c. – Measure and compare the volume of liquids using containers of various shapes and sizes
    - WonderWorks Applicable Exhibits: Bubble Lab
- PS3.2c – Investigate that materials can be altered to change some of their properties, but not all materials respond the same way to any one alteration
    - WonderWorks Applicable Exhibits: Strike a Pose
- PS5.1b – Investigate the effect of applying various pushes and pulls on different objects
    - WonderWorks Applicable Exhibits: Pull Yourself Up, Anti-Gravity Chamber, Hoop Fever, Wonder Park, Coin Orbiter, Fighter Jets, Shuttle Landers, Virtual Hockey, Alien Stomper, Air Cannon, Astronaut Trainer
- PS5.1c – Recognize that 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
- PS5.1f – Demonstrate that the greater the force (push or pull) applied to an object, the greater the change in motion of the object

Exhibit Alignment with Science Standards – 2nd Grade

  - WonderWorks Applicable Exhibits: Pull Yourself Up, Anti-Gravity Chamber, Hoop Fever, Wonder Park, Coin Orbiter, Fighter Jets, Shuttle Landers, Virtual Hockey, Alien Stomper, Air Cannon, Astronaut Trainer

- LE2.1 – Distinguish human body parts (brain, heart, lungs, stomach, muscles, and skeleton) and their basic functions
  - WonderWorks Applicable Exhibits: MindBall

- LE1.3.1 – Compare and contrast the basic needs that all living things, including humans, have for survival
  - WonderWorks Applicable Exhibits: Earth Tic-Tac-Toe

- LE3.1c – Recognize and explain that living things are found all over Earth, but each is only able to live in habitats that meet its basic needs
  - WonderWorks Applicable Exhibits: Earth Tic-Tac-Toe