



## **Exhibit Alignment with Science Standards – Kindergarten**

- S1.1 – Collaborate with a partner to collect information
  - WonderWorks Applicable Exhibits: Virtual Hockey, MindBall
- PS.3.1b & c. – Make observations of the natural world and know that they are descriptors collected using the five senses
  - WonderWorks Applicable Exhibits: Upside Down World, Anti-Gravity Chamber, Natural Disasters, Hurricane Shack, Space Trivia, Space Weight, Cosmic Discovery, MindBall
- S1.1.2 – Recognize that learning can come from careful observation
  - WonderWorks Applicable Exhibits: Pull Yourself Up, Natural Disasters, Hurricane Shack, Space Trivia, Space Weight, Mercury Capsule, Cosmic Discovery, Bed of Nails, MindBall, Astronaut Trainer, 4D Theater
- PS.4.5.1 – Explore and interact with the Law of Gravity by investigating how 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, Astronaut Trainer
- PS1.1b. – Recognize the repeating pattern of day and night
  - WonderWorks Applicable Exhibits: Space Trivia, Cosmic Discovery
- PS1.1b. – Recognize that the Sun can only be seen in the daytime
  - WonderWorks Applicable Exhibits: Space Trivia
- PS1.1a. – Observe that sometimes the moon can be seen at night and sometimes during the day.
  - WonderWorks Applicable Exhibits: Space Trivia
- S1.1a. – Observe that things can be big and things can be small as seen from Earth

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- Wonder Works Applicable Exhibits: Upside Down World, Space Trivia, Fighter Jets, Shuttle Landers, Cosmic Discovery, Earth Tic-Tac-Toe, Google Earth, Astronaut Trainer
- PS.3.1c. – Students will observe and describe the physical attributes of rocks and soils
  - WonderWorks Applicable Exhibits: Space Trivia, Fighter Jets, Shuttle Landers, Cosmic Discovery, Earth Tic-Tac-Toe
- PS.3.1f. – Sort objects by observable properties, such as size, shape, color, temperature (hot or cold), weight (heavy or light), and texture
  - WonderWorks Applicable Exhibits: Pull Yourself Up, Coin Orbiter, Space Weight, Earth Tic-Tac-Toe, Bubble Lab, Robotic Arms, Memory Sequencer
- PS.3.2c. – Recognize that the shape of materials such as paper and clay can be changed by cutting, tearing, crumpling, smashing, or rolling
  - WonderWorks Applicable Exhibits: Bubble Lab
- S1.1a. – Investigate that things move in different ways, such as fast, slow, etc.
  - Wonder Works Applicable Exhibits: Inversion Tunnel, Pull Yourself Up, Anti-Gravity Chamber, Astronaut Trainer, 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, Alien Stomper, Giant Piano, Wonder Coasters, MindBall, Astronaut Trainer, 4D Theater, Air Cannon, Gear Table
- PS.5.1b – Observe that a push or a pull can change the way an object is moving
  - WonderWorks Applicable Exhibits: Pull Yourself Up, Anti-Gravity Chamber, Wonder Park, Hoop Fever, Coin Orbiter, Fighter Jets, Shuttle Landers, Virtual Hockey, Alien Stomper, Mission to Mars, Air Cannon, 4D Theater, Astronaut Trainer
- LE.5.2.c – Recognize the five senses and related body parts
  - WonderWorks Applicable Exhibits: MindBall