



Exhibit Alignment with NC Science Standards – 1st Grade

Competency Goal 1: The learner will conduct investigations and make observations to build an understanding of the needs of living organisms

1.05 – Discuss the wide variety of living things on Earth

- WonderWorks Applicable Exhibits: Roaring Sounds, Earth Tic-Tac-Toe

Competency Goal 2: The learner will make observations and use student-made rules to build an understanding of solid earth materials

2.05 – Explore where useful earth materials are found and how they are used

- WonderWorks Applicable Exhibits: Earth Tic-Tac-Toe

Competency Goal 3: The learner will make observations and conduct investigations to build an understanding of the properties and relationship of objects

3.01 – Describe the differences in the properties of solids and liquids

- WonderWorks Applicable Exhibits: Anti-Gravity Chamber, Bubble Lab, How Cold is it?

3.04 – Determine the properties of liquids:

- WonderWorks Applicable Exhibits: Anti-Gravity Chamber, Bubble Lab, How Cold is it?

3.05 – Observe mixtures including:

- WonderWorks Applicable Exhibits: Bubble Lab

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Competency Goal 4: The learner will make observations and conduct investigations to build an understanding of balance, motion, and weighing of objects

4.01 – Describe different ways in which objects can be moved

- WonderWorks Applicable Exhibits: Pulley Power, Anti-Gravity Chamber, Hurricane Wind Shack, Hoop Fever, Kidz Pace Bike, Swim with the Sharks, Kidz Pace Snow Jam, How high can you jump?, Coin Orbiter, Robotic Arms, Alien Stomp Dome, Strike a Pose, Recollections, Wacky Wire, Floor Piano, Bed of Nails, WonderCoaster, Mission to Mars

4.02 – Observe that movement of an object can be affected by pushing or pulling

- WonderWorks Applicable Exhibits: Pulley Power, Anti-Gravity Chamber, Hurricane Wind Shack, Coin Orbiter, Robotic Arms, Alien Stomp Dome, Strike a Pose, Recollections Room, Mission to Mars

4.03 – Investigate and observe that objects can move steadily or change direction

- WonderWorks Applicable Exhibits: Pulley Power, Anti-Gravity Chamber, Hurricane Wind Shack, Hoop Fever, Kidz Pace Bike, Swim with the Sharks, Kidz Pace Snow Jam, How high can you jump?, Coin Orbiter, Robotic Arms, Xtreme 360, Alien Stomp Dome, Strike a Pose, Recollections, Wacky Wire, Floor Piano, Bed of Nails, WonderCoaster , Mission to Mars

4.04 – Observe and describe balance as a function and position of weight

- WonderWorks Applicable Exhibits: Hurricane Wind Shack, Kidz Pace Snow Jam, Swim with the Sharks, Hoop Fever, Coin Orbiter, Bed of Nails

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