



## **Exhibit Alignment with NC Science Standards – 5<sup>th</sup> Grade**

**Competency Goal 1: The learner will conduct investigations to build an understanding of the interdependence of plants and animals**

1.01 – Describe and compare several common ecosystems (communities of organisms and their interaction with the environment)

- WonderWorks Applicable Exhibits: Earth Tic-Tac-Toe

1.03 – Explain why an ecosystem can support a variety of organisms

- WonderWorks Applicable Exhibits: Earth Tic-Tac-Toe

1.04 – Discuss and determine the role of light, temperature, and soil composition in an ecosystem's capacity to support life

- WonderWorks Applicable Exhibits: Earth Tic-Tac-Toe

1.06 – Explain and evaluate some ways that humans affect ecosystems

- WonderWorks Applicable Exhibits: Earth Tic-Tac-Toe

**Competency Goal 2: The learner will make observations and conduct investigations to build an understanding of landforms**

2.01 – Identify and analyze forces that cause change in landforms over time including

- WonderWorks Applicable Exhibits: Earth Tic-Tac-Toe, Natural Disasters

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2.02 – Investigate and discuss the role of the water cycle and how movement of water over and through the landscape helps shape land forms

- WonderWorks Applicable Exhibits: Earth Tic-Tac-Toe, Natural Disasters

2.03 – discuss and consider the wearing away and movement of rock and soil in erosion and its importance in forming: canyons, valleys, meanders, tributaries

- WonderWorks Applicable Exhibits: Earth Tic-Tac-Toe, Natural Disasters

2.04 – Describe the deposition of eroded material and its importance in establishing landforms including: deltas, flood plains

- WonderWorks Applicable Exhibits: Earth Tic-Tac-Toe, Natural Disasters

2.05 – Discuss how the flow of water and the slope of the land affect erosion

- WonderWorks Applicable Exhibits: Earth Tic-Tac-Toe, Natural Disasters

2.06 – Identify and use models, maps, and aerial photographs as ways of representing landforms

- WonderWorks Applicable Exhibits: Earth Tic-Tac-Toe, Natural Disasters, Fighter Jets, Space Shuttle Simulators, Space Update

2.07 – Discuss and analyze how humans influence erosion and deposition in local communities, including school grounds, as a result of: clearing land, planting vegetation, and building dams

- WonderWorks Applicable Exhibits: Earth Tic-Tac-Toe, Natural Disasters



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**Competency Goal 3: The learner will conduct investigations and use appropriate technology to build an understanding of weather and climate**

3.01 – Investigate the water cycle including the processes of: evaporation, condensation, precipitation, run-off

- WonderWorks Applicable Exhibits: Earth Tic-Tac-Toe, Natural Disasters

3.02 – Discuss and determine how the following are affected by predictable patterns of weather: temperature, wind direction and speed, precipitation, cloud cover, air pressure

- WonderWorks Applicable Exhibits: Earth Tic-Tac-Toe, Natural Disasters, Hurricane Wind Shack, How Cold is it?, Space Info Center

3.04 – Explain how global atmospheric movement patterns affect local weather

- WonderWorks Applicable Exhibits: Earth Tic-Tac-Toe, Natural Disasters, Hurricane Wind Shack, How Cold is it?, Space Info Center, Tesla Coil

3.06 – Discuss and determine the influence of geography on weather and climate

- WonderWorks Applicable Exhibits: Earth Tic-Tac-Toe, Natural Disasters, Hurricane Wind Shack, How Cold is it?, Tesla Coil, Fighter Jets, Space Info Center, Space Shuttle Simulators, Space Update

**Competency Goal 4: The learner will conduct investigations and use appropriate technologies to build an understanding of forces and motion in technological designs**

4.01 – Determine the motion of an object by following and measuring its position over time

- WonderWorks Applicable Exhibits: Pulley Power, Anti-Gravity Chamber, Xtreme 360, Virtual Sports, Coin Orbiter

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4.02 – Evaluate how pushing or pulling forces can change the position and motion of an object

- WonderWorks Applicable Exhibits: Pulley Power, Anti-Gravity Chamber, Xtreme 360, Virtual Sports, Coin Orbiter, Virtual Hockey, Alien Stomp Dome, Recollections Room, Strike a Pose, Floor Piano

4.03 – Explain how energy is needed to make machines move: moving air, gravity

- WonderWorks Applicable Exhibits: Pulley Power, Anti-Gravity Chamber, Xtreme 360, Virtual Sports, Coin Orbiter, Virtual Hockey, Alien Stomp Dome, Recollections Room, Strike a Pose, Floor Piano, Hurricane Wind Shack, How high can you jump?, Tesla Coil

4.04 – Determine that an unbalanced force is needed to move an object or change its direction

- WonderWorks Applicable Exhibits: Pulley Power, Anti-Gravity Chamber, Virtual Sports, Xtreme 360, Coin Orbiter, Virtual Hockey, Alien Stomp Dome, Recollections Room, Strike a Pose, Floor Piano, Hurricane Wind Shack, Swim with the Sharks, How high can you jump?

4.05 – Determine factors that affect motion including: force, friction, inertia, momentum

- WonderWorks Applicable Exhibits: Pulley Power, Anti-Gravity Chamber, Virtual Sports, Xtreme 360, Coin Orbiter, Virtual Hockey, Alien Stomp Dome, Recollections Room, Strike a Pose, Floor Piano, Hurricane Wind Shack, Swim with the Sharks, Kidz Pace Bike, Kidz Pace Snow Jam, How high can you jump?

4.07 – Determine how people use simple machines to solve problems

- WonderWorks Applicable Exhibits: Pulley Power, Coin Orbiter