



Exhibit Alignment with Science Standards (NGSSS) – 4th Grade

- **SC.4.N.1.1** – Raise questions about the natural world, use appropriate reference materials that support understanding to obtain information (identifying the source), conduct both individual and team investigations through free exploration and systematic investigations, and generate appropriate explanations based on those explorations
 - **WonderWorks Applicable Exhibits:** Inversion Tunnel, Pull Yourself Up, What Are The Odds?, Safe Crackers, One In a Million, Anti-Gravity Chamber, Earthquake Café, Hurricane Shack, How Cold Is It?, Wonder Park, Space Trivia, Cosmic Discovery, Bed of Nails, MindBall
- **SC.4.N.1.2.** – Compare the observations made by different groups using multiple tools and seek reasons to explain the differences across groups
 - **WonderWorks Applicable Exhibits:** Pull Yourself Up, Inversion Tunnel, Anti-Gravity Chamber, Earthquake Café, Hurricane Shack, How Cold Is It?, Space Trivia, Coin Orbiter, Space Weight, Mercury Capsule, Cosmic Discovery, Robotic Arms, Alien Stomper, Strike A Pose, Memory Sequencer (Simon Says), Carnival Mirrors, MindBall
- **SC.4.N.1.3.** – Explain that science does not always follow a rigidly defined method(“the scientific method”) but that science does involve the use of observations and empirical evidence
 - **WonderWorks Applicable Exhibits:** Inversion Tunnel, What Are The Odds?, One In a Million, Anti-Gravity Chamber, Earthquake Café, Hurricane Shack, How Cold Is It?, Wonder Park, How High Can You Jump?, Fog Wall, Space Trivia, Astronaut Suit, Coin Orbiter, Space Weight, Fighter Jets, Space Shuttle Simulators, Mercury Capsule, Cosmic Discovery, Virtual Hockey, Roaring Lion, Strike A Pose, WonderWall, Earth Tic-Tac-Toe, Swirling Vortex, Wonder Coaster, Bed of Nails
- **SC.4.N.1.4.** – Attempt reasonable answers to scientific questions and cite evidence in support
 - **WonderWorks Applicable Exhibits:** MindBall, Pull Yourself Up, What Are The Odds?, Safe Crackers, Anti-Gravity Chamber, Earthquake Café, Natural Disasters, Hurricane Shack, Fog Wall, Space Trivia, Coin Orbiter, Cosmic Discovery
- **SC.4.N.1.7** – Recognize and explain that scientists base their explanations on evidence
 - **WonderWorks Applicable Exhibits:** Scientists Hall, Tesla Coil, Coin Orbiter

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- **SC.4.N.1.8.** – Recognize that science involves creativity in designing experiments
 - **WonderWorks Applicable Exhibits:** Inversion Tunnel, Tesla Coil, Pull Yourself Up, MindBall, What Are The Odds?, Safe Crackers, How Tall Are You?, Anti-Gravity Chamber, Earthquake Café, Natural Disasters, Hurricane Shack, How Cold Is It?, Wonder Park, How High Can You Jump?, Space Trivia, Coin Orbiter, Space Weight, Space Shuttle Simulators, Cosmic Discovery, Robotic Arms, Virtual Hockey, Strike A Pose, Swirling Vortex, Memory Sequencer (Simon Says), Carnival Mirrors, Giant Piano, Wonder Coaster, Bed of Nails, Talking Faces

- **SC.4.N.2.1.** – Explain that science focuses solely on the natural world
 - **WonderWorks Applicable Exhibits:** Earthquake Café, Natural Disasters, Hurricane Shack, How Cold Is It?, Fog Wall, Space Trivia, Astronaut Suit, Coin Orbiter, Space Weight, Fighter Jets, Space Shuttle Simulators, Cosmic Discovery, Roaring Lion, Earth Tic-Tac-Toe

- **SC.4.N.3.1** – Explain that models can be three dimensional, two dimensional, an explanation in your mind, or a computer model
 - **WonderWorks Applicable Exhibits:** At some degree, all exhibits are a sample of a scientific model.

- **SC.4.E.5.1.** – Observe that the patterns of stars in the sky stay the same although they appear to shift across the sky nightly, and different stars can be seen in different seasons
 - **WonderWorks Applicable Exhibits:** Space Trivia, Cosmic Discovery, Earth Tic-Tac-Toe

- **SC.4.E.5.2.** – Describe the changes in the observable shape of the moon over the course of about a month
 - **WonderWorks Applicable Exhibits:** Space Trivia, Earth Tic-Tac-Toe

- **SC.4.E.5.3.** – Recognize that Earth revolves around the Sun in a year and rotates on its axis in a 24-hour day
 - **Wonder Works Applicable Exhibits:** Space Trivia, Earth Tic-Tac-Toe

- **SC.4.E.5.4.** – Relate that the rotation of Earth (day and night) and apparent movements of the Sun, Moon, and Stars are connected
 - **WonderWorks Applicable Exhibits:** Space Trivia, Earth Tic-Tac-Toe

- **SC.4.E.5.5.** – Investigate and report the effects of space research and exploration on the economy and culture of Florida
 - **WonderWorks Applicable Exhibits:** Space Trivia, Cosmic Discovery, Space Shuttle Simulators

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- SC.4.E.6.1. – Identify the three categories of rocks: igneous, (formed from molten rock); sedimentary (pieces of other rocks and fossilized organisms); and metamorphic (formed from heat and pressure)
 - WonderWorks Applicable Exhibits: Earth Tic-Tac-Toe
- SC.4.E.6.2. – Identify the physical properties of common earth-forming minerals, including hardness, color, luster, cleavage, and streak color, and recognize the role of minerals in the formation of rocks
 - WonderWorks Applicable Exhibits: Earth Tic-Tac-Toe
- SC.4.E.6.3 – Recognize that humans need resources found on Earth and that these are either renewable or nonrenewable resources
 - WonderWorks Applicable Exhibits: Earth Tic-Tac-Toe
- SC.4.E.6.5 – Investigate how technology and tools help to extend the ability of humans to observe very small things and very large things
 - WonderWorks Applicable Exhibits: Google Earth, What Are The Odds?, Earthquake Café, Hurricane Shack, Natural Disasters, How Cold Is It?, How High Can You Jump?, Space Trivia, Astronaut Suit, Coin Orbiter, Space Weight, Space Shuttle Simulators, Mercury Capsule, Cosmic Discovery, Robotic Arms, Roaring Lion, Earth Tic-Tac-Toe, Bed of Nails
- SC.4.P.8.1 – Measure and compare objects and materials based on their physical properties including: mass, shape, volume, color, hardness, texture, odor, taste, attraction to magnets
 - WonderWorks Applicable Exhibits: How Cold Is It?, Pull Yourself Up, Coin Orbiter, Space Weight, Ring Launcher, Bubble Lab, Robotic Arms
- SC.4.P.8.2. – Identify properties and common uses of water in each of its states
 - WonderWorks Applicable Exhibits: How Cold Is It?, Bubble Lab, Earth Tic-Tac-Toe
- SC.4.P.10.1. – Observe and describe some basic forms of energy, including light, heat, sound, electrical, and the energy of motion
 - WonderWorks Applicable Exhibits: Tesla Coil, Pull Yourself Up, Anti-Gravity Chamber, Earthquake Café, Natural Disasters, Hurricane Shack, Wonder Park, Robotic Arms, Virtual Hockey, Memory Sequencer (Simon Says), Giant Piano, Strike a Pose, Recollections
- SC.4.P.10.2. – Investigate and describe that energy has the ability to cause motion or create change
 - WonderWorks Applicable Exhibits: Tesla Coil, Pull Yourself Up, Anti-Gravity Chamber, Wonder Park, Recollections, Coin Orbiter, Fighter Jets, Space Shuttle Simulators, Virtual Hockey, Alien Stomper

Exhibit Alignment with Science Standards (NGSSS) – 4th Grade

- **SC.4.P.12.1** – Recognize that an object in motion always changes its position and may change its direction
 - **WonderWorks Applicable Exhibits:** Inversion Tunnel, Pull Yourself Up, Anti-Gravity Chamber, Speed of Light, Earthquake Café, Hurricane Shack, Wonder Park, Space Trivia, Coin Orbiter, Fighter Jets, Space Shuttle Simulators, Cosmic Discovery, Alien Stomper, Virtual Hockey, Hoop Fever
- **SC.4.P.12.2** – Investigate and describe that the speed of an object is determined by the distance it travels in a unit of time and that objects can move at different speeds
 - **WonderWorks Applicable Exhibits:** Inversion Tunnel, Pull Yourself Up, Anti-Gravity Chamber, Earthquake Café, Hurricane Shack, Wonder Park, Space Trivia, Coin Orbiter, Fighter Jets, Space Shuttle Simulators, Cosmic Discovery, Alien Stomper, Virtual Hockey, Swirling Vortex, Speed of Light
- **SC.4.L.16.2** – Explain that although characteristics of plants and animals are inherited, some characteristics can be affected by the environment
 - **WonderWorks Applicable Exhibits:** Earth Tic-Tac-Toe
- **SC.4.L.16.3** – Recognize that animal behaviors may be shaped by heredity and learning
 - **WonderWorks Applicable Exhibits:** Roaring Lion
- **SC.4.L.17.2** – Explain that animals, including humans, cannot make their own food and that when animals eat plants or other animals, the energy stored in the food source is passed to them
 - **WonderWorks Applicable Exhibits:** Earth Tic-Tac-Toe
- **SC.4.L.17.3** – Trace the flow of energy from the Sun as it is transferred along the food chain through the producers to the consumers
 - **WonderWorks Applicable Exhibits:** Earth Tic-Tac-Toe
- **SC.4.L.17.4** – Recognize ways plants and animals, including humans, can impact the environment
 - **WonderWorks Applicable Exhibits:** Earth Tic-Tac-Toe