



Exhibit Alignment with Science Standards (NGSSS) – Kindergarten

- **SC.K.N.1.1** – Collaborate with a partner to collect information
 - **WonderWorks Applicable Exhibits:** How Cold Is It?, Bubble Lab, MindBall

- **SC.K.N.1.2** – Make observations of the natural world and know that they are descriptors collected using the five senses
 - **WonderWorks Applicable Exhibits:** Anti-Gravity Chamber, Earthquake Café, Natural Disasters, Hurricane Shack, How Cold Is It?, Space Trivia, Space Weight, Cosmic Discovery, Roaring Lion, MindBall, WonderBrite, Tesla Coil

- **SC.K.N.1.5** – Recognize that learning can come from careful observation
 - **WonderWorks Applicable Exhibits:** Pull Yourself Up, Tesla Coil, What Are The Odds?, One in a Million, Earthquake Café, Natural Disasters, Hurricane Shack, How Cold Is It?, Space Trivia, Space Weight, Mercury Capsule, Cosmic Discovery, Roaring Lion, Bed of Nails, MindBall

- **SC.K.E.5.1** – Explore 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, Anti-Gravity Chamber, How High Can You Jump?

- **SC.K.E.5.2** – Recognize the repeating pattern of day and night
 - **WonderWorks Applicable Exhibits:** Space Trivia, Cosmic Discovery

- **SC.K.E.5.3** – Recognize that the Sun can only be seen in the daytime
 - **WonderWorks Applicable Exhibits:** Space Trivia

- **SC.K.E.5.4** – Observe that sometimes the moon can be seen at night and sometimes during the day.
 - **WonderWorks Applicable Exhibits:** Space Trivia

- **SC.K.E.5.5** – Observe that things can be big and things can be small as seen from Earth
 - **Wonder Works Applicable Exhibits:** Google Earth, Space Trivia, Fighter Jets, Space Shuttle Simulators, Cosmic Discovery, Earth Tic-Tac-Toe

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- **SC.K.E.5.6.** – Students will describe the physical attributes of rocks and soils
 - **WonderWorks Applicable Exhibits:** Space Trivia, Earth Tic-Tac-Toe
- **SC.K.P.8.1.** – Sort objects by observable properties, such as size, shape, color, temperature (hot or cold), weight (heavy or light), and texture
 - **WonderWorks Applicable Exhibits:** How Cold Is It?, WonderWall, WonderBrite, Space Weight, Bubble Lab, Robotic Arms

Comment – This benchmark is related to comparing and contrasting based on the observable properties.

- **SC.K.P.12.1.** – Investigate that things move in different ways, such as fast, slow, etc.
 - **Wonder Works Applicable Exhibits:** Inversion Tunnel, Pull Yourself Up, Anti-Gravity Chamber, Earthquake Café, Hurricane Shack, Wonder Park, Kidz Pace Bike, Kidz Pace Snow Jam, How High Can You Jump?, Space Trivia, Coin Orbiter, Fighter Jets, Space Shuttle Simulators, Cosmic Discovery, Robotic Arms, Virtual Hockey, Alien Stomper, Wonder Coaster, MindBall, Speed of Light
- **SC.K.P.13.1.** – Observe that a push or a pull can change the way an object is moving
 - **WonderWorks Applicable Exhibits:** Pull Yourself Up, Anti-Gravity Chamber, Virtual Hockey, Hoop Fever, Wonder Park, Coin Orbiter, Alien Stomper, Fighter Jets, Space Shuttle Simulators, Mission to Mars
- **SC.K.L.14.1.** – Recognize the five senses and related body parts
 - **WonderWorks Applicable Exhibits:** MindBall, Speed of Light, How Cold Is It?