Exhibit Alignment with Science Standards (NGSSS) – 7th Grade

- SC.7.N.1.1 – Define a problem from the seventh grade curriculum, use appropriate reference materials to support scientific understanding, plan and carry out scientific investigations of various types such as: systematic observations, experiments requiring the identification of variables, collecting and organizing data, interpreting data in charts, tables, and graphics, analyze information, make predictions, and defend conclusions
    - WonderWorks Applicable Exhibits: Google Earth, Tesla Coil, Pull Yourself Up, What Are The Odds?, Safe Crackers, One In a Million, Anti-Gravity Chamber, Earthquake Café, Natural Disasters, Hurricane Shack, How Cold Is It?, Space Trivia, Space Shuttle Simulators, Robotic Arms, Earth Tic-Tac-Toe, Bed of Nails, MindBall, Speed of Light, How Tall Are You?, How High Can You Jump?

    [These exhibits can be used if students are asked to identify if/which the steps of scientific investigation were used to develop it.]

- SC.7.N.1.2 – Differentiate replication (by others) from repetition (multiple trials)
    - WonderWorks Applicable Exhibits: Pull Yourself Up, What Are The Odds?, Safe Crackers, One In a Million, How Cold Is It?, Wonder Park, How High Can You Jump?, MindBall, Speed of Light, Memory Sequencer (Simon Says), Hoop Fever, Coin Orbiter, Wacky Wire, Space Shuttle Simulators, Robotic Arms

- SC.7.N.1.4 – Identify test variables (independent variables)and outcome variables (dependent variables) in an experiment
    - WonderWorks Applicable Exhibits: Pull Yourself Up, What Are The Odds?, Safe Crackers, How Cold Is It?, Wonder Park, How High Can You Jump?, Coin Orbiter, MindBall

- SC.7.N.1.5 – Describe the methods used in the pursuit of a scientific explanation as seen in different fields of science such as biology, geology, and physics
    - WonderWorks Applicable Exhibits: Tesla Coil, Pull Yourself Up, What Are The Odds?, Safe Crackers, One In a Million, Earthquake Café, Natural Disasters, Hurricane Shack, How Cold Is It?, Wonder Park, Space Trivia, Coin Orbiter, Space Weight, Cosmic Discovery, Roaring Lion,

Exhibit Alignment with Science Standards (NGSSS)– 7th Grade

Strike A Pose, Speed of Light, Earth Tic-Tac-Toe, Bed of Nails, MindBall, Carnival Mirrors, Fog Wall

- SC.7.N.1.6 – Explain that empirical evidence is the cumulative body of observations of a natural phenomenon on which scientific explanations are based
    - WonderWorks Applicable Exhibits: Inversion Tunnel, What Are The Odds?, One In a Million, Anti-Gravity Chamber, Earthquake Café, Hurricane Shack, How Cold Is It?, Virtual Hoops, Wonder Park, How High Can You Jump?, Fog Wall, Space Trivia, Coin Orbiter, Space Weight, Fighter Jets, Space Shuttle Simulators, Virtual Hockey, Roaring Lion, Strike A Pose, Swirling Vortex, Bed of Nails, MindBall, Speed of Light, Memory Sequencer (Simon Says)

- SC.7.N.3.1 – Recognize and explain the difference between theories and laws and give several examples of scientific theories and the evidence that supports them
    - WonderWorks Applicable Exhibits: Inversion Tunnel, Anti-Gravity Chamber, Pull Yourself Up, Earthquake Café, Hurricane Shack, Wonder Park, Cosmic Discovery, How High Can You Jump?

- SC.7.E.6.1 – Describe the layers of the solid Earth, including the lithosphere, the hot convecting mantle, and the dense metallic liquid and solid cores
    - WonderWorks Applicable Exhibits: Earth Tic-Tac-Toe

- SC.7.E.6.2 – Identify the patterns within the rock cycle and relate them to surface events (weathering and erosion) and sub-surface events (plate tectonics and mountain building)
    - WonderWorks Applicable Exhibits: Natural Disasters, Hurricane Shack, Earthquake Café, Earth Tic-Tac-Toe

- SC.7.E.6.3 – Identify current methods for measuring the age of the Earth and its parts, including the law of superposition and radioactive dating
    - WonderWorks Applicable Exhibits: Earth Tic-Tac-Toe

- SC.7.E.6.4 – Explain and give examples of how physical evidence supports scientific theories that Earth has evolved over geologic time due to natural processes
    - WonderWorks Applicable Exhibits: Earth Tic-Tac-Toe

- SC.7.E.6.5 – Explore the scientific theory of plate tectonics by describing how the movement of Earth's crustal plates causes both slow and rapid changes in Earth's surface, including volcanic eruptions, earthquakes, and mountain building

Exhibit Alignment with Science Standards (NGSSS)– 7th Grade

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

- SC.7.E.6.6 – Identify the impact that humans have had on Earth, such as deforestation, urbanization, desertification, erosion, air and water quality, changing the flow of water
  - WonderWorks Applicable Exhibits: Earth Tic-Tac-Toe, Natural Disasters

- SC.7.E.6.7 – Recognize that heat flow and movement of material within Earth causes earthquakes and volcanic eruptions, and creates mountains and ocean basins
  - WonderWorks Applicable Exhibits: Natural Disasters, Earthquake Café, Earth Tic-Tac-Toe

- SC.7.P.10.2 – Observe and explain that light can be reflected, refracted, and/or absorbed
  - WonderWorks Applicable Exhibits: Inversion Tunnel, Anti-Gravity Chamber, Fog Wall, Strike A Pose, Carnival Mirrors

- SC.7.P.10.3 – Recognize that light waves, sound waves, and other waves move at different speeds in different materials
  - WonderWorks Applicable Exhibits: Inversion Tunnel, Anti-Gravity Chamber, Fog Wall, Strike A Pose

- SC.7.P.11.2 – Investigate and describe the transformation of energy from one form to another
  - WonderWorks Applicable Exhibits: Tesla Coil, Pull Yourself Up, Anti-Gravity Chamber, Earthquake Café, Hurricane Shack, Virtual Hoops, Kidz Pace Bike, Wonder Park, How High Can You Jump?, Coin Orbiter, Fighter Jets, Space Shuttle Simulators, Robotic Arms, Virtual Hockey, Strike A Pose, Memory Sequencer (Simon Says), Giant Piano, Wonder Coaster, Bed of Nails, MindBall, Mission to Mars

- SC.7.P.11.3 – Cite evidence to explain that energy cannot be created nor destroyed, only changed from one form to another
  - WonderWorks Applicable Exhibits: Pull Yourself Up, Anti-Gravity Chamber, Earthquake Café, Hurricane Shack, Virtual Hoops, Kidz Pace Bike, Wonder Park, How High Can You Jump?, Coin Orbiter, Fighter Jets, Space Shuttle Simulators, Robotic Arms, Virtual Hockey, Strike A Pose, Memory Sequencer (Simon Says), Giant Piano, Wonder Coaster, Bed of Nails

- SC.7.P.11.4 – Observe and describe that heat flows in predictable ways, moving from warmer objects to cooler ones until they reach the same temperature
  - WonderWorks Applicable Exhibits: Natural Disasters