



## **Exhibit Alignment with Science Standards (NGSSS) – 6<sup>th</sup> Grade**

- **SC.6.N.1.1** – Define a problem from the sixth 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:** 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, Fighter Jets, Space Shuttle Simulators, Robotic Arms, Bed of Nails, MindBall

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

- **SC.6.N.1.3** Explain the difference between an experiment and other types of scientific investigation, and explain benefits and limitations of each
  - **WonderWorks Applicable Exhibits:** Pull Yourself Up, What Are The Odds?, Safe Crackers, One In a Million, Wonder Park, How High Can You Jump?, Coin Orbiter, Cosmic Discovery, Robotic Arms, Strike A Pose, Earth Tic-Tac-Toe, Swirling Vortex, Memory Sequencer (Simon Says) Bed of Nails, Talking Faces, MindBall

[These exhibits can be used if students are asked to identify which ones are a result of experimentation and which are a result of investigation.]

- **SC.6.N.1.4** – Discuss, compare, and negotiate methods used, results obtained, and explanations among groups of students conducting the same investigation
  - **WonderWorks Applicable Exhibits:** Pull Yourself Up, What Are The Odds?, Safe Crackers, One In a Million, Natural Disasters, How Cold Is It?, Coin Orbiter, Cosmic Discovery, MindBall, Wonder Park, How High Can You Jump?
- **SC.6.N.1.5** – Recognize that science involves creativity, not just in designing experiments, but also in creating explanations that fit evidence

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- WonderWorks Applicable Exhibits: Bed of Nails, MindBall, Pull Yourself Up, What Are The Odds?, One In a Million, Anti-Gravity Chamber, Hurricane Shack, How Cold Is It?, Coin Orbiter, Space Weight, Space Shuttle Simulators, Strike A Pose, Swirling Vortex, Memory Sequencer (Simon Says)
- SC.6.N.2.3 – Recognize that scientists who make contributions to scientific knowledge come from all kinds of backgrounds and possess varied talents, interests and goals.
  - WonderWorks Applicable Exhibits: Scientists Hall
- SC.6.N.3.1 – Recognize and explain that a scientific theory is a well-supported and widely accepted explanation of nature and is not simply a claim posed by an individual. Thus, the use of the term theory in science is very different than how it is used in everyday life
  - WonderWorks Applicable Exhibits: Scientists Hall, What Are The Odds?, Safe Crackers, How tall are you?, Anti-Gravity Chamber, Earthquake Café, Hurricane Shack, How Cold Is It?, How High Can You Jump?, Fog Wall, Space Weight, Mercury Capsule, Virtual Hockey, Swirling Vortex, MindBall
- SC.6.E.6.1 – Describe and give examples of ways in which Earth’s surface is built up and torn down by physical and chemical weathering, erosion, and deposition
  - WonderWorks Applicable Exhibits: - Earth Tic-Tac-Toe
- SC.6.E.6.2 – Recognize that there are a variety of different landforms on Earth’s surface such as coastlines, dunes, rivers, mountains, glaciers, deltas, and lakes and relate these landforms as they apply to Florida
  - WonderWorks Applicable Exhibits: Google Earth, Earth Tic-Tac-Toe
- SC.6.E.7.2 – Investigate and apply how the cycling of water between the atmosphere and hydrosphere has an effect on weather patterns and climate
  - WonderWorks Applicable Exhibits: Earth Tic-Tac-Toe, Natural Disasters
- SC.6.E.7.3 – Describe how global patterns such as the jet stream and ocean currents influence local weather in measurable terms such as temperature, air pressure, wind direction and speed, and humidity and precipitation
  - WonderWorks Applicable Exhibits: Earth Tic-Tac-Toe
- SC.6.E.7.4 – Differentiate and show interactions among the geosphere, hydrosphere, cryosphere, atmosphere, and biosphere
  - WonderWorks Applicable Exhibits: Earth Tic-Tac-Toe

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- SC.6.E.7.5 – Explain how energy provided by the sun influences global patterns of atmospheric movement and the temperature differences between air, water, and land
  - WonderWorks Applicable Exhibits: Earth Tic-Tac-Toe, Natural Disasters, Hurricane Shack
- SC.6.E.7.6 – Differentiate between weather and climate
  - WonderWorks Applicable Exhibits: - Natural Disasters, Earth Tic-Tac-Toe
- SC.6.E.7.7 – Investigate how natural disasters have affected human life in Florida
  - WonderWorks Applicable Exhibits: Natural Disasters, Hurricane Shack
- SC.6.E.7.8 – Describe ways human beings protect themselves from hazardous weather and sun exposure
  - WonderWorks Applicable Exhibits: Natural Disasters
- SC.6.E.7.9 – Describe how the composition and structure of the atmosphere protects life and insulates the planet
  - WonderWorks Applicable Exhibits: Natural Disasters, Earth Tic-Tac-Toe
- SC.6.P.11.1 – Explore the Law of Conservation of Energy by differentiating between potential and kinetic energy. Identify situations where kinetic energy is transformed into potential energy and vice versa
  - WonderWorks Applicable Exhibits: Pull Yourself Up, Anti-Gravity Chamber, Earthquake Café, Hurricane Shack, Wonder Park, Wonder Coaster
- SC.6.P.12.1 – Measure and graph distance versus time for an object moving at a constant speed. Interpret this relationship
  - WonderWorks Applicable Exhibits: Inversion Tunnel, Anti-Gravity Chamber, Wonder Park, Coin Orbiter, Talking Faces
- SC.6.P.13.1 – Investigate and describe types of forces including contact forces and forces acting at a distance, such as electrical, magnetic, and gravitational
  - WonderWorks Applicable Exhibits: Ring Launcher, Pull Yourself Up, Anti-Gravity Chamber, Hoop Fever, Wonder Park, Coin Orbiter, Fighter Jets, Space Shuttle Simulators, Virtual Hockey

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- SC.6.P.13.2 – Explore the Law of Gravity by recognizing that every object exerts gravitational force on every other object and that the force depends on how much mass the objects have and how far apart they are
  - WonderWorks Applicable Exhibits: Inversion Tunnel, Pull Yourself Up, Anti-Gravity Chamber, How High Can You Jump?, Mercury Capsule
- SC.6.P.13.3 – Investigate and describe that an unbalanced force acting on an object changes its speed, or direction of motion, or both
  - WonderWorks Applicable Exhibits: Pull Yourself Up, Hoop Fever, Wonder Park, Coin Orbiter, Virtual Hockey