



Exhibit Alignment with Science Standards (NGSSS) – 3rd Grade

- **SC.3.N.1.1** – Raise questions about the natural world, investigate them individually and in teams through free exploration and systematic investigations, and generate appropriate explanations based on those explorations
 - **WonderWorks Applicable Exhibits:** Inversion Tunnel, Google Earth, Pull Yourself Up, What Are The Odds?, One In a Million, Anti-Gravity Chamber, Earthquake Café, Hurricane Shack, How Cold Is It?, Wonder Park, Space Trivia, Cosmic Discovery, Roaring Lion, Bed of Nails, MindBall

- **SC.3.N.1.2** – Compare the observations made by different groups using the same tools and seek reasons to explain the differences across groups
 - **WonderWorks Applicable Exhibits:** Google Earth, Pull Yourself Up, Inversion Tunnel, Anti-Gravity Chamber, Earthquake Café, Hurricane Shack, How Cold Is It?, One In a Million, Space Trivia, Astronaut Suit, Coin Orbiter, Space Weight, Mercury Capsule, Cosmic Discovery, Robotic Arms, Alien Stomper, Strike A Pose, WonderWall, Earth Tic-Tac-Toe, Memory Sequencer (Simon Says), Carnival Mirrors, MindBall

- **SC.3.N.1.6** – Infer based on observation
 - **WonderWorks Applicable Exhibits:** Inversion Tunnel, Tesla Coil, Google Earth, 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, Alien Stomper, Roaring Lion, Strike A Pose, WonderWall, Earth Tic-Tac-Toe, Swirling Vortex, Wonder Coasters, Bed of Nails, Talking Faces, MindBall

- **SC.3.N.1.7** – Explain that empirical evidence is information, such as observations or measurements, that is used to help validate explanations of natural phenomena
 - **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

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Hockey, Alien Stomper, Roaring Lion, Strike A Pose, WonderWall, Earth Tic-Tac-Toe, Swirling Vortex, Wonder Coasters, Bed of Nails, Talking Faces, MindBall

- **SC.3.N.3.1** – Recognize that words in science can have different or more specific meanings than their use in everyday language; for example, energy, cell, heat/cold, and evidence
 - **WonderWorks Applicable Exhibits:** Earth Tic-Tac-Toe

- **SC.3.N.3.2** – Recognize that scientists use models to help understand and explain how things work
 - **WonderWorks Applicable Exhibits:** Pull Yourself Up, What Are The Odds?, Safe Crackers, How Tall Are You?, Bed of Nails, One In a Million, Anti-Gravity Chamber, Earthquake Café, Natural Disasters, Hurricane Shack, How Cold Is It?, Wonder Park, Kidz Pace Bike, Kidz Pace Snow Jam, How High Can You Jump?, Fog Wall, Astronaut Suit, Coin Orbiter, Space Weight, Fighter Jets, Space Shuttle Simulators, Mercury Capsule, Cosmic Discovery, Robotic Arms, Roaring Lion, Earth Tic-Tac-Toe, Carnival Mirrors, Giant Piano, Strike A Pose, Wonder Coasters, MindBall, Mission to Mars

- **SC.3.N.3.3** – Recognize that all models are approximations of natural phenomena; as such, they do not perfectly account for all observations
 - **WonderWorks Applicable Exhibits:** Google Earth, Earthquake Café, Hurricane Shack, How Cold Is It?, Pull Yourself Up, How Tall Are You?, Wonder Park, How High Can You Jump?, Fog Wall, Coin Orbiter, Space Weight, Fighter Jets, Space Shuttle Simulators, Cosmic Discovery, Strike A Pose, Wonder Coasters, Bed of Nails, MindBall, Mission to Mars

- **SC.3.E.5.1** – Explain that stars can be different; some are smaller, some are larger, and some appear brighter than others; all except the Sun are so far away that they look like points of light
 - **WonderWorks Applicable Exhibits:** Space Trivia, Cosmic Discovery

- **SC.3.E.5.2** – Identify the Sun as a star that emits energy; some of it in the form of light
 - **WonderWorks Applicable Exhibits:** Space Trivia

- **SC.3.E.5.3** – Recognize that the Sun appears large and bright because it is the closest star to Earth
 - **Wonder Works Applicable Exhibits:** Space Trivia, Earth Tic-Tac-Toe

- **SC.3.E.5.4** – Explore the Law of Gravity by demonstrating that gravity is a force that can be overcome
 - **WonderWorks Applicable Exhibits:** Inversion Tunnel, Pull Yourself Up, Anti-Gravity Chamber, How High Can You Jump?, Mercury Capsule, Mission to Mars

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- SC.3.E.5.5 – Investigate that the number of stars that can be seen through telescopes is dramatically greater than those seen by the unaided eye
 - WonderWorks Applicable Exhibits: Space Trivia, Cosmic Discovery, Earth Tic-Tac-Toe
- SC.3.E.6.1 – Demonstrate that radiant energy from the Sun can heat objects and when the Sun is not present, heat may be lost
 - WonderWorks Applicable Exhibits: Earth Tic-Tac-Toe
- SC.3.P.8.3 – Compare materials and objects according to properties such as size, shape, color, texture, and hardness
 - WonderWorks Applicable Exhibits: How Cold Is It?, WonderWall, Bubble Lab, Robotic Arms, WonderBrite
- SC.3.P.9.1 – Describe the changes water undergoes when it changes state through heating and cooling by using familiar scientific terms such as melting, freezing, boiling, evaporation, and condensation
 - WonderWorks Applicable Exhibits: How Cold Is It?, Bubble Lab, Earth Tic-Tac-Toe
- SC.3.P.10.1 – Identify some basic forms of energy such as light, heat, sound, electrical, and mechanical
 - WonderWorks Applicable Exhibits: Tesla Coil, Ring Launcher, Pull Yourself Up, Anti-Gravity Chamber, Earthquake Café, Hurricane Shack, Strike a Pose, Robotic Arms, Virtual Hockey, Memory Sequencer (Simon Says), Giant Piano, WonderBrite, Speed of Light
- SC.3.P.10.2 – Recognize that energy has the ability to cause motion or create change
 - WonderWorks Applicable Exhibits: Tesla Coil, Pull Yourself Up, Anti-Gravity Chamber, Wonder Park, Coin Orbiter, Fighter Jets, Space Shuttle Simulators, Virtual Hockey, Alien Stomper, Speed of Light
- SC.3.P.10.3 – Demonstrate that light travels in a straight line until it strikes an object or travels from one medium to another
 - WonderWorks Applicable Exhibits: Inversion Tunnel, Strike A Pose, Speed of Light
- SC.3.P.10.4 – Demonstrate that light can be reflected, refracted, and absorbed
 - WonderWorks Applicable Exhibits: Inversion Tunnel, Anti-Gravity Chamber, Carnival Mirrors, Bubble Lab, Fog Wall, Strike A Pose, Memory Sequencer (Simon Says)
- SC.3.P.11.1 – Investigate, observe, and explain that things that give off light often also give off heat
 - WonderWorks Applicable Exhibits: Natural Disasters

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- SC.3.L.17.1 – Describe how animals and plants respond to changing seasons
 - WonderWorks Applicable Exhibits: Natural Disasters, Earth Tic-Tac-Toe
- SC.3.L.17.2 – Recognize that plants use energy from the Sun, air, and water to make their own food
 - WonderWorks Applicable Exhibits: Earth Tic-Tac-Toe