Exhibit Alignment with Science Standards – 3rd Grade

- S1.1 – 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, Pull Yourself Up, Upside Down World, Anti-Gravity Chamber, Hurricane Shack, Air Cannon, Astronaut Trainer, Wonder Park, Space Trivia, Cosmic Discovery, Bed of Nails, MindBall

- S1.2a. – Compare the observations made by different groups using the same tools and seek reasons to explain the differences across groups

    - WonderWorks Applicable Exhibits: Pull Yourself Up, Inversion Tunnel, Upside Down World, Anti-Gravity Chamber, Hurricane Shack, Kidz Pace Bike, 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 , Carney Mirrors, MindBall, Theme Song Challenge, Lighting Coil, Jacob's Ladder, Astronaut Trainer

- S1.3 - Recognize that scientists question, discuss, and check each others' evidence and explanations

    - WonderWorks Applicable Exhibits: Inversion Tunnel, Pull Yourself Up, Anti-Gravity Chamber, Natural Disasters, Hurricane Shack, Air Cannon, Lighting Coil, Jacob's Ladder, Wonder Park, How High Can You Jump, Space Trivia, Coin Orbiter, Space Weight, Cosmic Discovery, MindBall

- S1.3– Infer based on observation

    - WonderWorks Applicable Exhibits: Inversion Tunnel, Upside Down World, Anti-Gravity Chamber, Hurricane Shack, Lighting Coil, Hoop Fever, Kidz Pace Bike, Wonder Park, Kidz Pace Snow Jam, How High Can You Jump, Jacob's Ladder, Space Trivia, Astronaut Suit, Coin Orbiter, Space Weight, Fighter Jets, Shuttle Landers, Mercury Capsule, Cosmic Discovery, Virtual Hockey, Alien Stomper, Strike A Pose, WonderWall, Earth Tic-Tac-Toe, Swirling Vortex, Wonder Coasters, Bed of Nails, MindBall, Astronaut Trainer, Google Earth, 4D Theater

Exhibit Alignment with Science Standards – 3rd Grade

- S3.2 – 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, Upside Down World, Anti-Gravity Chamber, Hurricane Shack, Hoop Fever, Kidz Pace Bike, Wonder Park, Kidz Pace Snow Jam, How High Can You Jump, Space Trivia, Astronaut Suit, Coin Orbiter, Space Weight, Fighter Jets, Shuttle Landers, Mercury Capsule, Cosmic Discovery, Virtual Hockey, Alien Stomper, Astronaut Trainer, Strike A Pose, WonderWall, Earth Tic-Tac-Toe, Swirling Vortex, Wonder Coasters, Bed of Nails, MindBall

- S6.1 – Recognize that scientists use models to help understand and explain how things work

    - WonderWorks Applicable Exhibits: Pull Yourself Up, How Tall Are You, Upside Down World, Anti-Gravity Chamber, Natural Disasters, Hurricane Shack, Astronaut Trainer, Google Earth, Hoop Fever, Wonder Park, Kidz Pace Snow Jam, How High Can You Jump, Kidz Pace Bike, Astronaut Suit, Coin Orbiter, Space Weight, Fighter Jets, Shuttle Landers, Mercury Capsule, Cosmic Discovery, Robotic Arms, Virtual Hockey, Earth Tic-Tac-Toe, Memory Sequencer ,Jacob's Ladder, Carney Mirrors, Giant Piano, Strike A Pose, Wonder Coasters, Bed of Nails, MindBall, Mission to Mars, Lightning Coil

- S6.1 – Recognize that all models are approximations of natural phenomena; as such, they do not perfectly account for all observations

    - WonderWorks Applicable Exhibits: Pull Yourself Up, How Tall Are You, Upside Down World, Anti-Gravity Chamber, Natural Disasters, Hurricane Shack, Air Cannon, Astronaut Trainer, Kidz Pace Bike, Wonder Park, Kidz Pace Snow Jam, How High Can You Jump, Astronaut Suit, Coin Orbiter, Space Weight, Fighter Jets, Shuttle Landers, Mercury Capsule, Cosmic Discovery, Robotic Arms, Virtual Hockey, Earth Tic-Tac-Toe, Memory Sequencer , Carney Mirrors, Giant Piano, Strike A Pose, WonderCoasters, Bed of Nails, MindBall, Mission to Mars, Google Earth, 4D Theater, Lighting Coil, Jacob's Ladder

- PS1.1a. – 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. Earth Tic-Tac-Toe

- PS4.1a. – Identify the Sun as a star that emits energy; some of it in the form of light

    - WonderWorks Applicable Exhibits: Space Trivia, Earth Tic-Tac-Toe

- PS1.1c. – 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

- PS4.5.1c – Explore the Law of Gravity by demonstrating that gravity is a force that can be overcome

Exhibit Alignment with Science Standards – 3rd Grade

  - WonderWorks Applicable Exhibits: Inversion Tunnel, Pull Yourself Up, Upside Down World, Anti-Gravity Chamber, How High Can You Jump, Mercury Capsule

- PS1.1c. – 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

- PS4.2a. –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

- PS3.1c. – Measure and compare temperatures of various samples of solids and liquids

  - WonderWorks Applicable Exhibits: Hurricane Shack

- PS3.1c – Measure and compare the mass and volume of solids and liquids

  - Wonder Works Applicable Exhibits: Coin Orbiter, Space Weight, Wonder Coasters

- PS3.1c. – Compare materials and objects according to properties such as size, shape, color, texture, and hardness

  - WonderWorks Applicable Exhibits: Pull Yourself Up, Coin Orbiter, Space Weight, Earth Tic-Tac-Toe, Bubble Lab, Robotic Arms, Memory Sequencer

- PS3.2b. – 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: Earth Tic-Tac-Toe, Bubble Lab

- PS4.1a. – Identify some basic forms of energy such as light, heat, sound, electrical, and mechanical

  - WonderWorks Applicable Exhibits: Pull Yourself Up, Lighting Coil, Anti-Gravity Chamber, Natural Disasters, Hurricane Shack, Wonder Park, Robotic Arms, Virtual Hockey, Memory Sequencer , Giant Piano, Theme Song Challenge, Jacob's Ladder, Air Cannon

- PS4.1b – Recognize that energy has the ability to cause motion or create change

  - WonderWorks Applicable Exhibits: Pull Yourself Up, Anti-Gravity Chamber, Hoop Fever, Wonder Park, Coin Orbiter, Fighter Jets, Shuttle Landers, Virtual Hockey, Alien Stomper, Astronaut Trainer, Air Cannon

Exhibit Alignment with Science Standards – 3rd Grade

- PS4.1a – 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, Anti-Gravity Chamber, Strike A Pose
- PS4.1d – Demonstrate that light can be reflected, refracted, and absorbed
    - WonderWorks Applicable Exhibits: Inversion Tunnel, Anti-Gravity Chamber, Virtual Hockey, Alien Stomper, Strike A Pose, Memory Sequencer
- PS4.1a – Investigate, observe, and explain that things that give off light often also give off heat
    - WonderWorks Applicable Exhibits: Natural Disasters
- LE5.2a,e & f – Describe how animals and plants respond to changing seasons
    - WonderWorks Applicable Exhibits: Natural Disasters, Hurricane Shack, Earth Tic-Tac-Toe
- LE1.1b – Recognize that plants use energy from the Sun, air, and water to make their own food
    - WonderWorks Applicable Exhibits: Earth Tic-Tac-Toe