



Unfield Trip Resources Common Core State Standards: 2nd-3rd Grade Connections to Amazeum Exhibit Galleries

Second Grade:

Nickelodeon PlayLab

- ✓ **W.2.8** – With guidance and support from adults, recall information from experiences or gather information from provided sources to answer a question. (2-PS1-1), (2-PS1-2), (2-PS1-3)
- ✓ **MP.2** – Reason abstractly and quantitatively. (2-PS1-2)
- ✓ **MP.5** – Use appropriate tools strategically. (2-PS1-2)
- ✓ **W.2.8** – With guidance and support from adults, recall information from experiences or gather information from provided sources to answer a question. (K-2-ETS1-1), (K-2-ETS1-2)
- ✓ **MP.2** – Reason abstractly and quantitatively. (K-2-ETS1-1), (K-2-ETS1-3)

Nature Valley Water Amazements

- ✓ **W.2.8** – With guidance and support from adults, recall information from experiences or gather information from provided sources to answer a question. (2-PS1-1), (2-PS1-2), (2-PS1-3)
- ✓ **MP.2** – Reason abstractly and quantitatively. (2-PS1-2)
- ✓ **MP.5** – Use appropriate tools strategically. (2-PS1-2)
- ✓ **W.2.8** – With guidance and support from adults, recall information from experiences or gather information from provided sources to answer a question. (K-2-ETS1-1), (K-2-ETS1-2)
- ✓ **MP.2** – Reason abstractly and quantitatively. (K-2-ETS1-1), (K-2-ETS1-3)

General Mills Lift, Load, & Haul

- ✓ **W.2.8** – With guidance and support from adults, recall information from experiences or gather information from provided sources to answer a question. (2-PS1-1), (2-PS1-2), (2-PS1-3)
- ✓ **MP.2** – Reason abstractly and quantitatively. (2-PS1-2)
- ✓ **MP.5** – Use appropriate tools strategically. (2-PS1-2)
- ✓ **W.2.8** – With guidance and support from adults, recall information from experiences or gather information from provided sources to answer a question. (K-2-ETS1-1), (K-2-ETS1-2)
- ✓ **MP.2** – Reason abstractly and quantitatively. (K-2-ETS1-1), (K-2-ETS1-3)

Cave & Canopy Climber

- ✓ **W.2.8** – With guidance and support from adults, recall information from experiences or gather information from provided sources to answer a question. (2-LS2-1)
- ✓ **MP.2** – Reason abstractly and quantitatively. (2-LS2-1)

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- ✓ **W.2.8** – Recall information from experiences or gather information from provided sources to answer a question. (2-PS1-1, 2-PS1-2, 2-PS1-3)
- ✓ **MP.2** – Reason abstractly and quantitatively. (2-PS1-1, 2-PS1-2)

The Homestead Cabin & Farm

- ✓ **W.2.8** – Recall information from experiences or gather information from provided sources to answer a question. (2-LS1-1, 2-LS4-1)
- ✓ **MP.2** – Reason abstractly and quantitatively. (2-LS2-2, 2-LS4-1)

Art Studio

- ✓ **W.2.8** – With guidance and support from adults, recall information from experiences or gather information from provided sources to answer a question. (K-2-ETS1-1), (K-2-ETS1-2)
- ✓ **MP.2** – Reason abstractly and quantitatively. (K-2-ETS1-1), (K-2-ETS1-3)

3M Tinkering Hub

- ✓ **W.2.8** – With guidance and support from adults, recall information from experiences or gather information from provided sources to answer a question. (K-2-ETS1-1), (K-2-ETS1-2)
- ✓ **MP.2** – Reason abstractly and quantitatively. (K-2-ETS1-1), (K-2-ETS1-3)

Outdoor Playscape

- ✓ **W.2.8** – With guidance and support from adults, recall information from experiences or gather information from provided sources to answer a question. (2-LS2-1)
- ✓ **MP.2** – Reason abstractly and quantitatively. (2-LS2-1)
- ✓ **W.2.8** – Recall information from experiences or gather information from provided sources to answer a question. (2-ESS1-1)
- ✓ **SL.2.2** – Recount or describe key ideas or details from a text read aloud or information presented orally or through other media. (2-ESS1-1)
- ✓ **MP.2** – Reason abstractly or quantitatively. (2-ESS2-1, 2-ESS2-2)
- ✓ **W.2.8** – With guidance and support from adults, recall information from experiences or gather information from provided sources to answer a question. (K-2-ETS1-1), (K-2-ETS1-2)
- ✓ **MP.2** – Reason abstractly and quantitatively. (K-2-ETS1-1), (K-2-ETS1-3)

Energizer Weather & Nature

- ✓ **W.2.8** – Recall information from experiences or gather information from provided sources to answer a question. (2-ESS1-1)
- ✓ **SL.2.2** – Recount or describe key ideas or details from a text read aloud or information presented orally or through other media. (2-ESS1-1)
- ✓ **MP.2** – Reason abstractly or quantitatively. (2-ESS2-1, 2-ESS2-2)

Third Grade:**Nickelodeon PlayLab**

- ✓ **RI.3.3** – Describe the relationship between a series of historical events, scientific ideas or concepts, or steps in technical procedures in a text, using language that pertains to time, sequence, and cause/effect. (3-PS2-3)
- ✓ **W.3.7** – Conduct short research projects that build knowledge about a topic. (3-PS2-1, 3-PS2-2)
- ✓ **W.3.8** – Recall information from experiences or gather information from print and digital resources; take brief notes on sources and sort evidence into provided categories. (3-PS2-1, 3-PS2-2)
- ✓ **MP.2** – Reason abstractly and quantitatively. (3-PS2-1)

Nature Valley Water Amazements

- ✓ **RI.3.3** – Describe the relationship between a series of historical events, scientific ideas or concepts, or steps in technical procedures in a text, using language that pertains to time, sequence, and cause/effect. (3-PS2-3)
- ✓ **W.3.7** – Conduct short research projects that build knowledge about a topic. (3-PS2-1, 3-PS2-2)
- ✓ **W.3.8** – Recall information from experiences or gather information from print and digital resources; take brief notes on sources and sort evidence into provided categories. (3-PS2-1, 3-PS2-2)
- ✓ **MP.2** – Reason abstractly and quantitatively. (3-PS2-1)

General Mills Lift, Load, & Haul

- ✓ **RI.3.3** – Describe the relationship between a series of historical events, scientific ideas or concepts, or steps in technical procedures in a text, using language that pertains to time, sequence, and cause/effect. (3-PS2-3)
- ✓ **W.3.7** – Conduct short research projects that build knowledge about a topic. (3-PS2-1, 3-PS2-2)
- ✓ **W.3.8** – Recall information from experiences or gather information from print and digital resources; take brief notes on sources and sort evidence into provided categories. (3-PS2-1, 3-PS2-2)
- ✓ **MP.2** – Reason abstractly and quantitatively. (3-PS2-1)

Cave & Canopy Climber

- ✓ **RI.3.3** – Describe the relationship between a series of historical events, scientific ideas or concepts, or steps in technical procedures in a text, using language that pertains to time, sequence, and cause/effect. (3-LS2-1, 3-LS4-1, 3-LS4-4)
- ✓ **W.3.8** – Recall information from experiences or gather information from print and digital sources; take brief notes on sources and sort evidence into provided categories. (3-LS4-1)
- ✓ **MP.2** – Reason abstractly and quantitatively. (3-LS4-1, 3-LS4-3, 3-LS4-4)
- ✓ **RI.3.3** – Describe the relationship between a series of historical events, scientific ideas or concepts, or steps in technical procedures in a text, using language that pertains to time, sequence, and cause/effect. (3-LS3-1, 3-LS3-2, 3-LS4-2)
- ✓ **MP.2** – Reason abstractly and quantitatively. (3-LS2-1, 3-LS3-2, 3-LS4-2)

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N/A

The Homestead Cabin & Farm

- ✓ **RI.3.3** – Describe the relationship between a series of historical events, scientific ideas or concepts, or steps in technical procedures in a text, using language that pertains to time, sequence, and cause/effect. (3-LS2-1, 3-LS4-1, 3-LS4-4)
- ✓ **W.3.8** – Recall information from experiences or gather information from print and digital sources; take brief notes on sources and sort evidence into provided categories. (3-LS4-1)
- ✓ **MP.2** – Reason abstractly and quantitatively. (3-LS4-1, 3-LS4-3, 3-LS4-4)
- ✓ **RI.3.3** – Describe the relationship between a series of historical events, scientific ideas or concepts, or steps in technical procedures in a text, using language that pertains to time, sequence, and cause/effect. (3-LS3-1, 3-LS3-2, 3-LS4-2)
- ✓ **MP.2** – Reason abstractly and quantitatively. (3-LS2-1, 3-LS3-2, 3-LS4-2)

Art Studio

N/A

3M Tinkering Hub

- ✓ **W.3.7** – Conduct short research projects that build knowledge about a topic. (3-ETS1-1, 3-ETS1-3)
- ✓ **W.3.8** – Recall information from experiences or gather information from print and digital sources; take brief notes on sources and sort evidence into provided categories. (3-ETS1-1, 3-ETS1-3)
- ✓ **MP.2** – Reason abstractly and quantitatively. (3-ETS1-1, 3-ETS1-2, 3-ETS1-3)
- ✓ **MP.4** – Model with mathematics. (3-ETS1-1, 3-ETS1-2, 3-ETS1-3)
- ✓ **MP.5** – Use appropriate tools strategically. (3-ETS1-1, 3-ETS1-2, 3-ETS1-3)

Outdoor Playscape

- ✓ **RI.3.3** – Describe the relationship between a series of historical events, scientific ideas or concepts, or steps in technical procedures in a text, using language that pertains to time, sequence, and cause/effect. (3-PS2-3)
- ✓ **W.3.7** – Conduct short research projects that build knowledge about a topic. (3-PS2-1, 3-PS2-2)
- ✓ **W.3.8** – Recall information from experiences or gather information from print and digital resources; take brief notes on sources and sort evidence into provided categories. (3-PS2-1, 3-PS2-2)
- ✓ **MP.2** – Reason abstractly and quantitatively. (3-PS2-1)
- ✓ **RI.3.3** – Describe the relationship between a series of historical events, scientific ideas or concepts, or steps in technical procedures in a text, using language that pertains to time, sequence, and cause/effect. (3-LS2-1, 3-LS4-1, 3-LS4-4)
- ✓ **W.3.8** – Recall information from experiences or gather information from print and digital sources; take brief notes on sources and sort evidence into provided categories. (3-LS4-1)

- ✓ **MP.2** – Reason abstractly and quantitatively. (3-LS4-1, 3-LS4-3, 3-LS4-4)
- ✓ **W.3.7** – Conduct short research projects that build knowledge about a topic. (3-ETS1-1, 3-ETS1-3)
- ✓ **W.3.8** – Recall information from experiences or gather information from print and digital sources; take brief notes on sources and sort evidence into provided categories. (3-ETS1-1, 3-ETS1-3)
- ✓ **MP.2** – Reason abstractly and quantitatively. (3-ETS1-1, 3-ETS1-2, 3-ETS1-3)
- ✓ **MP.4** – Model with mathematics. (3-ETS1-1, 3-ETS1-2, 3-ETS1-3)
- ✓ **MP.5** – Use appropriate tools strategically. (3-ETS1-1, 3-ETS1-2, 3-ETS1-3)

Energizer Weather & Nature

- ✓ **W.3.7** – Conduct short research projects that build knowledge about a topic. (3-ESS3-1)
- ✓ **W.3.8** – Recall information from experiences or gather information from print and digital sources; take brief notes on sources and sort evidence into provided categories. (3-ESS2-2)
- ✓ **MP.2** – Reason abstractly and quantitatively. (3-ESS2-1, 3-ESS2-2, 3-ESS3-1)
- ✓ **MP.5** – Use appropriate tools strategically. (3-ESS2-1)