Unfield Trip Resources
C.C.S.S. & N.G.S.S.: Kindergarten
Conections to Amazeum Exhibits

Kindergarten

Exhibit Areas	Common Core Standards	Next Generation Science Standards
Nickelodeon Play Lab	✓ **SL.K.3** – Ask and answer questions in order to seek help, get information, or clarify something that is not understood. ✓ **K.MD.A.1** – Describe measurable attributes of objects, such as length or weight. Describe several measurable attributes of a single object. ✓ **K.MD.A.2** – Directly compare two objects with a measurable attribute in common, to see which has "more of" / "less of" the attribute, and describe the difference.	✓ **K-PS2-1** – Plan and conduct an investigation to compare the effects of different strengths or different directions of pushes and pulls on the motion of an object. ✓ **K-PS2-2** – Analyze data to determine if a design solution works as intended to change the speed or direction of an object with a push or pull. ✓ **PS2.A**: Forces & Motion: Pushing and pulling on an object can change the speed or direction of its motion and can start or stop it. ✓ **PS2.B**: Types of Interactions: When objects touch or collide, they push on one another and can change motion. ✓ **PS2.C**: Relationship between Energy and Forces: A bigger push or pull makes things speed up or slow down more quickly.

Scott Family Amazeum Unfield Trips are made possible by the grant from the Walmart Foundation.

Kindergarten

Exhibit Areas	Common Core Standards	Next Generation Science Standards
Nature Valley Water Amazements	✓ **SL.K.3** – Ask and answer questions in order to seek help, get information, or clarify something that is not understood. ✓ **K.MD.A.1** – Describe measurable attributes of objects, such as length or weight. Describe several measurable attributes of a single object. ✓ **K.MD.A.2** – Directly compare two objects with a measurable attribute in common, to see which has "more of" / "less of" the attribute, and describe the difference.	✓ **K-PS2-1** – Plan and conduct an investigation to compare the effects of different strengths or different directions of pushes and pulls on the motion of an object. ✓ **K-PS2-2** – Analyze data to determine if a design solution works as intended to change the speed or direction of an object with a push or pull. ✓ **PS2.A**: Forces & Motion: Pushing and pulling on an object can change the speed or direction of its motion and can start or stop it. ✓ **PS2.B**: Types of Interactions: When objects touch or collide, they push on one another and can change motion. ✓ **PS2.C**: Relationship between Energy and Forces: A bigger push or pull makes things speed up or slow down more quickly.

Scott Family Amazeum Unfield Trips are made possible by the grant from the Walmart Foundation.

Kindergarten

Exhibit Areas	Common Core Standards	Next Generation Science Standards
General Mills Lift, Load, and Haul	✓ **SL.K.3** – Ask and answer questions in order to seek help, get information, or clarify something that is not understood. ✓ **K.MD.A.1** – Describe measurable attributes of objects, such as length or weight. Describe several measurable attributes of a single object. ✓ **K.MD.A.2** – Directly compare two objects with a measurable attribute in common, to see which has "more of" / "less of" the attribute, and describe the difference.	✓ **K-PS2-1** – Plan and conduct an investigation to compare the effects of different strengths or different directions of pushes and pulls on the motion of an object. ✓ **K-PS2-2** – Analyze data to determine if a design solution works as intended to change the speed or direction of an object with a push or pull. ✓ **PS2.A**: Forces & Motion: Pushing and pulling on an object can change the speed or direction of its motion and can start or stop it. ✓ **PS2.B**: Types of Interactions: When objects touch or collide, they push on one another and can change motion. ✓ **PS2.C**: Relationship between Energy and Forces: A bigger push or pull makes things speed up or slow down more quickly.

Scott Family Amazeum Unfield Trips are made possible by the grant from the Walmart Foundation.

Kindergarten

Exhibit Areas	Common Core Standards	Next Generation Science Standards
Cave & Canopy Climber	✓ **MP.2. –** Reason abstractly and quantitatively ✓ **K.CC –** Counting and Cardinality ✓ **K.MD.A.2** – Directly compare two objects with a measurable attribute in common, to see which has "more of" / "less of" the attribute, and describe the difference.	✓ **K-LS1-1 –** Use observations to describe patterns of what plants and animals (including humans) need to survive. ✓ **K-ESS3-2 –** Construct an argument supported by evidence for how plants and animals (including humans) can change their environment to meet their needs. ✓ **K-ESS3-3 –** Communicate solutions that will reduce the impact of humans on the land, water, air, and/or other living things in the local environment. ✓ **ESS2.E:** Biogeology: Plants and animals can change their environment. ✓ **ESS3.A:** Natural Resources: Living things need water, air, and they live in places that have the things they need. Humans use natural resources for everything they do. ✓ **ESS3.C:** Human Impacts on Earth Systems: Things that people do to live comfortably can affect the world around them. But they can make choices that reduce their impacts on the land, water, air, and other living things

Scott Family Amazeum Unfield Trips are made possible by the grant from the Walmart Foundation.

Kindergarten

Exhibit Areas	Common Core Standards	Next Generation Science Standards
The Market Sponsored by Walmart	✓ **MP.2 –** Reason abstractly and quantitatively. ✓ **K.CC –**Counting and Cardinality ✓ **K.MD.A.2** – Directly compare two objects with a measurable attribute in common, to see which has "more of" / "less of" the attribute, and describe the difference.	✓ **K-LS1-1 –** Use observations to describe patterns of what plants and animals (including humans) need to survive ✓ **K-ESS2-2 –** Construct an argument supported by evidence for how plants and animals (including humans) can change their environment to meet their needs. ✓ **K-ESS3-3 –** Communicate solutions that will reduce the impact of humans on the land, water, air, and/or other living things in the local environment. ✓ **ESS2.E:** Biogeology: Plants and animals can change their environment ✓ **ESS3.A:** Natural Resources: Living things need water, air, and resources from the land, and they in places that have the things they need. Humans use natural resources for everything they do.

Scott Family Amazeum Unfield Trips are made possible by the grant from the Walmart Foundation.

Kindergarten

Exhibit Areas	Common Core Standards	Next Generation Science Standards
The Homestead Cabin & Farm	✓ **MP.2 –** Reason abstractly and quantitatively. ✓ **K.CC –**Counting and Cardinality ✓ **K.MD.A.2** – Directly compare two objects with a measurable attribute in common, to see which has "more of" / "less of" the attribute, and describe the difference.	✓ **K-LS1-1 –** Use observations to describe patterns of what plants and animals (including humans) need to survive ✓ **K-ESS2-2 –** Construct an argument supported by evidence for how plants and animals (including humans) can change their environment to meet their needs. ✓ **K-ESS3-3 –** Communicate solutions that will reduce the impact of humans on the land, water, air, and/or other living things in the local environment. ✓ **ESS2.E:** Biogeology: Plants and animals can change their environment ✓ **ESS3.A:** Natural Resources: Living things need water, air, and resources from the land, and they in places that have the things they need. Humans use natural resources for everything they do. ✓ **ESS3.C:** Human Impacts on Earth Systems: Things that people do to live comfortably can affect the world around them. But they can make choices that reduce their impacts on the land, water, air, and other living things.

Scott Family Amazeum Unfield Trips are made possible by the grant from the Walmart Foundation.

Kindergarten

Exhibit Areas	Common Core Standards	Next Generation Science Standards
The 3M Tinkering Hub	✓ **W.K.6 –** With guidance and support from adults, recall information from experiences or gather information from provided sources to answer a question. ✓ **MP.2 –** Reason abstractly and quantitatively. ✓ **MP.4 –** Model with mathematics ✓ **MP.5 –** Use appropriate tools strategically.	✓ **K-ETS1-1 -** Ask questions, make observations, and gather information about a situation people want to change to define a simple problem that can be solved through the development of a new or improved object or tool.

Scott Family Amazeum Unfield Trips are made possible by the grant from the Walmart Foundation.

Kindergarten

Exhibit Areas	Common Core Standards	Next Generation Science Standards
Outdoor Playscape	✓ **SL.K.3 –** Ask and answer questions in order to seek help, get information, or clarify something that is not understood. ✓ **K.CC.A –** Know number names and the count sequence. ✓ **K.MD.A.1 –** Describe measurable attributes of objects, such as length or weight. Describe several measurable attributes of a single object. ✓ **K.MD.A.2 –**Directly compare two objects with ameasurable attribute in common, to see which object as "more of"/ "less of" the attribute, and describe the difference. ✓ **K.MD.B.3 –** Classify objects into given categories; count the number of objects in each category and sort the categories by count.	✓ **K-PS3-1 –** Make observations to determine effect of sunlight on Earth's Surface. ✓ **K-ESS2-1 –** Use and share observations of local weather conditions to describe patterns over time. ✓ **K-ESS3-2 –** Ask questions to obtain information about the purpose of weather forecasting to prepare for, and respond to, sever weather. ✓ **PS3.B:** Conservation of Energy and Energy Transfer: Sunlight warms Earth's surface ✓ **ESS2.D:** Weather and Climate: Weather is the combination of sunlight, wind, snow or rain, and temperature in a particular region at a particular time. People measure these conditions to describe and record weather and to notice patterns over time. ✓ **ESS3.B:** Natural Hazards: Some kinds of severe weather are more likely than others in a given region. Weather scientists forecast severe weather so that the communities can prepare for and respond to these events. ✓ **ETS1.A:** Defining and Delimiting an Engineering Problem: Asking questions, making observations, and gathering information are helpful in thinking about problems.

Scott Family Amazeum Unfield Trips are made possible by the grant from the Walmart Foundation.

Kindergarten

Exhibit Areas	Common Core Standards	Next Generation Science Standards
Energizer Weather & Nature	✓ **SL.K.3 –** Ask and answer questions in order to seek help, get information, or clarify something that is not understood. ✓ **K.MD.A.1 –** Describe measurable attributes of objects, such as length or weight. Describe several measurable attributes of a single object. ✓ **K.MD.A.2 –** Directly compare two objects with a measurable attribute in common, to see which object has "more of"/ "less of" the attribute, and describe the difference.	✓ **K-PS3-1 –** Make observations to determine effect of sunlight on Earth's Surface. ✓ **K-ESS2-1 –** Use and share observations of local weather conditions to describe patterns over time. ✓ **K-ESS3-2 –** Ask questions to obtain information about the purpose of weather forecasting to prepare for, and respond to, sever weather. ✓ **PS3.B:** Conservation of Energy and Energy Transfer: Sunlight warms Earth's surface ✓ **ESS2.D:** Weather and Climate: Weather is the combination of sunlight, wind, snow or rain, and temperature in a particular region at a particular time. People measure these conditions to describe and record weather and to notice patterns over time. ✓ **ESS3.B:** Natural Hazards: Some kinds of severe weather are more likely than others in a given region. Weather scientists forecast severe weather so that the communities can prepare for and respond to these events. ✓ **ETS1.A:** Defining and Delimiting an Engineering Problem: Asking questions, making observations, and gathering information are helpful in thinking about problems.

Scott Family Amazeum Unfield Trips are made possible by the grant from the Walmart Foundation.