Sheep Heart Dissection Lab
MS.LS1.3 Use argument supported by evidence for how the body is a system of interacting subsystems composed of groups of cells.
HAP-LS1-1AR Construct an explanation based on evidence obtained from a variety of sources for the pattern of hierarchical organization of each body system: Circulatory System

Sheep Brain Dissection Lab
MS.LS1.3 Use argument supported by evidence for how the body is a system of interacting subsystems composed of groups of cells.
HAP-LS1-1AR Construct an explanation based on evidence obtained from a variety of sources for the pattern of hierarchical organization of each body system: Nervous System

Our Giant Geosphere
2-ESS1-1 Use information from several sources to provide evidence that Earth events can occur quickly or slowly.
2-ESS2-1 Compare multiple solutions designed to slow or prevent wind or water from changing the shape of the land.
4-ESS2-1 Make observations and/or measurements to provide evidence of the effects of weathering or the rate of erosion by water, ice, wind, or vegetation.
5-ESS2-1 Develop a model using an example to describe ways the geosphere, biosphere, hydrosphere, and/or atmosphere interact.
K-2-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.
3-5-ETS1-1 Define a simple design problem reflecting a need or a want that includes specified criteria for success and constraints on materials, time, or cost.
5-8-ETS1-1 Define a simple design problem reflecting a need or a want that includes specified criteria for success and constraints on materials, time, or cost.
5-8-ETS1-2 Generate and compare multiple possible solutions to a problem based on how well each is likely to meet the criteria and constraints of the problem.
5-8-ETS1-3 Plan and carry out fair tests in which variables are controlled and failure points are considered to identify aspects of a model or prototype that can be improved.

Rocketry and Engineering
3-PS2-2 Make observations and/or measurements of an object’s motion to provide evidence that a pattern can be used to predict future motion.
K-2-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.

3-5-ETS1-1  Define a simple design problem reflecting a need or a want that includes specified criteria for success and constraints on materials, time, or cost.

5-8-ETS1-1  Define a simple design problem reflecting a need or a want that includes specified criteria for success and constraints on materials, time, or cost.

5-8-ETS1-2  Generate and compare multiple possible solutions to a problem based on how well each is likely to meet the criteria and constraints of the problem.

5-8-ETS1-3  Plan and carry out fair tests in which variables are controlled and failure points are considered to identify aspects of a model or prototype that can be improved.

**Soundscape Ecology**

1-PS4-1  Plan and conduct investigations to provide evidence that vibrating materials can make sound and that sound can make materials vibrate.

4-PS4-1  Develop a model of waves to describe patterns in terms of amplitude and wavelength and that waves can cause objects to move.

4-PS3-2  Make observations to provide evidence that energy can be transferred from place to place by sound, light, heat, and electric currents.

**Global Impacts**

2-ESS2-3  Obtain information to identify where water is found on Earth and that it can be solid or liquid.

4-ESS3-1  Obtain and combine information to describe that energy and fuels are derived from natural resources and their uses affect the environment.

5-ESS3-1  Obtain and combine information about ways individual communities use science ideas to protect the Earth’s resources and environment.

6-ESS2-4  Develop a model to describe the cycling of water through Earth’s systems driven by energy from the sun and the force of gravity.

6-ESS3-3  Apply scientific principles to design a method for monitoring and minimizing a human impact on the environment.

**Electrified**

4-PS3-2  Make observations to provide evidence that energy can be transferred from place to place by sound, light, heat, and electric currents.

4-PS3-4  Apply scientific ideas to design, test, and refine a device that converts energy from one form to another.

3-PS2-3  Ask questions to determine cause and effect relationships of electric or magnetic interactions between two objects not in contact with each other.
Full STEAM Ahead
4-PS3-2 Make observations to provide evidence that energy can be transferred from place to place by sound, light, heat, and electric currents.
4-PS3-4 Apply scientific ideas to design, test, and refine a device that converts energy from one form to another.
K-2-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.
3-5-ETS1-1 Define a simple design problem reflecting a need or a want that includes specified criteria for success and constraints on materials, time, or cost.
5-8-ETS1-1 Define a simple design problem reflecting a need or a want that includes specified criteria for success and constraints on materials, time, or cost.

TONIGHT’S SKY Digital Dome Show
NGSS Standards
1-ESS1-1 Use observations of the sun, moon, and stars to describe patterns that can be predicted.
5-ESS1-2 Represent data in graphical displays to reveal patterns of daily changes in length and direction of shadows, day and night, and the seasonal appearance of some stars in the night sky.

GRAND TOUR Digital Dome Show
NGSS Standards
1-ESS1-1 Use observations of the sun, moon, and stars to describe patterns that can be predicted.
5-ESS1-1 Support an argument that differences in the apparent brightness of the sun compared to other stars is due to their relative distances from the Earth.

TESLA SHOW
NGSS Standards
1-PS4-1 Plan and conduct investigations to provide evidence that vibrating materials can make sound and that sound can make materials vibrate.
4-PS4-1 Develop a model of waves to describe patterns in terms of amplitude and wavelength and that waves can cause objects to move.
4-PS3-2 Make observations to provide evidence that energy can be transferred from place to place by sound, light, heat, and electric currents.

Museum Exhibit NGSS Connections
MOTION GALLERY (upper level)
NGSS Standards
K-PS2-1
K-PS2-2
3-PS2-1
3-PS2-2
3-PS2-3
4-PS3-1
Cross Cutting Ideas
PS2.A: Forces and Motion
PS2.B: Types of Interactions
PS2.C: Relationship Between Energy and Forces
ETS1.A: Defining Engineering Problems
PS3.A: Definitions of Energy
PS3.B: Conservation of Energy and Energy Transfer
PS3.C: Relationship Between Energy and Forces
PS2.B: Types of Interactions

ARKANSAS GALLERY (middle level)
NGSS Standards
4-ESS1-1
4-ESS2-1
  4-ESS2-2

Cross Cutting Ideas
ESS1.C: The History of Planet Earth
ESS2.A: Earth Materials and Systems
ESS2.B: Plate Tectonics and Large-Scale System Interactions
ESS2.E: Biogeology

WORKSHOPS GALLERY (lower level)
NGSS Standards
1-PS4-1
2-PS1-1
2-PS1-3
4-LS1-2
4-PS4-1
4-PS3-2
4-PS3-4
5-PS2-1
  6-PS3-3
  6-PS3-4

Cross Cutting Ideas
PS4.A: Wave Properties
LS1.D: Information Processing
PS4.A: Wave Properties
PS3.B: Conservation of Energy and Energy Transfer
PS2.B: Types of Interactions
PS3.A: Definitions of Energy
PS3.B: Conservation of Energy and Energy Transfer

SKYWALK/DINOTREK (outside)
NGSS Standards
K-LS1-1
2-ESS1-1
2-ESS2-1
  5-ESS2-1
Cross Cutting Ideas
ESS1.C: The History of Planet Earth
ESS2.A: Earth Materials and Systems
ESS2.C: The Roles of Water in Earth’s Surface Processes
ESS2.E: Biogeology
ESS3.A: Natural Resources
ESS2.A: Earth Materials and Systems
ESS2.C: The Roles of Water in Earth’s Surface Processes
ESS3.C: Human Impacts on Earth Systems

Tinkering Studio
NGSS Standards
K-PS2-1
K-PS2-2

Cross Cutting Ideas
PS2.A: Forces and Motion
PS2.B: Types of Interactions
PS3.C: Relationship Between Energy and Forces
ETS1.A: Defining Engineering Problems