



**Mad Science correlations to  
The Next Generation Science Standards (NGSS)  
for Kindergarten through 2<sup>nd</sup> Grade**

**- Standards Arranged by Topic -**

## *Mad Science Programing correlated to the NGSS*

### **Kindergarten**

#### **Forces and Interactions: Pushes and Pulls**

Children learn all about the forces behind the movement of planes, trains, and automobiles. Catapulting into Newton's laws of motion lets children get a feel for friction, inertia, and gravity.

#### **Mad Science Programming Correlated to K-PS2-1 and K-PS2-2:**

##### **Energy Burst**

Children explore the energy of motion (potential versus kinetic energy), and how energy can be conserved. They pop, jump, and flip with hopping, swimming, and swinging toys. Children check out the kinetic energy in rubber, band-wound gadgets and reach their potential with a kinetic marble-bounce take home.

##### **Fantastic Fliers**

Take flight into the world of aeronautics as you discover how the 4 forces of flight help things soar into the sky. Build all kinds of paper aircraft and make a Skyhawk plane to take home to continue your high flying adventure!

##### **Fun-damental Forces**

Find out about forces by doing experiments on gravity, centripetal and inertia. Check out a gyroscope, make cars fly down a track and do a few balancing tricks to discover how forces shape motion.

##### **Mad Machines**

Children discover how simple machines make our lives easier. They learn about the six different types of simple machines: the screw, lever, inclined plane, wedge, pulley, and wheel and axle. Children launch with levers, secure with screws, and work with wedges through hands-on activities! A large child-operated pulley system demonstrates how pulleys help us move heavy objects easily. Children apply their newfound mechanical knowledge by building their very own Drag Racer Take-Home!

##### **Moving Motion**

Children learn all about the forces behind the movement of planes, trains, and automobiles. Catapulting into Newton's laws of motion lets children get a feel for friction, inertia, and gravity. They see how mass affects movement and try out some motion tricks! Children build an action-reaction car to take home.

##### **Science of Toys**

Children test, play, and ponder over what makes toys work. They spin into action with kinetic top toys. One changes color and one flips over, but they all release stored energy. Children balance bugs and birds to reveal their centers of gravity. They learn that opposites attract with magnetic toys and then take a turn at creating a gear train. Don't forget to move out of the way for The String Thing—it's motorized! The class winds down with a Yo-yo Take-Home.

##### **Rocket Science (NASA)**

Students will follow a detailed construction plan to build their very own model rockets while exploring the science of rocketry. Children will play a fun game illustrating the four forces of flight. A model rocket launch will be part of the Space Travel class.

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### Space Travel (NASA)

Students will launch their investigation of rocket propulsion using the compressed air inside balloons for thrust. The class will race balloon rockets and be challenged to devise a balloon-powered rocket car. Experimenting with the fast moving air produced by spinning propellers, students will build a unique Shuttle Copter to take home. For our grand finale, students will witness a thrilling model rocket launch, and learn the meticulous preparations necessary to send up a rocket!

### K.Interdependent Relationships in Ecosystems: Animals, Plants and Their Environment

#### Mad Science Programming Correlated to K-LS1-1:

##### All About Animals

What is an animal? Feathers, fins, fur and more! Children explore the animal kingdom and learn about habitats, anatomy and life cycles of their favorite creatures. They experiment with camouflage, and explore the amazing sounds that animals make. Children step into the shoes of a naturalist and make their own animal track cast to take home.

##### Bugs!

Children get engrossed in entomology! They find out that insects are arthropods and inspect authentic insect specimens. Insect anatomy is introduced and examined up-close. A container of creepy crawlers is divided into insects and non-insects. An ultraviolet powder demonstration lights up the truth on how insects spread pollen. Children learn how insects adapt by building insect puzzles at habitat stations. They examine a bag of insect defense representations and choose the one they want. An Insect-A-Vision Take-Home kit allows the junior entomologist to get bug-eyed at home!

##### Life in the Sea

The ocean holds many mysteries and deep-sea creatures that seem more alien than earthly. Children learn about the vast range of life found in the sea—from plankton to sponges to whales! Children learn how plants and animals are adapted to their ocean habitats, and find out what humans can do to protect ocean life. Children bring the ocean home with a viewer and 3-D images of some wild underwater wonders.

##### Decomposers

Take some worms add a little garbage and what do you get - fertilized soil and a whole lot of fun! This workshop allows children to gain an understanding of the concept of decomposition.

#### Mad Science Programming Correlated to K-ESS2-2 and K-ESS3-1:

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### **Mad Science Programming Correlated to K-ESS3-3:**

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### **Wacky Water**

Water, water everywhere! Explore the amazing properties of water – density, solvency and surface tension in this hands-on look at how water works. Build a Rescue Diver to take home to continue your underwater explorations.

### **Decomposers**

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### **The Dirt on Garbage**

This workshop was created for Earth Day programs in schools for grades K-6 as it features the science behind the 3 R's – reduce, reuse and recycle.

## **K. Weather and Climate**

### **Mad Science Programming Correlated to K-ESS2-1, K-ESS3-2, and P-PS3-1:**

#### **Walloping Weather**

Children get weather-wise in this climate-controlled class! A demonstration using heat sensitive paper and a flashlight brings to light the reasons for seasons. Children discover how air affects weather, and perform a test to prove that air is everywhere. Children try out tools that meteorologists use to measure weather. They create three-day weather forecasts for cities around the world and stage a statically charged indoor storm. Children take home the color-changing Sun Beads kit to detect ultraviolet light from the sun.

## *Mad Science Programming correlated to the NGSS*

### **Grade 1**

#### **Waves: Light and Sound**

##### **Mad Science Programming Correlated to 1-PS4-1:**

###### **Sonic Sounds**

Uncover the source of sound! Tap into sound wave transmission and fill your ears with vibrations. Create a story with sound effects and change the pitch of your voice. Use your Sonic Horn to make some noise!

###### **Sound Basics**

Surf sound waves in this “off beat” class. We will explore how sounds are created and transmitted.

##### **Mad Science Programming Correlated to 1-PS4-2:**

###### **Lights, Color, Action**

Celebrate the science of color! Split your name in ink and reveal numbers with color filters. Make a rainbow out of white light and try on diffraction lenses. Color the world with your very own Technicolor Blender!

##### **Mad Science Programming Correlated to 1-PS4-3:**

###### **Glow Show**

This class concentrates on how we perceive light and its effect on objects. The concept of how colors are perceived in white light is presented using a hands-on, tricolor experiment. Next, the nature of fluorescence and phosphorescence are unveiled in a black light demonstration. A discussion on the commercial applications of glow-in-the-dark products is followed by a challenge to find fluorescing materials among common objects. Chemiluminescence is demystified using a flashlight analogy. The students take part in a role-playing game that provides them with an understanding of the security features used in making real money. A Take-Home Black light Writer kit allows students to create security codes for their personal Mad Money.

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##### **Mad Science Programming Correlated to 1-PS4-4:**

###### **Get Connected**

Children take on telecommunications and check out the power of sound. They make vibration waves by testing telephone cables, chat on a self-made telephone network, and find the limits to low-power radio signals. Children wind their way through a cell tower relay and learn how to track cell phone users. Children build a pocket oscilloscope to take home!

###### **Spy Academy**

Look out 007—the Mad Science Spy Academy is in session! From decoding messages to metal detectors and night vision, children will have the opportunity to check out spy equipment and even create their own edible messages! They will use the Secret Code Breaker to communicate in code, like real spies. With the

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Undercover Observer, children step into the shoes of spies in action. What looks like an ordinary camera is actually a sneaky surveillance device that lets children spy on the side.

### **Structure, Function, and Information Processing**

#### **Mad Science Programming Correlated to DCI LS1.A, Structure and Function:**

##### **Bugs!**

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### **Space Systems: Patterns and Cycles**

#### **Mad Science Programming Correlated to 1-ESS1-1:**

##### **Planets and Moons**

Students set off on a voyage to discover the Solar System. Students impersonate the planets to compare their sizes and distances from the Sun, recreate a solar and lunar eclipse, and become particles on a voyage into a planet's core. Students build planetary puzzle cubes to take home; these cubes can be put together to form images that are out of this world!

##### **Sun and Stars**

Students will investigate the Sun and distant stars, and the galaxies they form. Children will explore stellar life cycles, create new solar systems, and make their own constellations. The class concludes with a 3—dimensional exploration of the Big Dipper that students will be able to take home with them.

#### **Mad Science Programming Correlated to 1-ESS1-2:**

##### **Walloping Weather**

Children get weather-wise in this climate-controlled class! A demonstration using heat sensitive paper and a flashlight brings to light the reasons for seasons. Children discover how air affects weather, and perform a test to prove that air is everywhere. Children try out tools that meteorologists use to measure weather. They create three-day weather forecasts for cities around the world and stage a statically charged indoor storm. Children take home the color-changing Sun Beads kit to detect ultraviolet light from the sun.

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### **Grade 2**

#### **Structure and Properties of Matter**

##### **Mad Science Programming Correlated to 2-PS1-1:**

###### **Earthworks**

Children dig-in to Earth science! Earth's layers are introduced with a spotlight on its outer rocky layer. Children check out three rock samples to find out how they were made and where they were formed. They inspect minerals with an ultraviolet light to see them fluoresce. They model the moving plates that cause bends and breaks in the Earth's solid rock layer. Tremors are created to tip a tower, and then things get rocky with the Experi-tube Take-Home. Children can make it and shake it to see sediment settle into layers!

###### **Glow Show**

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###### **Harnessing Heat**

Take on temperature! Shake up a storm and see how friction creates heat. Feel how hot and cold can change at a touch. Apply your red-hot knowledge on your very own Heat Sheet!

###### **Mix it up**

Children shake up solutions and make mixtures with common household elements. They learn about the parts of mixtures and filter soap from a salty solution. Children use a carbon filter to clean up colored water and follow a color-changing experiment to see how useful a suspension can be. Children try out the tools and techniques of mixture sorting and take home a sorting kit.

###### **Super Sticky Stuff**

Children will get stuck on science in this one-hour class on sticky stuff! The class begins with a close-up examination of how Velcro hook-and-loop fasteners work. This is followed by a hands-on experiment with different types of tape adhesives. Wet glues are introduced in two inquiry-based experiments. Children learn how to perform a ranking test, and determine the optimal glue to use on various materials. A hands-on activity using scientific labware and everyday items introduce the concepts of suction, hydrogen bonding, and static cling. The children assemble their Take-Home Professor Beakerdude kit, a set of reusable adhesives and a beaker that they can use to perform experiments.

##### **Mad Science Programming Correlated to 2-PS1-2:**

###### **Glow Show**

This class concentrates on how we perceive light and its effect on objects. The concept of how colors are perceived in white light is presented using a hands-on, tricolor experiment. Next, the nature of fluorescence and phosphorescence are unveiled in a black light demonstration. A discussion on the commercial applications of glow-in-the-dark products is followed by a challenge to find fluorescing materials among common objects. Chemiluminescence is demystified using a flashlight analogy. The students take part in a role-playing game that provides them with an understanding of the security features used in making real money. A Take-Home Blacklight Writer kit allows students to create security codes for their personal Mad Money.

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### **Mad Science Programming Correlated to 2-PS1-3:**

#### **Junior Reactors**

Students are introduced to the concepts of atoms and reactions! A demonstration of the differences between physical and chemical reactions is followed by a hands-on series of experiments. The relative size of an atom is introduced in a cutting edge race as the children try to reduce a strip of paper down to its atomic size! The class wraps up with a creative molecular session. The children explore how atoms join together and how molecules react using their Take-Home Atomic Coins kit.

#### **Mad Machines**

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#### **Super Structures**

Calling all junior engineers! Test out the basics of architectural design and structural engineering in this hands-on class about structures. Explore how triangles, arches and bridges shape our structures and apply some engineering to your very own bridge.

### **Mad Science Programming Correlated to 2-PS1-4:**

#### **Che-Mystery**

Discover the differences between chemical and physical reactions. Discover how water can turn into wine, how carbonation makes you burp and what a non-Newtonian fluid is. Make your own bouncing polymer to take home!

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#### **Kitchen Chemistry**

Children get clued in on the chemical reactions that occur when they prepare, analyze, and digest their food. The class gets cooking with a color-changing solution display. Children divide common kitchen

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activities into chemical and physical reactions. A balloon blow-up demonstration helps them discover that yeast makes bread rise. Children test food samples in search of nutrients, starch, and protein. They discover what happens after they eat and digest nutrient-rich foods with their own Digester Inspector Take-Home.

### **Interdependent Relationships in Ecosystems**

#### **Mad Science Programming Correlated to 2-LS2-2:**

##### **Bugs!**

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#### **Mad Science Programming Correlated to 2-LS4-1:**

##### **All About Animals**

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##### **Life in the Sea**

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### **Earth's Systems: Processes that Shape the Earth**

#### **Mad Science Programming Correlated to 2-ESS1-1:**

##### **Earthworks**

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#### **Mad Science Programming Correlated to 2-ESS2-3:**

## *Mad Science Programing correlated to the NGSS*

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## **K – Grade 2**

### **K-2.Engineering Design**

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Take flight into the world of aeronautics as you discover how the 4 forces of flight help things soar into the sky. Build all kinds of paper aircraft and make a Skyhawk plane to take home to continue your high flying adventure!

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Children discover how simple machines make our lives easier. They learn about the six different types of simple machines: the screw, lever, inclined plane, wedge, pulley, and wheel and axle. Children launch with levers, secure with screws, and work with wedges through hands-on activities! A large child-operated pulley system demonstrates how pulleys help us move heavy objects easily. Children apply their newfound mechanical knowledge by building their very own Drag Racer Take-Home!

##### Science of Security

Sharpen your surveillance skills with the science of security! Children discover the science and technology behind locks, surveillance systems and burglar alarms! They will use Spyglasses on short surveillance shifts to test their observational abilities. Then, they will put their security skills to the test by building their very own Secret Safe and challenging friends to crack the code!

##### Super Structures

Calling all junior engineers! Test out the basics of architectural design and structural engineering in this hands-on class about structures. Explore how triangles, arches and bridges shape our structures and apply some engineering to your very own bridge.

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