

HOW THINGS MOVE

APPLIED SCIENCES

Designed For Students:
 Grades K-2nd
 Ages 5-8

Program Length:
 2.5 hours

Park:
 Magic Kingdom® Park
 Meet outside the Main Entrance turnstiles

OVERVIEW

Inquisitive young learners investigate the science of motion and the different forms of energy at work on popular Magic Kingdom Park attractions. With their conclusions, students act as designers to develop an attraction concept and model to test the different forms of motion.

LEARNING OUTCOMES

The Science of Motion

- Students discover that science helps us learn how and why things move
- Students learn that living and non-living things absorb fuel and change the fuel into a form that they can use for energy

Different Kinds of Motion

- Fantasyland attractions help illustrate various kinds of movement
- Students investigate the properties of magnetism and its application to transportation
- Students use magnets to discover attraction and repulsion

Ride Design and Construction

- Students discover the application and challenges of the laws of physics as they construct a ride model of their own design
- The Barnstormer starring the Great Goofini takes students high above Storybook Circus on a spiraling stunt plane adventure to discover how their senses can alter their perceptions

GROUP LEADER RESOURCES

A **video overview** of *How Things Move* is available on the Disney Youth Programs YouTube Channel.

National Standards and supplemental educational materials aligned with this program are available at DisneyYES.com.



Disney Youth Education Series programs are accredited by the Northwest Accreditation Commission.

All programs subject to availability. Program content, times, attractions, and locations subject to change due to inclement weather, availability, or group dynamics. Students must meet minimum age/grade requirements.

Start planning your field study today! Call 877-FIELDTRIP (877-343-5387) • Visit DisneyYES.com



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