

HOW THINGS MOVE

Designed for Students

Grades K-2nd
Ages 5-7

Program Length

3 hours

Park Location

Magic Kingdom® Park

SYNOPSIS

The *Magic Kingdom®* Park is an entry into a world that's filled with uniquely moving things! Within this magical themed environment, students launch into an investigation of energy and its relationship to motion.

An introductory experiment with some down-to-earth everyday items set students in motion! This provides an opportunity for them to discover that energy comes in many different forms—chemical, mechanical, solar, magnetic, etc. and can be put to work to make things move in more than one way.

After learning that it is Walt Disney Imagineers who use the principles of science and creativity to tell the stories of the *Magic Kingdom®* Park, students experience select attractions. These attraction experiences further illustrate different types of motion: roll, pitch, yaw, forward and back, side to side, up and down and circular and the energy that makes it all happen.

The motion of *Magic Kingdom®* Park attractions is just part of the fun that students experience! Using imagination and creativity, they'll think like an Imagineer and apply their new-found knowledge of energy and motion in a hands-on-activity. Students sketch, construct, and test a ride model of their own creation!

The learning experience concludes with a call to action inspiring young learners to view the world around them with the eyes of an Imagineer—discovering even more things that move, and contemplate what energy they are using!

LEARNING OUTCOMES

After completing How Things Move, participants will be able to:

- ✓ Distinguish between forms of energy and the types of motion they produce
- ✓ Demonstrate how gears can create circular motion
- ✓ Illustrate how air pressure creates motion in different directions
- ✓ Apply magnetic energy to produce linear motion
- ✓ Differentiate between sources of energy
- ✓ Plan, design, and construct a unique model of an attraction
- ✓ Evaluate the effectiveness of their attraction model
- ✓ Predict how gravity is used to create motion
- ✓ Compare and contrast energy forms and the motions experienced in everyday life



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