

SYNERGY IN SCIENCE

Designed for Students
Grades K-3rd
Ages 5-8

Program Length
3 hours

Park Location
Epcot®

SYNOPSIS

Epcot® is the backdrop for this learning adventure into Walt Disney Imagineering's synergistic approach in creating immersive entertainment experiences.

Historical images provide an introduction to our founder, Walt Disney, and help lay the foundation for an introduction to the team that is responsible for the master planning and development of Disney Theme Parks and Resorts—Walt Disney Imagineering.

Young learners gain knowledge of how science helps us understand how our world works and discover the term “synergy.” Teamwork and collaboration take center stage as students launch into a construction activity that results in a practical demonstration of synergy.

A select attraction provides an opportunity for students to examine how Walt Disney Imagineers synergized special effects, music, dimensional sets and *Audio-Animatronics*® figures to create a unique storytelling environment. Students also explore other synergistic devices and discover the role of our senses in taking in the world around us.

An additional attraction experience helps young learners discover how anything can be possible when they use their imagination. Students participate in some out-of-the-box thinking and realize that imagination has no boundaries and helps us to see familiar things in different ways.

With their new knowledge and imaginations in gear, students team-up for a creative exercise with snap circuits. This activity combined with *Photomosaic*™ tiles further demonstrates the benefits of making synergistic connections so that the whole is greater than the individual parts. Students are called to action to use teamwork, imagination, and synergy to turn the ordinary into the extraordinary.

LEARNING OUTCOMES

After completing Synergy in Science, participants will be able to:

- ✓ Define synergy
- ✓ Create an example of a synergistic object
- ✓ Identify that when parts or people are put and work together, they can do things that were not possible by themselves
- ✓ Conclude that ideas, innovations, and inventions are the result of creativity and breaking down perceived barriers