

# DISNEY Y.E.S. PROGRAM DESCRIPTION



## “HOW THINGS MOVE”

### PHYSICAL SCIENCE

**Grade Levels:**  
Kindergarten-2nd

**Program Length:**  
2½ hours

**Meeting Location:**

*Magic Kingdom Transportation and Ticket Center bus portico, located on the far right near the Magic Kingdom Group Sales Window.*

This program experience is not available on *Magic Kingdom Extra Hour of Magic mornings*. Chaperone ratio: 1 adult to 3 students.

### OBJECTIVE

Gain an understanding of the real world application of physics in the design process for Theme Park attractions.

### KEY LEARNING HIGHLIGHTS

#### The Science of Motion

- Students discover that science is what 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 compare and contrast attraction experiences and gain insights into the design process of Theme Park attractions.

#### Ride Design and Construction

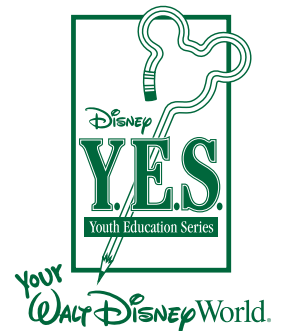
- Students discover the challenges of the laws of physics as they construct a ride model of their own design.
- Cast into the role of crop duster pilot, each participant discovers how their senses can alter their perceptions.

#### Moving with Magnets

- Students investigate the properties of magnetism and its application to transportation.
- Students use different types of magnets to discover attraction and repulsion.
- A ride on magnetic waves propels students' understanding of alternate transportation systems.

### THE DISNEY DIFFERENCE

- Trained and knowledgeable *Disney Institute* Cast Members facilitate this high quality and educationally sound program, while including the fun that is a vital part of learning.



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