



Tech Talk



This module is designed to help you explore how technology affects your life each day. Sections in blue can be completed during your visit to Discovery Center Museum.

1. Choose A or B or C and complete ALL the requirements.
 - A. Watch an episode or episodes (about one hour total) of a show about anything related to technology. Then do the following:
 1. Make a list of at least two questions or ideas from what you watched.
 2. Discuss two of the questions or ideas with your counselor.

Some examples include—but are not limited to—shows found on PBS ("NOVA"), Discovery Channel, Science Channel, National Geographic Channel, TED Talks (online videos), and the History Channel. You may choose to watch a live performance or movie at a planetarium or science museum instead of watching a media production. You may watch online productions with your counselor's approval and under your parent's supervision.

- B. Read (about one hour total) about anything related to technology. Then do the following:
 1. Make a list of at least two questions or ideas from what you read.
 2. Discuss two of the questions or ideas with your counselor.

Books on many topics may be found at your local library. Examples of magazines include but are not limited to Odyssey, KIDS DISCOVER, National Geographic Kids, Highlights, and OWL or owlkids.com.

- C. Do a combination of reading and watching (about one hour total) about anything related to technology. Then do the following:
 1. Make a list of at least two questions or ideas from what you read and watched.
 2. Discuss two of the questions or ideas with your counselor.

2. Complete ONE adventure from the following list. (Choose one that you have not already earned.) Underlined adventures are available as Discovery Center Badge Workshops and/or camp-ins! Discuss with your counselor what kind of science, technology, engineering, or math was used in the adventure.

Wolf Cub Scouts

Finding Your Way

Motor Away

Bear Cub Scouts

Make It Move

A World of Sound

Webelos Scouts

Build It

Fix It

Movie Making

3. Explore EACH of the following:
A. Read the definition of the word *technology* and discuss the meaning with your counselor.

Definition of technology (Merriam-Webster)

1: a: the practical application of knowledge especially in a particular area.

Example- engineering, medical technology

b: a capability given by the practical application of knowledge.

Example- a car's fuel-saving technology

2: a manner of accomplishing a task especially using technical processes, methods, or knowledge.

Example- new technologies for information storage

3: the specialized aspects of a particular field of endeavor.

Example- educational technology

- B. Find out how technology is used in EACH of the following exhibits:

1. Get the Message (1st floor)

2. Electricity (2nd floor)

3. Simple Machines (1st floor)

4. Team up! (2nd floor)

5. AgZibit (1st floor)

- C. Discuss your findings with your counselor.

4. Welcome to Discovery Center! Find one of our educators, floor staff, or volunteers. During your visit, talk to someone about the following:
 - A. The technologies used in the museum.
 - B. Why the museum is using these technologies.
 - C. Discuss with your counselor the technology that is designed, used, or explained at the museum.
 - D. Discuss with your counselor how technology affects your everyday life.

Did you enjoy your visit? Please send your comments, questions, and inquiries about upcoming scout programming to Scouts@DiscoveryCenterMuseum.org

