

9-10 TECHNOLOGY SCAVENGER HUNT

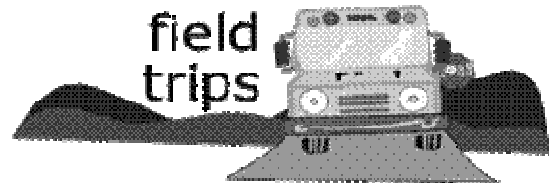
Chaperones: Use this Scavenger Hunt to guide your students through the exhibition areas. For many of the questions there is no one right answer, so encourage your students to think creatively and report back to you with their results. As you explore, think about using the following process skills: observation, prediction, inference, hypothesizing, planning, and investigating.



Make note of at least three different technologies in Progress 1898. Predict what these technologies will become in 1962. Were your predictions correct? What are today's versions of these technologies? Where do you think these technologies will go next?

Observe some of the shops, inventions and features in 1962. Describe at least one controversial issue that may have been debated in this town. Compare the benefits and risks associated with this technology. How has science formed public policy on this issue today?

Take a look at the items on the shelves in 1898 and 1962. What were the driving forces behind the changes you observed?



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Explore the Body Voyage computer program. What are some ways that this technology can be used? Are there any risks or negative side effects of this technology?

Look at the surgery videos. Pick several surgeries and describe their risks and benefits. Are there any surgeries that are controversial? What factors make them controversial?



Visit the DSB Poseidon. This research habitat shows you what it might be like to live several hundred feet underwater. Here you'll find the yellow sub, SAM suit and Nautilus submersible. Pick one, and describe some of the features of it that would keep you safe several hundred feet under water. Next, describe some of its limitations. What would you do to improve upon this model?

What are some other examples of technology around COSI?