**Tech Talk**

This module is designed to help you explore how technology affects your life each day.

1. Choose A or B or C and complete ALL the requirements.
   1. 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.*

* 1. 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 [http://www.scouting.org/filestore/global/link-html.gif](http://www.owlkids.com/)*](http://www.owlkids.com/)*.*

* 1. 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.

Maker Faire Presentation

Saturday

Museum Innovation Nation at the Drive-In

**12:15 p.m. Urbanwood: Bringing New Life to Dead Trees**

**1 p.m. Youth Entrepreneurship & Empowerment**

Sunday

Museum Innovation Nation at the Drive-In

**1 p.m. No Excuse to Stay Unskilled; Hacking Your Education (youth/teen presenter)**

**1:45 p.m. Farming in the City: Plants and Animals (panel with Eastern Market)**

1. Complete ONE adventure from the following list. (Choose one that you have not already earned.) Discuss with your counselor what kind of science, technology, engineering, or math was used in the adventure.

|  |  |
| --- | --- |
| Wolf Cub Scouts | Webelos Scouts |
| Finding Your Way | Build It |
| Motor Away | Fix It |
| Bear Cub Scouts | Movie Making |
| Make It Move |  |
| A World of Sound |  |

1. Explore EACH of the following:
   1. Look up a definition of the word *technology* and discuss the meaning with your counselor.
   2. Find out how technology is used in EACH of the following fields:  
      1. Communication

**SouthEastern Michigan Amateur Radio Maker Group**

**House Industries: A Type of Learning (Museum temporary exhibit on fonts / design / typography)**

* + 1. Business

**Cyberoptix Tie Lab**

**Accelerate Kid**

**Build Institute – Build Bazaar (several business makers in this area)**

**Kraftabulous Kreations (youth entrepreneur)**

* + 1. Construction

**Wood Crafts**

**Rocket Making and Launches**

**Detroit Freak Bikes**

* + 1. Sports

**Detroit Drone User Group – regional drone finals (front lawn)**

**Power Wheels Racing Series**

* + 1. Entertainment

**Cubicorn Games LLC**

**Glattercurtisav**

**Tesla Coil Quartet**

**Cirque Amongus**

* 1. Discuss your findings with your counselor.

1. Visit a place where technology is being designed, used, or explained, such as one of the following: an amusement park, a police or fire station, a radio or television station, a newspaper office, a factory or store, or any other location where technology is being designed, used, or explained.
   1. During your visit, talk to someone in charge about the following:
      1. The technologies used where you are visiting
      2. Why the organization is using these technologies

Choose 2 of the following

**Jupiter 7 (Astroliner)**

**Michigan Science Center**

**Zot Artz**

**Trash to Treasure: New Energy Storage Solution**

**Atomic Nixie Tube Clock!**

* 1. Discuss with your counselor the technology that is designed, used, or explained at the place you visited.

1. Discuss with your counselor how technology affects your everyday life.