

The Art and Science of Technology

Post Visit Activities

We hope you enjoyed your visit to Sony Wonder Technology Lab! As a means of enhancing your students' experience and extending their visit into the classroom, we are providing you with these post visit materials to share with your class.

Discussion Questions

- Discuss and determine the classes favorite film. Look at a chosen sequence from this film together and discuss how lighting, timing, setting, point of view, scoring (music) and the mise-en-scene (props, actors etc.) affect the mood and enhance the story line.
- In what ways has technology influenced the following: entertainment, media/communications and medicine? Ask students to research technology's role (positive or negative) in these areas and discuss their findings with the class.

In Class Activities

- **Communicating Sustainability:** More and more technological innovations are taking into account sustainability and the environment. Lead your class in a discussion on the importance of environmental sustainability. With students working in groups- invite them to develop a media-based project where they engage and inform the public about the importance of environmental stewardship. Encourage them to gather data, public opinion (via interviews or polls) and historical/ scientific references.
- **Visual Storytelling:** Discuss the process (challenges and advantages) of telling a story with pictures alone. Have kids work individually or in groups to make up characters and a storyline for a short animation. Allow each kid to draw a flipbook version of one chapter in their story. Encourage students to share and exchange completed chapters.

Resources for Students and Teachers

Books

The New York Times Circuits: How Electronic Things Work By: Henry Fountain

Experiencing Music Technology By: David Brian Williams and Peter Richard Webster

Enchanted Drawings: The History of Animation By: Charles Solomon

Ultimate Robot By: Robert Malone

Exploring Visual Storytelling By: Brian Arnold and Brendan Eddy

Masters of Animation By: John Grant

The Picture History of Great Inventors By: Gillian Clements

Eyewitness Books: Future By: Michael Tambini

Black Pioneers of Science and Invention By: Louis Haber

Cinema and the Invention of Modern Life By: Leo Charney and Vanessa R. Schwartz

Nanotechnology: A Gentle Introduction to the Next Big Idea By: Mark A. Ratner and Daniel Ratner

Nanotechnology: Science, Innovation, and Opportunity By: Lynn E. Foster

Television Disrupted: The Transition from Network to Networked TV By: Shelly Palmer

Websites

Wikipedia: <http://en.wikipedia.org>

How Stuff Works: www.howstuffworks.com

Science News for Kids: www.sciencenewsforkids.org

BrainPop: www.brainpop.com

Internet Public Library: www.ipl.org

MIT's Technology Review: www.technologyreview.com

Science Net Link: www.sciencenetlinks.com

CNet News: <http://news.cnet.com>

Smithsonian Education: <http://smithsonianeducation.org>

Instructables: www.instructables.com