

Suggested ideas for how to use the 'Moments of discovery - game changers and change makers throughout the ages' chart

This resource has been created to provide teachers with practical ideas to use in conjunction with the 'Moments of Discovery – game changers and change makers throughout the ages' chart.

Activity 1

Interview with a change maker

"Global trends tell us that the jobs of the future will increasingly require science, technology, engineering and math (STEM) skills, with an estimated 75 per cent of today's fastest growing occupations related to STEM", ASTA President says.

Some of the greatest STEM minds are integrated into the National Science Week 'Moments of discovery' – game changers and change makers throughout the ages' chart.

Investigate some of these people by researching their life and accomplishments, and present your interview with one of them by listing the questions you would want to ask them.

Activity 2

It's all about the data

How can we communicate the data that is captured in the 'Moments of Discovery- game changers and change makers throughout the ages' chart in a way that creates interest?

Your task is to choose a range of data sets and communicate the range of discoveries made by game changers and change makers in a way that creates greater interest.

Choose a range of data visualizations to communicate your findings. For example, a data plot, column graph, line graph, sector graph, divided bar graph, frequency distribution table, or a stem and leaf plot.

Activity 3

How can we use technologies to communicate game changers and their genius to others?

Imagine Galileo Galilei, Madame Curie, Alessandro Volta and others having access to the same technology we have available today.

How far could their discoveries have spread across the world?

In this activity, use the 'Moments of Discovery- game changers and change makers throughout the ages' chart and pick a point in history that was a defining moment for a game changer or change maker, and share their discoveries with your generation.

How might you use today's technologies (for example, email, social media, blogs, Snap Chat, YouTube, virtual reality, or augmented reality) to broadcast your chosen game changer's discoveries?

Activity 4

Comic relief

Show your support for National Science Week and entertain your friends and family at the same time by creating a comic strip or animated video about game changers and change makers throughout the ages.

Activity 5

Build a game

Imagine a video game producer invites you to produce a scenario, develop characters and create a story about five game changers and change makers and their scientific discoveries.

Develop and produce an idea for a video game that features five individuals cited on the 'Moments of Discovery- game changers and change makers throughout the ages' chart.

Might your video game include challenges and rewards?

Activity 6

Chart a timeline

Throughout history there have been many individuals who have become famous for their accomplishments.

Choose individuals in the same scientific field from the 'Moments of Discovery- game changers and change makers throughout the ages' chart, research their accomplishments and make a presentation to a panel using a timeline.

Present ideas about how one discovery (for example, in medicine) helped or improved upon another discovery in the same field.

Activity 7

Project on a page

Each game changer and change maker cited in the 'Moments of Discovery- game changers and change makers throughout the ages' chart had a personal motivation that drove their discoveries, and they used their discoveries to solve real problems and create solutions for their societies.

Use the 'Moments of Discovery- game changers and change makers throughout the ages' chart to find those who created solutions for their societies and create a project on a page that communicates what their solutions led to...perhaps a product, a technology or a system?

Activity 8

Science as art

Game changers like Leonardo da Vinci and Einstein are often regarded both as scientist and artists. Similarly architects and engineers use art to illustrate their theories and designs.

Visualization methods provide an important tool in science for the analysis and presentation of scientific work. Images can often convey information in a way that tables of data or equations cannot convey.

Use the 'Moments of Discovery- game changers and change makers throughout the ages' chart to locate other game changers who may have used art to illustrate their theories, then create your own art work to showcase what you have found.

Moments of discovery—game changers and change makers through the ages

A selection of game changers and change makers and their discoveries can be found below. These individuals have changed situations, activities and understandings in significant ways.







1929 (Astronomy): Edwin Hubble helps prove that the universe is expanding.

1930 (Chemistry): Linus Pauling discovers how atoms are bonded together.

1932 (Physics): Paul Dirac suggests that there is a material called antimatter, like matter, but with an opposite charge.

1936 (Geology): Inge Lehman discovers that the Earth has an inner core.

1939 (Chemistry): Otto Frisch and Lise Meitner discover that the core of an atom can be split into smaller parts.

1942 (Engineering): Enrico Fermi builds the first nuclear reactor, helping to bring about nuclear power.

1945 (Technology): Percy LeBron invents the microwave oven.

1947 (Technology): Maria Telkes and Eleanor Raymond invent and design the first house powered by solar energy.

1948 (Physics): Richard Feynman develops an accurate version of quantum theory, which looks at matter and energy.

1951 (Medicine): Barbara McClintock carries out pioneering work on genes, the biological instructions that make us what we are.

1951 (Chemistry): Rosalind Franklin is instrumental in the discovery of the structure of deoxyribonucleic acid (DNA).

1952 (Technology): Grace Hopper developed the first compiler for the A-0 System programming language.

1953 (Chemistry): James Watson, Francis Crick and Rosalind Franklin discover how DNA tells a body to grow.

1953 (Biology): Stanley Miller and Harold Urey recreate the conditions for life in a model of the early Earth.

1955 (Medicine): Jonas Salk finds a vaccine for polio, an infectious disease.

1957 (Medicine): Gertrude Elion and George Hitchings make a drug that allows doctors to transplant organs.

1959 (Engineering): Frank Lloyd Wright designs the Guggenheim Museum in New York and it is constructed in 1959.

1960s (Chemistry): Stephanie Kwolek—develops Kevlar, a synthetic fibre that is used in bullet-resistant vests and crash helmets as well as sails used on sailing boats.

1960s (Technology): Doug Waterhouse of the CSIRO invents the insect repellent 'Aerogard'.

1961 (Astronomy): Yuri Gagarin is the first human to journey into outer space.

1962 (Chemistry): Rachel Carson fights for awareness and change in chemical regulations and government practices and publishes her book *Silent Spring*.

1963 (Astronomy): Valentina Tereshkova becomes the first woman in space.

1964 (Physics): Murray Gell-Mann further develops our understanding of the atom.

1965 (Physics): Arno Penzias and Robert Wilson observe radio waves that prove the Big Bang Theory.

1966 (Astronomy): Luna 9 lands on the moon and sends back the first close-up images of the moon's surface.

1967 (Astronomy): Jocelyn Bell Burnell and Anthony Hewish discover the first pulsar, a type of star.

1968 (Technology): CSIRO's research into polymer bank notes begins.

1969 (Astronomy): Neil Armstrong and Buzz Aldrin lands and walks on the moon's surface.

1970 (Astronomy): Venera 7 makes the first successful landing on Venus.

1971 (Technology): Ray Tomlinson devises a computer program for sending messages on the ARPAnet network. This would become email.

1973 (Architecture): Jørn Utzon designs the Sydney Opera House and it is opened in 1973.



GAMECHANGERS & CHANGEMAKERS

