

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 Edwin Hubble helps prove that the universe is expanding.

1930 Linus Pauling discovers how atoms are bonded together.

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

1936 Inge Lehman discovers that the Earth has an inner core.

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

1942 Enrico Fermi builds the first nuclear reactor, helping to bring about nuclear power.

1945 Percy LeBron invents the microwave oven.

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

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

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

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

1952 Grace Hopper developed the first compiler for the A-0 System programming language.

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

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

1955 Jonas Salk finds a vaccine for polio, an infectious disease.

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

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

1960s Doug Waterhouse of the CSIRO invents the insect repellent 'Aerogard'.

1960s 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.

1961 Yuri Gagarin is the first human to journey into outer space.

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

1963 Valentina Tereshkova becomes the first woman in space.

1964 Murray Gell-Mann further develops our understanding of the atom.

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

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

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

1968 CSIRO's research into polymer bank notes begins.

1969 Neil Armstrong and Buzz Aldrin lands and walks on the moon's surface.

1970 Venera 7 makes the first successful landing on Venus.

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

1973 Jørn Utzon designs the Sydney Opera House and it is opened in 1973.

Stephen Hawking proves that black holes in space 'glow', emitting a form of radiation. **1974**

Voyager 1 and Voyager 2 study the outer planets of the solar system. **1977**

Renzo Piano and Richard Rogers design the Pompidou Centre in Paris and it is opened in this year. **1977**

Gail Martin discovers a way to isolate embryonic stem cells and cultivate them in-vitro. **1981**

Francoise Barre-Sinoussi identifies the cause of AIDS. **1983**

Michael Green and John Schwarz develop 'string theory'. It aims to link quantum physics and relativity. **1984**

Adele Green undertakes landmark studies in the relationship between applying sunscreen and getting melanomas. **1986**

Harvard University received the first patent for a genetically modified animal. **1988**

Tim Berners-Lee creates the first part of the World Wide Web. **1989**

Thelma Estrin is a computer scientist and engineer who develops the pioneering work in biomedical engineering and is the first to apply computer technology to healthcare and medical research. **1990**

Michel Mayor and Didier Queloz discover the first planet travelling around a star other than our sun. **1995**

CSIRO's WLAN Project Team is granted a US patent for their wireless invention 'WiFi' that connects computers without wires. **1996**

James Dyson notices that the dust bags in conventional vacuum cleaners clog up quickly, and a few years later he markets the first bag-less vacuum cleaner. **1997**

Apple launches the Apple iMac with just two steps to set up Internet access. **1998**

Nance Dicciani designs the development of ultrasonic scanners for examining pregnant women. **2000**

NASA works out the age of the universe as 13.7 billion years. **2003**

Jerri Ellsworth invents the autodidactic (self-learning) computer chip. **2004**

Linda Spilker leads the Cassini mission's scientific investigations. **2010**

Takanori Takebe and colleagues grow a working liver from a single cell, the biological unit of living organisms. **2013**

CSIRO and Victorian biotech company Anatomincs produce a titanium heel bone implant using CSIRO's state-of-the-art Arcam 3D printer. **2014-15**

CSIRO scientists discovers lenses of interstellar gas in our galaxy. **2015-16**

CSIRO scientists design and build the Australian Square Kilometre Array Pathfinder. **2016-17**

CSIRO scientists develop an eReefs modelling framework that simulates and predicts the physical health of the Great Barrier Reef. **2016-17**

CSIRO scientists produce Australia's first carbon fibre. **2017**

2018

GAMECHANGERS & CHANGEMAKERS

