Overview: Kids will play technology tag and discover that a technology is anything designed by people to help solve a problem.

Note to Educator: Many people only think of technologies as things that are electronic or "hi-tech." Technology is really anything designed by people to help solve a problem.
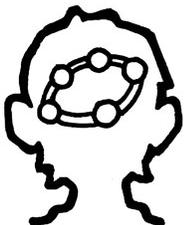
Set the Stage (15 min)

Activity (15 min)

Reflect (15 min)

Materials

For the entire group:

- ☐ an open space with walls you can attach signs to (e.g., a classroom with the desks pushed aside, a gym)
- ☐ 3 sheets of chart paper
- ☐ marker
- ☐ Technology/Not a Technology List, p. 5

Preparation

Time Required: 10 minutes

1. Create two large signs by labeling one sheet of chart paper "Technology" and the other "Not Technology."
2. Copy the *What's What?* chart onto a large sheet of paper.

Chart for Prep Adventure

What's What?	
Technology	Not A Technology

What is Technology? Technology Tag

> **Kids will learn:**
> • A technology is anything designed by people to help solve a problem.
> • Engineers design technologies.

Set the Stage: Warm Up Game (15 min)

1. Get kids thinking about technology by asking them:
   • **Can you think of any examples of technologies?** *For now accept all answers.*
2. Tell kids that today they will play a game that has to do with technology. Split the kids into two groups. Have each group choose a spokesperson and a group name. Write the two group names on the board.
3. Hang the *What's What?* chart somewhere visible.
4. Read an item from the Technology/Not a Technology List. Give groups 15 seconds to decide whether the item is a technology. The spokesperson from each group will give the group's answer.
5. Write the item in the correct column on the *What's What?* chart.
6. Keep track of the correct answers given by each group by marking a tally mark next to their group name. The goal of the game is to be the first group to get 10 tally marks.
7. After a group has guessed 10 correctly, gather kids around the *What's What?* chart. Ask:

What's What?	
Technology	Not A Technology
computer *cup*	*a dog's paw* *fur*

   • **What do you think the technologies have in common?** *People designed them.*
   • **What do you think the items that are NOT technologies have in common?** *They are natural. People did not design them.*
   • **If you were writing a dictionary, how would you define technology?** *A technology is anything designed by people to help solve a problem.*

> **Tip:** Kids will have the chance to discuss the chart later, so it is okay if they do not understand exactly why an item is a technology or not as you are playing the game.

Technology Tag (15 min)

1. You will need a large space to play this game. Place the "Technology" piece of chart paper on one wall, and the "Not Technology" sheet on the opposite wall.

2. The kids should stand in the middle between the two walls. The setup should look like this:

Technology Wall	Kids		Not a Technology Wall
		x x	
		x x	
		x x	
		x x	
		x x	

3. Read an item from the Techology/Not a Technology List.
4. If kids think the item is a technology, they should run to and tag the Technology Wall. If kids think the item is not a technology, they should run to and tag the Not a Technology Wall.
5. Kids who are correct go back to the center to play the next round. Kids who are incorrect are out.
6. The goal is to be the last kid left in the game! Play several times until you feel that kids understand how to tell if something is a technology.

Reflect (15 min)

1. Gather kids together in a circle. Ask the group:
   - **Were you surprised by any of the technologies we learned about? Which ones?**
   - **What technologies do you see in this room?** *Examples include the wall, the floor, chairs, clothing, etc.*
   - **Do you see anything in this room that is not a technology?** *Examples include plants, dirt, sunlight, air, etc.*
   - **Who do you think designs these technologies?** *Engineers design technologies. There are many different types of engineering because there are many different types of technologies.*
   - **Would you like to experience being an engineer?**

Choose items from these two lists while playing *What's What?*

Technology	NOT a Technology
computer	a dog's paw
television	fur
laser pointer	mud
camera	egg shell
paintbrush	mountain
cup	waterfall
shoes	cave
radio	cocoon
hat	toenail
soap	dirt
digital clock	pinecone
plastic	tree
light bulb	wood
paper	ocean
glasses	bird beak
cardboard box	eyeball
backpack	wind
cell phone	ant
dog food	river
music	volcano
airplane	thunder
sponge	tomato
crayon	wild flower
wheel	spider web
marble (toy)	hiccup
hole punch	fossil
kite string	footprint
pancake	wolf
sweater	feather