

## REVOLUTION VIRTUAL SCAVENGER HUNT

### GRADES 6–12

#### INSTRUCTIONS

1. Visit the [CHM Revolution Virtual Tour](#).
2. Find your answers for the 15 artifacts by clicking on the corresponding stop numbers.
3. Be sure to click on the audio button located at the bottom left corner of the artifact.
4. Open the stop images to follow along with the audio.
5. Use this activity with your friends and family to explore 2,000 years of computing history.
6. Share your experience with us on [Facebook](#) and [Twitter](#) with #CHMVirtualTour.

#### STOP 1: ABACUS

1. What does this device do?
2. When was it invented?
3. What does each row represent?
4. How is it similar to calculators you use today? How is it different?

JUMP TO [Stop 1: The Abacus](#)

#### STOP 2: THE ANTIKYTHERA

1. What group of people discovered this machine?
2. What was it used to predict?

JUMP TO [Stop 2: The Antikythera](#)

#### STOP 3: HOLLERITH ELECTIC TABULATING SYSTEM

1. What is punched card computing?
2. What is the name of the man who invented the Census Machine?
3. Who was the first major customer of the machine?

4. How many records a day could the machine calculate?

**BONUS** What is the name of the company that was eventually started from this technology?

**JUMP TO** [Stop 3: Hollerith Electric Tabulating System](#)

## STOP 5: ENIAC

1. What do the letters ENIAC stand for? What was it used for?
2. What was the role of women in programming ENIAC?
3. How long did it take to calculate a ballistic trajectory?

**BONUS** How many years would it have taken to program the same calculations using a desk calculator?

**JUMP TO** [Stop 5: ENIAC](#)

## STOP 12: CRAY-1 SUPERCOMPUTER

1. Who designed it?
2. What was the cost of a Cray-1 Supercomputer?
3. Who used this computer? What did they use it for?

**BONUS** What successful company purchased the Cray-1 to help design one of their own computers?

**JUMP TO** [Stop 12: Cray-1 Supercomputer](#)

## STOP 14: THE KITCHEN COMPUTER

1. What are two reasons why no one ever bought one of these?
2. What was the purpose of this product?
3. Do you believe we need computers in our kitchens today? Why or why not?

**BONUS** What kinds of websites or apps does your family use for online recipes?

**JUMP TO** [Stop 14: The Kitchen Computer](#)

## STOP 17: SHAKEY THE ROBOT

1. How did Shakey get its name?
2. Why do you think Shakey was important? What was it used for?
3. How do self-driving (autonomous) vehicles or drones today use sensors, cameras, and technology similar to Shakey?

**BONUS** Is the A\* search algorithm that Shakey was programmed with still being used today? If so, in what kinds of things?

**JUMP TO** [Stop 17: Shakey the Robot](#)

## STOP 18: UTAH TEAPOT

1. Which university had the first computer graphics program in the country?
2. Why did Martin Newell choose the teapot?
3. What did this teapot help designers do?
4. What design programs have you used? How have they changed since the teapot was created?

**BONUS** What animated films or TV shows did the teapot appear in?

**JUMP TO** [Stop 18 Utah Teapot](#)

## STOP 19: THE PIXAR COMPUTER

1. Where did Pixar get its start?
2. What was the name of the software program Pixar used in the 1980s?
3. What was the first full-length animated feature film? Did it have any hand-drawn animations?

**JUMP TO** [Stop 19: The Pixar Computer](#)

## **STOP 21: ENGELBART MOUSE**

1. Who invented the mouse? Why?
2. Where was it invented?
3. What was the secret of its success?
4. What are some other ways you get information into or out of a computer? (Hint: Think about your phone or computer.)

**JUMP TO** [Stop 21: Engelbart Mouse](#)

## **STOP 22: PONG PROTOTYPE**

1. Who created the game of Pong?
2. What new idea did Pong introduce to people?
3. Why was it so successful?
4. How are the video games we play today similar or different to the technology used in Pong?

**JUMP TO** [Stop 22: Pong Prototype](#)

## **STOP 24: APPLE 1**

1. What are the names of the two people that started Apple Computer?
2. How long did it take to build the Apple 1?
3. What are some of the other products this company is known for today?
4. How did their products change the way people use computers?

**JUMP TO** [Stop 24: Apple 1](#)

## **STOP 26: IBM PC**

1. Who was the IBM PC designed for? How was it designed differently than previous IBM products?
2. How well did the IBM PC sell when it was introduced?
3. What famous company in Seattle created the operating system for the IBM PC?

**JUMP TO** [Stop 26: IBM PC](#)

## **STOP 27: PALMPILOT**

1. What was the product used for? Why was it successful?
2. What was the graffiti alphabet?
3. How is this device similar to devices you have used? How is it different?

**JUMP TO** [Stop 27 PalmPilot](#)

## **STOP 28: BEHEMOTH**

1. What do the letters BEHEMOTH stand for?
2. What are two ways that innovator Steve Roberts incorporated different technologies into BEHEMOTH.
3. What was built into his helmet?

**BONUS** How does society benefit from mobile technology?

**JUMP TO** [Stop 28: BEHEMOTH](#)