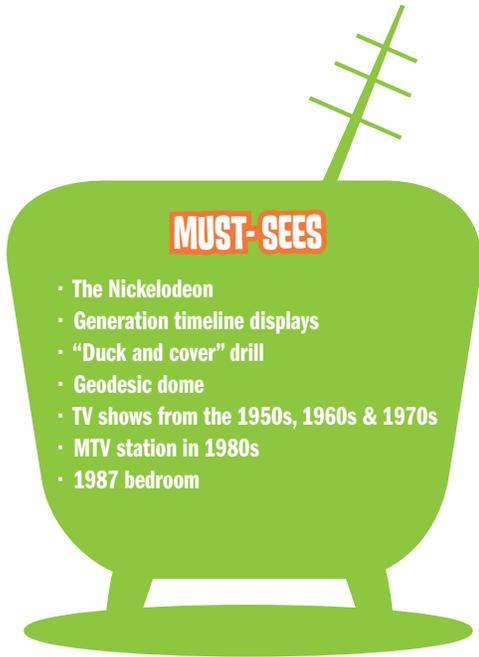




# INVESTIGATING

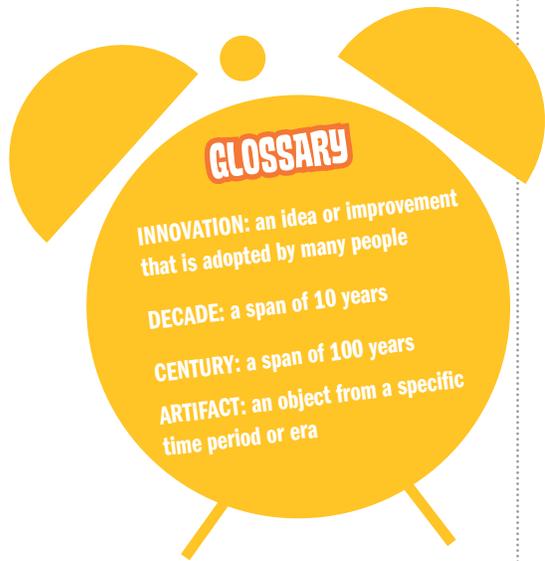
Innovations & Generations in  
*Your Place in Time: 20th-Century America*  
at Henry Ford Museum®

NAME: \_\_\_\_\_



**MUST-SEES**

- The Nickelodeon
- Generation timeline displays
- "Duck and cover" drill
- Geodesic dome
- TV shows from the 1950s, 1960s & 1970s
- MTV station in 1980s
- 1987 bedroom



**GLOSSARY**

**INNOVATION:** an idea or improvement that is adopted by many people

**DECADE:** a span of 10 years

**CENTURY:** a span of 100 years

**ARTIFACT:** an object from a specific time period or era

**TEAM UP & TALK**

1. Choose two inventions from this exhibit that changed people's lives.

NAME OF INVENTION	HOW DO YOU THINK THIS INVENTION CHANGED PEOPLE'S LIVES?	HOW DO YOU THINK THIS INVENTION WILL FURTHER CHANGE IN THE FUTURE?

2. In your opinion, which decade saw the most important innovations? Why?

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

**CREATIVE THINKING & PROBLEM SOLVING**



3. Be a Generation Detective and discover all you can about two generations described in this exhibit.

NAME OF GENERATION		
BORN BETWEEN THESE YEARS		
WHAT FAMOUS PEOPLE, PLACES AND EVENTS DID THEY EXPERIENCE OR KNOW OF?		
WHAT NEW TECHNOLOGIES AND INVENTIONS DID THEY HAVE?		

4. Which generation would you want to be a part of, if you could go back in time?



*Draw an invention, interesting person, event or object that caught your attention from one of these generations.*

**CREATIVE THINKING & PROBLEM SOLVING**



What objects would you choose to put in an exhibit about you and your own generation?



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## CHAPERONE TIP SHEET

The Henry Ford's History Hunters have been especially aligned to reinforce 21st-century skills, such as creativity and innovation, critical thinking and problem solving, and communication and collaboration. Use this tip sheet to engage students in the learning process.

**Please remember that the person who does the work does the learning. Use an asking vs. telling approach.**



**Here are some questions to ask the students as you go through the Your Place in Time exhibit:**

What do you think the difference is between an innovation and an invention?

What technologies in the Geodesic dome appear unusual? What seem to be pre-electricity technologies? What technologies use electricity? Why do you think they are mixed together?

How does the 1987 bedroom look like your own? How is it different?

Share your own memories and personal stories of using the "artifacts" with the students.

**If the students are having trouble finding the "Must-See & Do" items, you can guide them to these areas.**

**The Nickelodeon:** in the front of the exhibit near the 1917 Overland open-air touring car.

**Generation timeline displays:** along the side of the exhibit closest to the Dymaxion House.

**"Duck and cover" drill:** in the classroom between the War Generation and Baby Boomers Generation sections of the exhibit.

**1950s, 1960s & 1970s TV shows:** located after the "Duck and cover" classroom drill in the Baby Boomers Generation section of the exhibit.

**Geodesic dome:** in the Baby Boomers Generation section next to the "Duck and cover" classroom drill.

**MTV from the 1980s:** the large green screen in the Generation X section.

**1987 bedroom:** in the back corner of the exhibit in the Generation X section.