



# Smithsonian's History Explorer Podcast

## Teacher Guide



## The First Home Video Game

*with curator Petrina Foti*

**Podcast Link:** <http://amhistory.si.edu/thinkfinity/podcast/VideoGames.mp3>

### Discussion Questions

The following questions can be used for in-class discussion or short written responses from students after listening to the podcast.

- What does the story of Ralph Baer and his video game teach us about how inventors work?
- If you were a video or board game creator, what things would you have to think about while developing your game?
- What other inventions were necessary for video games to be created in the early 1970s? What about video games today?
- What do you think modern day video games and forms of entertainment will tell people of the future about our current society?

### Related Resources—for continued instruction or resources for your students' research

National Museum of American History:

From the Collection: Game Boy

<http://historyexplorer.americanhistory.si.edu/artifacts/resource.asp?id=755>

Invention at Play website

<http://invention.smithsonian.org/centerpieces/iap/index.html>

Thinkfinity:

Let's Play a Game – from ReadWriteThink

<http://www.readwritethink.org/parent-afterschool-resources/activities-projects/play-game-30285.html>

Education and Technology – from Science NetLinks

<http://www.sciencenetlinks.com/tools.php?DocID=210>

### National Standards—from the National Center for History in the Schools

Era 9: Postwar United States (1945 to early 1970s)

1C: The student understands how postwar science augmented the nation's economic strength, transformed daily life, and influenced the world economy.

Era 10: Contemporary United States (1968 to the present)

2D: The student understands contemporary American culture.

**Have your students email their question, comments, and discoveries to [thinkfinity@si.edu](mailto:thinkfinity@si.edu)**

**Find this podcast and more at <http://americanhistory.si.edu/podcasts>**



Name:

Date:

Period:

Topic:

*Listen to the podcast. Take notes and answer the questions.*

1. What does the story of Ralph Baer and his video game teach us about how inventors work?

2. If you were a video or board game creator, what things would you have to think about while developing your game?

3. What other inventions were necessary for video games to be created in the early 1970s? What about video games today?

4. What do you think modern day video games and forms of entertainment will tell people of the future about our current society?

**Give it a try and email your question, comments, and discoveries to [historyteachers@si.edu](mailto:historyteachers@si.edu)**

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