This year the tour's theme is highlighting some of the huge advances through the 20th century. The tour will start with a Time Machine that transports visitors back to the beginning of the 1900's. Next will come 4 different "scenes" defined by the time period they represent. The scenes will roughly cover the time periods of 1900-1939 (Scene 1), 1940-1959 (Scene 2), 1960-1979 (Scene 3), and 1980-1999 (Scene 4). In each of the scenes, we want to highlight an element of the advances in each of 3 themes, Entertainment, Transportation, and Communication. The tour is not supposed to cover every element of these broad themes but will instead pick specific components or inventions that we want to demonstrate. There is a focus on making each scene have a chance for the kids to interact and try things out. The tour will end with a Final Time Machine that will bring the participants back to current times. Both Time Machines during the tour will require the participants to help figure out some tasks to "fix" the machines and let them work to transport them in time.

Scene/Sub-scene	Description	Items to Find	Items to Build/Assemble	Actors/Staff
Gathering	At the start of the Tour, we will have an adult volunteer gathering people to allow them to start the tour in the first time machine. We will also have at least 1 additional person (adult or youth) taking tickets.	Bucket to collect tickets		GathererTicket taker
Entry Time Machine	 2 Brainteasers 1 might be finding the 4 green cables and plugging them into the console Another might be as simple as wave a magic wand while saying a magic word. Text required should include: Welcoming Introduce the theme Introduce the need to figure out the Time Machine After "going back in time" needs to invite them to exit and see what's next. 	• Pop-up	 Assemble time machine Simple cables to attach or other puzzle type item 	Time Machine Operator

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Scene/Sub-scene	Description	Items to Find	Items to Build	Actors/Staff
1900 -1939 – Scene 1	 Enter through a Gateway Decorated in Art Deco Style and with Newspaper Headlines and Movie Posters from the Time period Background Music from time period including Player Piano music. 	 CD Player Music Costume – Pilot (slacks, shirt, flight jacket) 	Assemble GatewayPaint GatewayHeadlines for Gateway	• Charles Lindberg or Amelia Earhart (Adult Role to anchor scene/welcome visitors)
Communication – Telegraph Office	 Have a Table with 4 "Telegraphs". Also need a sign showing the morse code for each letter of the alphabet. Actor can be at the telegraph table tapping out some news headlines that are received by a second actor at the receiving station (see below). Tour participants can be encouraged to tap out their own messages, maybe their initials or names. 	 Table Costume – Slacks, shirt, visor 	 4 Telegraph Machines Morse Code Sign Frame – telegraph office 	Telegraph Operator
Entertainment – Silent Movie Theater	 Have a Frame with a sheet perhaps painted with some backdrop for 2 actors to mime out a scene. The frame would have a sign over the top of DUNWOODY FOX THEATER or some other name. We also need to make signs for the actors to hold up as part of their scene. 2 actors will stand in front of the sheet and act out a silent scene. They will then hold up a sign explaining the "silent" dialogue from their scene. Actors will need to be encouraged to OVEREXAGGERATE their acting. Additional prop of a Reel to Reel Projector if we can get one (even if not really 		 Frame "Dunwoody Fox Theater", white sheet Famous Movie/Actor Dialog Signs Silent movie signs (the dialog) 	2 movie performers

Scene/Sub-scene	Description	Items to Find	Items to Build	Actors/Staff
	from the time period) Does not have to work, just shows the concept.			
Communication 2 – Newsboy	 A second small station has one receiving telegraph/tickertape The receiving actor receives the message and then calls out the Headline News from a Newspaper he/she holds up. Describes that sometimes he works for the Telegraph office and has to run telegraphs to people office or home. 	 Table Newspaper stack Costume (slacks, shirt, old fashioned cap) 	 1 flashing telegraph/tickertape machine 2 papers with headline of the period (one to hold up, one on top of stack) Telegraph paper (4 or 5 sheets) 	• Newsboy
Transportation – Train Station	 Have Train Parked at a Train Station. Also need a Hitching Post in front of station. Also need 4-5 stick horses. Finally, we need some sort of Flyer from a Ford Dealership showing early Ford vehicles (think Model T) Actors will be riding into town on their horse to catch the train. They start talking about the new-fangled cars they are seeing and how great it would be to buy a Ford instead of riding horses all the time. (Maybe a joke about not having to clean up the poop or them not smelling so bad) Discusses convenience of car versus hardship of walking, horses, train. Tell kids they can play with stick horses if they want to as long as they put them back and clean up any poop. 	 car flyer Costume (slacks, shirt, jacket, tie, formal hat) 	 Assemble and repaint commissary to train station ticket counter Assemble Train (already made and ready) 	Man going to buy car

Scene/Sub-scene	Description	Items to Find	Items to Build	Actors/Staff
1940 –1959–Scene 2	 Enter through a Gateway Decorated in Military Green and with Newspaper Headlines and Movie Posters from the Time period Background Music from time period including Big Band, Early Elvis, and TV show theme music 	 CD Player Costume (military for soldier and jeans/shirt for Rosie) 	Assemble Galeway	Soldier/Pilot or Rosie the Riveter
Communication – Switchboard	 Have a Pegboard Switchboard with a grid of holes where the operator can plug in calls. We would want many cables ready to plug them in. The Operator would be seated at the switchboard with a headset on. Operator would demonstrate connecting a call when one comes in and then invite 1-2 of the kids to try as they work calls 	ChairHeadsetCostume (slacks, shirt)	Switchboard (hidden ringer, handset/headset)	Telephone Operator

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Scene/Sub-scene	Description	Items to Find	Items to Build	Actors/Staff
Entertainment – TV in home	 Build a "TV" where we can slide a scene into it. TV needs to also have a knob for changing the channels. Also have an area to demonstrate Hula Hooping. Also, have a Record player demonstrating playing LP's Actor talks about they used to do things for fun like listening to records, trying new games like hula hooping, or even listening to shows on the radio. Then talks about this new thing called television and shows how TV's used to be: Only 3 channels, Changing channels without a remote, black and white, etc. Kids can change the channel which will prompt an actor behind the TV to change the scene. There are only 3 options (Leave it to Beaver, Lone Ranger, Ozzie and Harriet, etc.). Kids also are 	large) Record Player Records	Build Console TV with knob to turn and 3 scenes, antenna	• 1 actor
Transportation - Airport	 encouraged to try hula hooping. Have a frame titled ATLANTA MUNICIPAL AIRPORT. Decorate it with old Delta Airline items. Have a couple of old suitcases packed ready for a flight. Couple of actors talk about being hesitant to try this new thing of commercial flying. The discuss how different it will make things and how many more places they can go conveniently. Talk about getting dressed up to fly, fancy meals on flight, fears and excitement. 		Frame with Atlanta Municipal Airport	1 or 2 formally dressed actors

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Scene/Sub-scene	Description	Items to Find	Items to Build	Actors/Staff
1960 -1979 – Scene 3	 Enter through a Gateway Decorated in Flower Power themes and with News- paper Headlines and Movie Posters from the Time period Background Music from time period including Motown, Beatles, Late Elvis, Rolling Stones, etc., etc., etc. Maybe in- cluding some trucker music related to CB use. 	 CD Player Costume (Hippie - tie die, bell bottoms, sandals, wig, peace sign necklace, etc.) 	 Assemble gateway paint "flower power" 	• Flower Child
Communication – CB Radio	 Have 1 CB Radio at a desk. Have a 2nd CB Radio for use by someone out of sight. An actor can explain the use of CB's and especially how truckers grew to use them a ton. Demonstrate a quick CB conversation using CB lingo. Encourage the kids to come up with a "handle" and let them have a quick conversation with the trucker (other actor). Explain that CB is much more fun than telephone and show phone on desk and say how hard it is to dial and how long it takes. Tell them you have heard of new touch tone phones with buttons but have never seen one. 		 CB radio at desk Sign with CB terms Stand for sign Rotary Phone at desk 	1 CB operator1 Trucker
Entertainment – Dance Party	 Have a Dance Area and a Frame titled Dance Party and decorated with tons of 60's and 70's artists. Have 2-3 actors dressed in different 60's and 70's dance outfits. Have them demonstrate different dances. Encourage the kids to dance with them. Teach them basic dance moves. 		Frame "Dance show name??"Famous songs/singers Signs	• 2 – 3 dance leaders/demonstrat ors

Launch Control Launch with includes a Sta a Launch but for the consorting scene have a tual rocket lawn and the rocket today Actor invites	ns about the Race to the hat they are launching a	Frame/signs – Launch Control Cor Launch station with countdown button, switch's	• 1 - Launch Operator
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Scene/Sub-scene	Description	Items to Find	Items to Build	Actors/Staff
1980 -1999 — Scene 4	 Enter through a Gateway going to THE MALL Background Music from time period including Michael Jackson, Madonna, 80's and 90's music. 	CD PlayerCostume (toy story character)	Assemble GatewayPaint formal/mall	 Woody/Buz Lightyear/
Communication – Telephone Store	 Have a store display showing different phones including: long corded phones reaching into another room, cordless phones, early mobile phones, bag phone, brick phone, Blackberry, Flip Phone, etc. Actor will demonstrate the various phones and the progression Kids can see, feel, and play with the phones they see. 	 Old cell phones (bag, car, brick, flip, blackberry, etc) Old pagers Costume - period 	 Frame and sign for store display table 	• 1 Phone store salesman
Entertainment – Toy Store	 Have a store display showing the different early handheld video games, Rubics cubes, Electronic Planners, Walkman's, Boom boxes, etc., etc. Actor will demonstrate the various items on display and their progressive use of technology. Kids can see, feel, and play with the items they see. 	r i ci ioù gaines — nandiieiù	 Frame and sign for Toy Store Signs for different things selling display table 	• 1 Salesman
Transportation – Marta Train	 Actor will "sell" the tour guests their MARTA tokens and tell them about the new trains that just started operating. The operator will then announce the train has arrived and open the doors/usher the guests into the train. take them to the Final Time Machine. 	Costume (slacks, white shirt)	 Marta Train – doors that open Marta Tokens (poker chip with label?) Marta Token Recepticle 	1 Train Operator – maybe combine with Time machine operator

Scene/Sub-scene	Description	Items to Find	Items to Build	Actors/Staff
Exiting Time Machine	 Back to the Future Theme Time Machine Operator would be an older scout/adult Character from Back to The Future (Professor – Doc Brown) When doors close professor will start running around, asking for help, mumbling stuff, looking for Marty, etc. Guests will have to help fix the time machine and once done, Doc Brown will take them home. 2-3 Brainteasers to FIX the time machine 1 might be around the Clock Tower (Set a Clock to the same time as the time in a Picture from the Movie showing when the lightning is going to strike) Another might be to build a FLUX CA-PACITATOR 	disheveled look)	Assemble Time machine "Puzzle" items such as flux capacitor	• 1 Dr. Brown