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Cyberchase: The Chase Is On!™
at Imagine It! The Children's Museum of Atlanta
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Photo List



Credit Line: All photos courtesy of Children's Museum of Houston for Imagine It! The Children's Museum of Atlanta.

ControlCentral/Explore bilingual math games at interactive computer stations.

Cybercycle/Children pedal the cybercycle to create energy for Motherboard's reserve.

GrimWrecker/Children use their estimation skills to guess how many objects fit in different size boxes in Hacker's space ship, the Grim Wrecker.

MiniPrixRace/Children use spatial reasoning and their knowledge of decimals to fix a broken race track.

PenguinHockey1/Children learn that geometry, angles and measuring skills can help them win in a game of penguin hockey.

PenguinHockey2/Children learn that geometry, angles and measuring skills can help them win in a game of penguin hockey.

PenguinHockey3/Children learn that geometry, angles and measuring skills can help them win in a game of penguin hockey.

PlayingwithPatterns/Children use patterns and sequences to create musical tunes and recreate popular children's songs.

Poddleville1/Children explore the concept of weight using the balance and weights to find Poddles' numeric identities after they've been erased by the evil Hacker.

Poddleville2/Children use algebra, geometry, angles and patterns to catch criminals and unite Poddlings with their family.

PowerUpStation/Children pedal the cybercycle to create energy for Motherboard's reserve.

RestorethePower/Children explore fractions as they help restore Motherboard's power by fixing the power rods that the villainous Hacker has removed.

StoptheLaunch/Children exercise problem-solving skills and try to find the right combination to deactivate the evil Hacker's rocket launch.

WheelofChance/Children use their probability and chance skills to create a game that is fair on the Wheel of Chance.

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