CHM EDUCATOR
Spring Newsletter

Computer History Museum

EDUCATOR SPOTLIGHT

My name is Kelly Ritz and I'm a fourth grade teacher at the Keys School in Palo Alto, CA. I teach social studies, math, and language arts and have been bringing my class to CHM for docent-led tours since 2013. I'm also a member of the Teachers' Advisory Council.

The artifacts and stories in *Revolution* offer opportunities to bring some of the topics in the innovation section of our Silicon Valley unit to life. These include California history, geography, and economy, and address how various communities came together and clashed. We use the artifacts as a springboard to talk about social values that surround technology, innovation, and our relationships with each other during the Gold Rush era and over time.

After our visits to CHM, our fourth graders conduct an inquiry-based design challenge in which they voice a problem and propose ways to make something better. This year, fourth graders will be challenged with the task of discovering a problem found in California, such as the drought, and brainstorming ways to help make things better for residents. After our visit, we will also have a debate regarding whether or not technology should be used in the classroom. Students will defend their stance using information they have gathered at CHM as well as through online research.

Students especially love the topic of failure. At Keys School, we introduce the celebration of making mistakes starting in Kindergarten and connect it with the idea of growth. Without failure or mistakes, how are we supposed to grow as humans? CHM supports collaboration and this can be seen throughout the Museum. Students practice collaboration on a daily basis, but to be able to see firsthand that great innovators and creative geniuses got to where they are today through collaborative practices is truly valuable.

PROGRAM HIGHLIGHTS

Design_Code_Build Event for Teachers

Join us on September 26 for a very special one-day interactive STEM event especially for educators.

Broadcom Presents Design_Code_Build (DCB) is a program for middle school students. It introduces the concepts of computer programming and coding through activities that emphasize problem solving, collaboration, creativity, and project-based learning. Educators will experience this event just as students do, by gaining hands-on experience building and programming a Raspberry Pi computer, designing instruction sets to navigate a life-sized maze, and investigating historic methods of computer programming. The event is keynoted by a "Rock Star"—a tech industry luminary who will share his or her personal story and passion.

We hope to see you at the DCB special edition for educators this fall! All classroom teachers and community educators are invited to participate in this program. Click here to fill out the form.

GOOGLE FIELD TRIP DAYS

Title 1 schools are invited to bring middle school students (6th-8th grades) for a special FREE day to explore the artifacts, stories, people, and creative inspiration at CHM. Each Google Field Trip Day features demonstrations of restored historical computers, a scavenger hunt, hands-on "Exploration Stations" featuring artifacts from our Education Collection and technologies from Silicon Valley companies, along with opportunities to get to know Google volunteers and artifacts. Lunch is provided and bus subsidies are available. Large groups are welcome, depending on availability.

Available dates for the fall include: Oct. 12, Oct. 20, Nov. 10, Nov. 17.

Please click here to fill out the form.

TEACHERS' ADVISORY COUNCIL (TAC) 2015–16
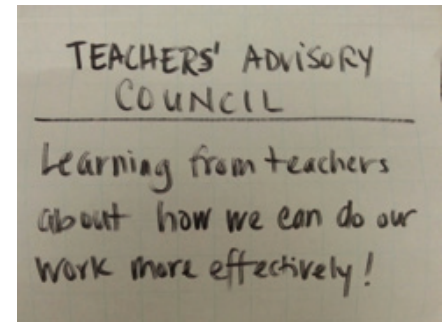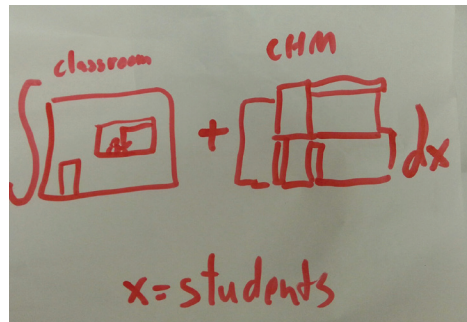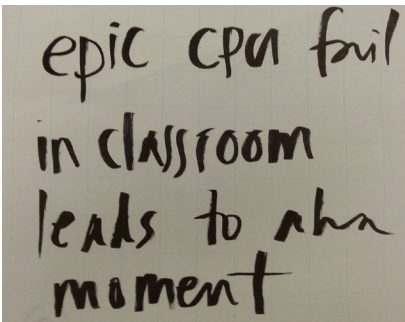
Our TAC meets four times a year to cultivate collaboration and mutual support between the Museum and local educators, and to improve Museum resources for teachers and students. Would you like to become a member and help out the CHM community? Teachers from all K12 grade levels and all school subjects and disciplines are welcome to apply. Benefits include family membership, invitations to special events and openings, and priority scheduling for workshops and tours.

If you are interested, please click here to fill out the form.

ARTIFACT SPOTLIGHT

HP-01 Digital Wristwatch Calculator

Before the Apple Watch, there was the HP-01. It was sold by Hewlett-Packard and was one of the first calculator wristwatches. It had 28 tiny keys and a stylus built into the band, which you could use on the buttons. It was sold in jewelry stores during the height of the LED watch craze.

In 1977 you could get one of these gorgeous watches, which doubled as an algebraic calculator, in steel or gold for $450-$850 (the equivalent of $1,753 to $3,311 now). It also had an alarm clock, stopwatch, timer, calendar, and memory. The time and date functions were integrated into the calculator, which meant that it could do math in real time. For example, you could enter in your hourly wage, multiply by time, and your earnings were displayed in real time, updated each second. Or you could calculate the cost of things like long-distance telephone calls in real time.

For more information on this artifact in the context of other calculators in *Revolution*, visit our website.

CALENDAR OF EVENTS

July 1-Sept. 20: *On You: A Story of Wearable Computing.* **Traveling exhibit developed by the Georgia Institute of Technology.** wcc.gatech.edu/exhibition

Wearable computers like the Apple Watch, Fitbit, Google Glass, and Oculus Rift are all in the news now. Though the basic technology has existed for decades, these devices have only recently become practical and desirable. Using consumer, professional, and "maker" devices, this exhibit explores some of the challenges involved in making a consumer wearable computer. These challenges include power and heat, networking, mobile input, and display. Join us as we celebrate both wearable technology and the 25th anniversary of the College of Computing at Georgia Tech with this traveling exhibit sponsored by Micron.

To see the list of objects and their descriptions, you can visit the website here.

LETTERS TO LOVELACE COMPETITION

The year 2015 is the 200th anniversary of Ada Lovelace's birth and the Computer History Museum is celebrating with a special contest! In honor of Ada's achievements and those of all women in Science, Engineering, Math and Technology, we invite girls to share their creative answers to the question: What do you think would interest Ada Lovealce about 21st century technology?

Show or tell us your answers in almost any medium—just be sure to communicate to Ada in ways that she would understand. Remember that she did not have electricity, telephones, or – of course – computers. What do you want Ada to know about technology today? What would she find fascinating, exciting, or surprising? Is there anything she might not understand or like about contemporary technology?

Learn more about the competition here.

Computer History Museum

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