CHM EDUCATOR

Computer History Museum

EDUCATOR SPOTLIGHT: STEPHANIE CORRIGAN

It's hard for me to take anyone on a quick tour of *Revolution: The First 2000 Years of Computing*. When I show someone around the exhibition—students, teachers, friends—I want to show them all the amazing artifacts and stories we have on display. And that takes a long time. Luckily, as education specialist for school and teacher programs at the Computer History Museum, I have a lot of opportunities to share our exhibitions with visitors. My role is to oversee and coordinate programs for K12 students and help teachers access our programs and resources.

I love introducing students and teachers to the Museum and leading them in programs that connect the past, present, and future. We use the history presented in the exhibition to help imagine what the future might look like. The development of computers was not an easy or straightforward process. There were a lot of failures and a lot of really smart, resilient people who tried different ideas to see what would work. By emphasizing the individuals involved in this crazy, messy, and (hopefully) rewarding process, we can help students see computer history as a story still being written and as a story in which they may play an important role.

I am always excited to help teachers plan a visit with their students. If you want to know more about options for visits, resources that we offer, or how to incorporate computer history and the Museum into your classroom, let me know. You can reach me at scorrigan@computerhistory.org or 650-810-1045.

IN YOUR CLASSROOM: BEAM TOURS

For the past year, we have been piloting a special program that allows schools and long-distance groups to "visit" the Museum using a telepresence robot known as Beam. We are excited to be expanding the program in 2016.

Beam allows users to log in to the Museum from a personal computer anywhere in the world, without ever leaving the comforts of home or school. Beam devices are equipped with high-end audio and visual technology, making it possible to clearly see the artifacts and stories on display in our exhibitions and to interact directly with CHM docents, staff, and even other visitors, as you navigate through the Museum.

Beam tours are offered on Mondays, when the Museum is closed to the public; all tours last one hour. Tours are available at 10 a.m. PST on the following dates: March 21, March 28, April 4, April 18, May 2, May 16, June 6, and June 20. For more information, contact Megan Merritt, education programs coordinator, at mmerritt@computerhistory.org or 650-810-1889.

ARTIFACT SPOTLIGHT: SELF-DRIVING CAR

From January 11–24, 2016, thousands of people gathered in Detroit, Michigan, for the North American International Auto Show, where manufacturers unveiled dramatic new models and features. Much of the news coverage around the show emphasized an area in which many companies are now investing: autonomous vehicles. As major auto manufacturers explore the possibilities of self-driving cars, even the government is getting involved. The Obama Administration recently proposed a plan to invest up to $4 billion in the development of autonomous vehicles.

With the rising popularity of self-driving cars, it's a great time to look at their history. What factors, technology, and individuals made this sudden burst of interest and development possible? What autonomous vehicles already exist and what tasks are they performing? CHM's special exhibit, *Where To? A History of Autonomous Vehicles*, answers some of these questions through a look at the history of autonomous vehicles as well as some of their modern incarnations.

The exhibit includes a Google self-driving car and explores the history of that project as well as the technology that makes these autonomous vehicles possible. But it also looks further back in history at visions of the future and real-life efforts to develop self-driving cars throughout the 20th century. And while self-driving cars are currently capturing the public's imagination, autonomous vehicles encompass much more than cars. *Where To?* includes a replica Sojourner Rover from the 1997 Mars Pathfinder mission as well as a drone designed by Matternet that can deliver small packages. Exploring the exhibit is a great way to encourage thinking about not only self-driving cars but all the areas in which autonomous vehicles are being used and might be used in the future.

If you can't visit *Where To?* in person, check it out online! The exhibit text, images, and information are all available on CHM's website in a blog post by Marc Weber, curatorial director of CHM's Internet History Program.

UPCOMING EVENTS

Exhibit Spotlight: On December 12, 2015, the Computer History Museum opened a new temporary exhibit. *Thinking Big: Ada, Countess of Lovelace* celebrates the 200th birthday of English mathematician and visionary Ada Lovelace (1815–1852). Drawing on the Lovelace papers held at the University of Oxford's Bodleian Libraries, CHM is the only location in North America where you can discover these extraordinary papers.

Thinking Big opened to great success and was the central attraction of our Adafest program on Sunday, December 13, 2015. This fun, activity-filled day also included demonstrations of the Babbage Difference Engine No. 2 (not currently on display), a reading of a children's book about Lovelace by its illustrator, a steampunk marketplace, Hour of Code activities, and tours of *Revolution*.

Thinking Big: Ada, Countess of Lovelace will be on display in the CHM lobby until December 11, 2016.

UPCOMING EVENTS

Picademy USA: The Computer History Museum's exciting partnership with the Raspberry Pi Foundation continues with a second Picademy USA program this spring. Over the course of two days, small cohorts of teachers will receive hands-on training and discover the many ways in which the Raspberry Pi—a programmable credit card–sized computer—can be used in education programs to support project-based learning across the curriculum, incorporating skills such as computational thinking, coding, and tinkering.

No experience is necessary; educators from the Museum and the Raspberry Pi Foundation will help teachers at all grade levels and in all disciplines discover practical ways in which the Raspberry Pi can support and further their use of technology. At the end of the two days, attendees will become Raspberry Pi Certified Educators and join an active network of teachers from around the world.

Raspberry Picademy USA #2 will take place at CHM on April 30–May 1, 2016. Teachers interested in applying to the program can complete the application here. Applications are due by March 25. You will be notified if your application is accepted.

CALENDAR OF EVENTS, SPRING 2016

Design_Code_Build: Level 1 Introductory Program: April 9; May 7; June 4; and June 18, 2016. Level 2 Intermediate Program: April 10; May 14; and June 5, 2016.

- Weekend program open to 6th–8th grade students.
- Transportation subsidies available for qualified groups; lunch provided.
- For more information, contact Maya Makker, mmakker@ computerhistory.org.

Google Field Trip Days: April 19 and May 17, 2016.

- School-day program open to Title I middle schools (6th–8th grade).
- Lunch and transportation reimbursement provided.
- For more information, contact Stephanie Corrigan, scorrigan@ computerhistory.org.

Picademy USA: April 30–May 1, 2016.

- Open to educators at all grade levels, no programming experience necessary.
- Application required; application can be completed here.
- For more information, contact Stephanie Corrigan, scorrigan@ computerhistory.org.

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