CHM EDUCATOR

Summer Newsletter 2016

Computer History Museum

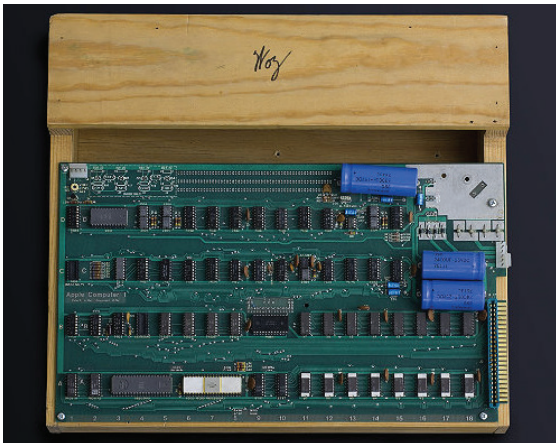
EDUCATOR SPOTLIGHT: CHRIS MERRIDA

Why go to the Computer History Museum (CHM)? Well, CHM plays a significant role in fostering critical thinking and innovation. As the program manager of the Information Technology Academy (ITA) at El Cerrito High School, my goal has been to provide students with real-world learning opportunities. The focus of ITA, a three-year program, is to provide "at-risk" high school students with hands-on technical training in order to strengthen academic performance and increase the probability of postsecondary success.

The relationship between ITA and CHM began several years ago when our senior class of 2013 first participated in the Get Invested: Case Studies in Innovation workshop. Students examined current and future global challenges with the objective to develop tech-based solutions. They were also exposed to current and past technologies that influenced their lives on a daily basis. The opportunity to interact with CHM's volunteer docents provided a longer lasting experience for the students as the docents' expertise promoted positivity and ignited the students' interests in technology.

CHM has continuously provided an engaging platform. Therefore, we jumped at the opportunity when we were invited to return to the Museum for the Talking to the Future event in 2014. This program brings students together with a panel of tech innovators as well as with peers from other schools. Students learn about the innovators' backgrounds and work and complete a design challenge that allows them to utilize an array of different skills revolving around collaboration, communication, time management, and critical thinking. The opportunity to work with tech professionals also means that students often leave the Museum with inspiration about their prospective careers. Based on these experiences, I have made attending the Museum a mandatory study trip for all of my students, and I look forward to seeing how it benefits them in their future endeavors.

ARTIFACT SPOTLIGHT: APPLE I



On April 1, 2016, Apple Computer celebrated its 40th birthday. Most recently known for the iPhone and the iPad, Apple has created products that revolutionized the way people use computers for 40 years. Some of these products were wildly successful. Others were not. Visitors to CHM can see many of these products—the Apple II, the Macintosh, the Lisa, the Newton, the iPod, the iPhone—all of which are part of both Apple's history and computer history. But before all of these, there was the Apple I.

Early personal computers were do-it-yourself systems. Hobbyists purchased computers in a kit—or even designed their own—and assembled them in garages and bedrooms. They shared ideas in groups such as the Homebrew Computer Club, which started as a small group in Menlo Park, California, in 1975. And they experimented, pushing the limits of what computers could

do. Apple co-founder Steve Wozniak was one of these hobbyists, and it was to the Homebrew Computer Club that he first displayed a prototype of his "Apple I," a whole computer on a single circuit board with 4KB of RAM. Users had to provide a power supply, keyboard, storage system, and display. But at a time when personal computers were in their infancy, Wozniak had shown that he could build a very small computer with enough memory and processing power to do the work he needed it to do (and run the games he wanted to play).

Only about 220 Apple I computers were ever made and sold. Once the concept of the Apple I had been proven, Wozniak's fellow Apple co-founder, Steve Jobs, had bigger dreams. The Apple I appealed to hobbyists, but Jobs wanted to sell computers to everyone—people who couldn't (or didn't want to) build their own machine. The answer was the "Apple II," launched in 1977. The Apple II was a fully assembled computer in a beige plastic case that for a time made Apple the fastest growing company in America.

But it was the Apple I that launched Apple, suggesting that the world was ready for personal computers and that the dream of a computer for everyone could actually come true.

VISIT THE MUSEUM WITH YOUR STUDENTS: SUMMER WORKSHOPS

For the first time this year, the Museum is offering our K–12 workshop programs in the summer! We will be welcoming groups of elementary, middle, and high school students from camps and summer schools around the area for a variety of fun programs.

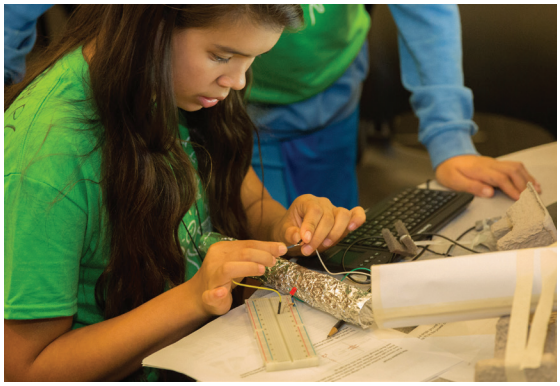
All workshops last for 2 ½ hours and are split between time in our exhibitions and time working with CHM educators in the classroom. Groups can choose from the following workshops:

Make Software—Software allows computers to touch nearly every aspect of our daily lives. In this workshop, students will explore the myriad impact of software and investigate ways that they, too, can be makers of software. Students will use Raspberry Pi computers to complete a project while learning how the instructions they give computers can make things happen!

Cracking the Code—Humans have been using code to communicate and share information for centuries. In this workshop, students will uncover the motivations behind code-writing and explore how computers read and interpret code today.

Design_Code_Build—Explore the engineering design process through analysis of modern and historical technologies and stories of innovation. Students will investigate important moments in the history of computing, reflect on changes in relationships between humans and computers, and collaborate on a project that explores different ways we interact with computers.

These workshops will also be available to school groups beginning in September. Contact Stephanie Corrigan, scorrigan@computerhistory.org, if you would like to bring a group or have any questions about summer or school-year workshops.



SPECIAL PROGRAMS FOR EDUCATORS

K-12 Docent Training: We are excited to be hosting a training for K–12 docents this summer! This six-session program provides volunteers with the skills to facilitate tours and interactive workshops for a large variety of local, national, and international school groups.

Training will take place on six consecutive Thursday afternoons beginning July 14. Attendance at all six sessions is required. At the completion of the course, all trainees will qualify to lead tours for K–12 students and teachers and to assist with K–12 workshops.

Please apply here and share the link with colleagues and other educators who may be interested in joining us. Applications will be accepted through June 30, 2016, or until the docent class is full. Phone interviews will be scheduled with all applicants on a rolling basis, and accepted candidates will be notified by email.

Design_Code_Build for Educators: This special Design_Code_Build event combines elements from both the introductory and intermediate student programs in a day designed for K–12 classroom teachers and community educators. Participants will explore concepts of computer programming, work hands-on with Raspberry Pi technology, and discover meaningful strategies for incorporating computer science and computer history into cross-curricular learning environments. Educators will gain experience and discuss how to create a framework of support that can enhance student learning. Join us on Saturday, August 6, 2016 from10 a.m. to 4 p.m. Visit our website for more information.

EXHIBIT OPENING: DELETED CITY

How do you make sense of a digital ruin?

Started in 1994 as Beverly Hills Internet by David Bohnett and John Rezner, GeoCities grew into the biggest online community of its era. Long before MySpace and Facebook, its tens of millions of "homesteaders" created personal pages in theme-based neighborhoods of their choice. Those neighborhoods started out as webcams in real places in Los Angeles—one in the gay mecca of West Hollywood, another in Beverly Hills for high-end shopping. But when GeoCities invited users to add their own pages on those themes, a virtual land rush began. After a spectacular IPO, GeoCities was bought by Yahoo! in 1999 for over $3 billion.

Yahoo! eventually decided GeoCities was obsolete. All 38 million pages of the main English-language site were to be erased in October 2009. Several groups of hacker preservationists stepped in. The Internet Archive, Archive Team, and other volunteers preserved millions of pages. Artist Richard Vijgen created an interactive visualization of the 650-gigabyte backup of GeoCities.

Come explore the story of GeoCities and its rescue. *Deleted City* will be on view at the Museum from March 28 to October 2016.

CALENDAR OF EVENTS, SUMMER/FALL 2016

K–12 Docent Training: Thursdays, July 14–August 18, 2016, 1–4 p.m.

Design_Code_Build: Level 1 Introductory Program: July 9 and Level 2 Intermediate Program: July 10, August 7, September 25, 2016; Special Educator Edition: August 6, 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: October 17 and October 25, 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.

Talking to the Future: October 20, 2016

- School-day program open to high schools (9th–12th grade); participation limited to 100 students.
- Transportation subsidies available; lunch provided.
- For more information, contact Stephanie Corrigan, scorrigan@computerhistory.org.

Computer History Museum

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