
EDUCATOR SPOTLIGHT: SMITA KOLHATKAR



Having worked as an educational technology teacher on special assignment for five years and having taught computer science to elementary-aged students for even longer in the Palo Alto Unified School District, the Computer History Museum (CHM) is something I wish I had encountered sooner.

I first discovered the Computer History Museum through a teacher workshop. We had an all-day meeting in the Museum, which included a workshop with the Museum's educational outreach liaison. I was extremely inspired by the wealth of knowledge the Museum had to offer, both to our teachers and students, along with its location, practically in our backyard. From interactive exhibits to the history of devices and

people to hands-on workshops, CHM has a great deal to offer.

When I learned that CHM was looking for teachers to serve on their Teachers' Advisory Council, I decided to apply, given my common interests, and see how I could better serve the needs of both the Museum-education relationship and our school needs.

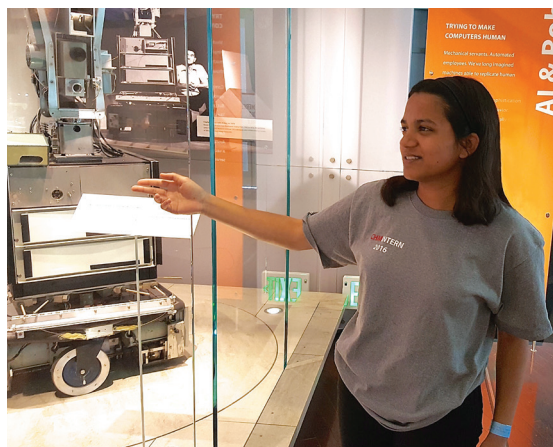
As a member on the Teachers' Advisory Council for the Museum, I have been very impressed at the level of dedication that the Museum staff have in terms of increasing awareness and communication with the educational world. I have met some wonderful, dedicated educators from different schools around the Bay Area, along with really professional and committed Museum educational outreach personnel. I have also had rich, detailed discussions about the needs of K-12 (and higher ed) education with respect to the Computer History Museum and how those can be served through this local gem.

It has also been highly educational and impressive to bring students for field trips to the Museum. They leave with a sense of accomplishment and a better understanding of our area's history and they look forward to re-visiting. The workshops conducted by the Museum are also inspiring and engaging for local educators. I would strongly encourage my colleagues around the area to look into the resources the Museum has to offer, both online and in person for their students and themselves.

PROGRAM SPOTLIGHT: HIGH SCHOOL VOLUNTEER PROGRAMS

The summer of 2016 marked the second year of our highly successful summer internships. A team of 14 high school students, trained to lead informal discussions about key artifacts, conducted research on areas of special interest and served as ambassadors for the Museum. Four returning interns also served as mentors for the new team and led family tours for Museum visitors throughout the summer.

This fall, the Museum has also introduced a school year program for high school students. This team of 25 volunteers leads family tours





of the Museum, facilitates hands-on activities in the Museum lobby, and engages visitors in conversations around key artifacts.

Both the summer internship and school year volunteer programs provide great opportunities for students to learn about the Museum, develop research and public speaking skills, and make friends with other volunteers. If you or your students are interested in learning more about opportunities for high school students at the Museum, contact Cate Robbins, crobbins@computerhistory.org.

ARTIFACT SPOTLIGHT: THE KITCHEN COMPUTER



Looking for a holiday gift for the person who has everything? The Neiman Marcus Christmas catalog has been offering fantasy gifts for that hard-to-buy-for person in your life since 1959.

In 1969, the Christmas Book offered an array of luxury items, including a baby girl elephant from Thailand (allow four weeks delivery), a Galapagos tortoise (five weeks delivery), a personal movie camera, a year of monthly caviar deliveries—and a kitchen computer.

For a mere \$10,600, purchasers could order a computer for storing recipes. The Honeywell 316 minicomputer, housed in a plastic case that doubled as a cutting board, was a successor to the 516 minicomputer, which powered the first nodes of the ARPAnet and, from a

technical perspective was capable of storing and processing recipes as promised. But it was not exactly user friendly.

The computer console contained only a series of binary switches and lights, which could be difficult to use for even the most experienced programmer. For the inexperienced, even the two-week programming course provided with the computer was unlikely to produce expertise.

Perhaps unsurprisingly, no kitchen computers were ever sold. But the idea of computers in the home was just getting started, and today using a computer to find recipes and plan a menu is commonplace. What future trends might the 2016 Christmas Book suggest?

COMING SOON: *MAKE SOFTWARE: CHANGE THE WORLD!*

Software plays a huge role in our lives. It runs our computers, tablets, and phones. It allows us to send messages, search the web, listen to music, and do innumerable other things. And the power of software reaches far beyond the uses in our daily lives into fields like medicine, scientific research, security, and design.

On January 28, 2017, CHM will open a brand new exhibition, *Make Software: Change the World!* This exhibition explores the impact of software on the lives of people everywhere through seven software applications: MP3, Photoshop, MRI, car crash simulation, Wikipedia, texting, and *World of Warcraft*. Visitors will learn about the history and impact of each application, as well as their creators and users.

The exhibition also features multimedia and touchscreen interactives, including a Software Lab where visitors can explore coding hands-on, and introduce themselves to some of the basic concepts of computer programming.

CALENDAR OF EVENTS: WINTER 2017

Design_Code_Build: Level 1 Introductory Program: February 25, March 5 (all girls edition); Level 2 Intermediate Program: February 26, March 12 (all girls edition); Special Mentor Event: March 26

- Weekend program open to 6th through 8th grade students.
- Transportation subsidies available for qualified groups; lunch provided.
- For more information, contact Cate Robbins, crobbins@computerhistory.org.

Field Trip Days: March 21, April 4, April 18, May 2, May 16

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

Talking to the Future: February 14, 2017

- School-day program open to high schools (9th–12th grade); participation limited to 100 students. Students spend the day with a panel of tech innovators, learning about their work and participating in a design challenge led by one of the panelists.
- Transportation subsidies available; lunch provided.
- For more information, contact Stephanie Corrigan, scorrigan@computerhistory.org.



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