



# Home Computing 1965: Gaming & Coding before the Microchip

## PROGRAM DESCRIPTION

Visit the nearly lost era of analog, hard-wired, and mechanical computing and experience first hand how the founders and builders of the modern digital revolution learned about programming and played with computers at home. Hands-on time with a dozen vintage computing artifacts will get you literally 'plugged in' to the wonders of retro computing!

Visit [STEMpunkED.com/Programs](http://STEMpunkED.com/Programs) for more details

## LOGISTICS, FEE & DELIVERY REQUIREMENTS

**Duration:** 2.5 hour interactive program | **Age Range:** 8/9-Adult | **Participants:** 4-30

**Cost:** See Website | **Requirements:** Video Projector with HDMI port and speakers ; 1 large table for presenter's items ; 8 large tables with chairs for hands-on stations ; 1.0 hour setup and breakdown times; additional travel charges may apply.

### CORE TOPICS & GOALS

- ▲ Conduct a short research project to answer the question: How was computing, coding, and gaming done at home and in business and government before the microchip?
- ▲ Assess the validity and address the accuracy of four statements about the history and nature of computing.
- ▲ Describe how the past's technology formed the foundations of our digital era.



### CORE TOPICS & GOALS

- ▲ Gather evidence from presentation media, brief interpretive and procedural texts, and first-hand experience with period technology.
- ▲ Refocus the initial research question and evaluate statements to determine which are supported by textual and experiential evidence and which are not.
- ▲ Write a brief report addressing the initial research question and associated statements.