the centre for
computing history

# Computing Activity Days

*Bringing Computing History to **YOUR** School*

# *Computing and Gaming Days*

Our Computing and Gaming Days provide a glimpse back in time to when the general public were first introduced to home computers and game consoles. We start with the early 'PONG' style tennis game in 1977 and talk through the exciting developments that were to come. We explore how computers have infiltrated our everyday lives and how computers have become more and more portable. Our object-rich displays feature historic machines like the Sinclair Spectrum, Atari 2600, Commodore 64, BBC Micro, Nintendo NES, IBM PC, Apple Mac and others will trace the development of personal computers and celebrate Britain's unique contribution to the industry.

Students will enjoy multiple learning opportunities designed to stimulate all senses. They will view vintage computers and game consoles, use them, explore the stories of the pioneers, learn about the past and fast forward into the future. Most importantly, they will reach an understanding of how it has all happened and what could happen next...

The impact of the Information Age remains immeasurable. The way we think, our means of communication and the manner in which we organise our lives have all been irreversibly transformed. Rapid global communications and networking now shape modern culture and society. It is virtually impossible to envisage a world without computers.

The history of the computing industry is compelling. In a short space of time it has created the world's wealthiest man, witnessed some of the worst business decisions on record and generated the largest first year profits for any company in history! Along the way, it has engendered breath-taking innovation.

Significantly, there is now a generation growing up who know little, if anything, about the dawn of the Information Age. It's hard for them to imagine homework without the Internet or socialising without mobile phones. They are fascinated to learn that a computer in 1975 had less power than a mobile phone of today.

## Structure
Whilst we can be flexible to meet your needs, the general structure for a day would be 4 or 5 hour long sessions spread over the school day. The ideal group size is around 20 students and at least one teacher.

## Practical Points
We will require about an hour and a half to set-up the computers and about 1 hour to pack them away again at the end of the day. We will require one room for the duration of the day (it is not easy to move the computers around). Will will need at least 5 mains plug sockets and 10 clear desks. All of our equipment and cables are PAT tested.
Ideally access to a projector and screen.

## Benfits
No need to arrange transport
No need to arrange additional insurance
No need to get permission slips in
No need to get additional helpers to
     maintain children to adult ratio
No need for risk assessment visit
Easy integration into the school day

## Price
A full day visit to your school costs £620.
We are very flexible and can tailor a visit to your requirements.

These prices are guideline prices for schools within a 60 mile radius of the museum. Schools outside this area should contact us for a quotation.

**Price**

# *Programming Days*

There is a strong push for programming to be brought back into the curriculum and our programming day is the ideal way to introduce students to the basics and fundamentals of programming.

We'll bring a number of original BBC Micro computers to your school and set them up ready for students to explore the basics of computer programming. Using the tried and tested BBC BASIC language, students will be taught to write and understand simple computer programs. Crucially, they will learn how to break down a problem into logical steps - a basic requirement for programming in any language.

An ideal and unique way to bring programming back into the curriculum as the BBC Micro was the computer of choice for education in the 80's.

## Structure

Whilst we can be flexible to meet your needs, the general structure for a day would be 4 or 5 hour long sessions spread over the school day.  We will bring 10 computers, so the ideal group size is around 20 students and at least one teacher.

## Practical Points

We will require about an hour and a half to set-up the computers and about 1 hour to pack them away again at the end of the day. We will require one room for the duration of the day (it is not easy to move the computers around). Will will need at least 5 mains plug sockets and 10 clear desks. All of our equipment and cables are PAT tested.
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