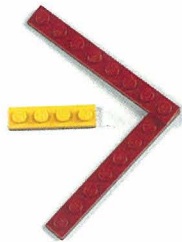
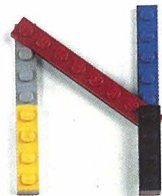
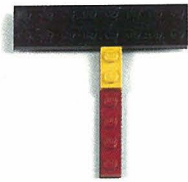
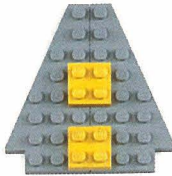
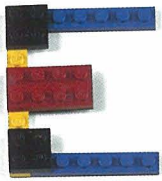
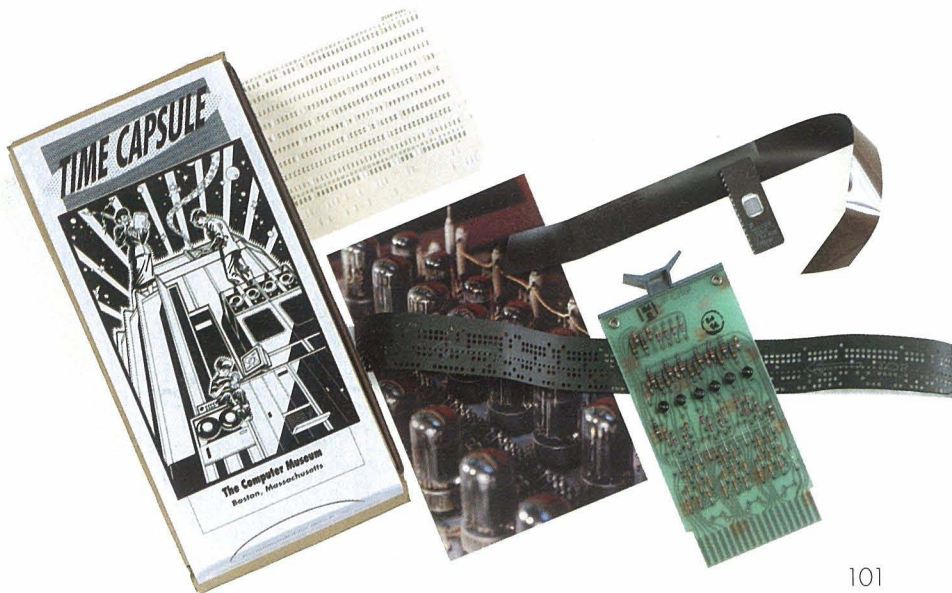


The Computer Museum Store





101

Time Capsule

Available exclusively through The Computer Museum, our Time Capsule of computer history is an activity kit full of real computer artifacts, like punched cards, magnetic tape, and a minicomputer module.

With items representing the past 50 years of computer technology, this kit helps demonstrate how rapidly this technology has changed, making computers smaller, faster, and cheaper.

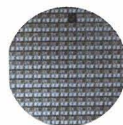
The kit is complete with an informative guide that explains every artifact and offers activities to explore each one.

Time Capsule, designed especially for ages 8-15, \$4.95. (101)

Silicon Wafer

These wafers represent one phase in the production of a microchip. Each wafer is a slice from a silicon crystal onto which microchip circuitry is etched. These silicon test wafers, 2" in diameter and a fragile 1/30" thick each contain tens to hundreds of microchips.

Silicon Wafer, \$3.50. (102)

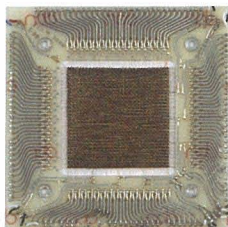


102

Core Memory

Here's an actual 1,024 bit core memory plane from Control Data Corporation's CDC 6600. Designed by Seymour Cray and Jim Thornton in 1964, the CDC 6600 was the fastest computer of its time. Each core plane consists of tiny intersecting wires that thread tiny magnetic doughnuts. Each doughnut holds a positive or negative magnetic charge and equals 1 bit. This type of memory storage device was used extensively in the '50s and '60s.

Core Memory, \$7. (103)



103

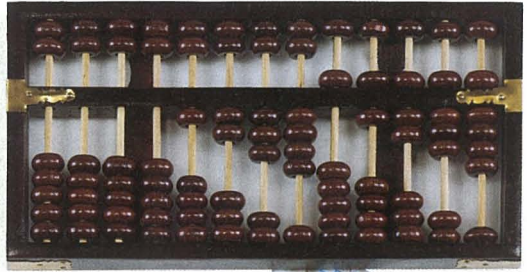
Calculating Instruments

These historic calculating devices can show students how people from diverse cultures solved arithmetic problems before the age of electronic calculators.

Abacus and Manual

Dating back to the 5th century BC, the abacus is one of the earliest calculating devices, and continues to be used in Asia to this day. This Chinese abacus comes with a manual covering the history of the abacus, its uses, and easy-to-follow instructions. 5" x 10".

Abacus and Manual, \$8. (201)



201

Slide Rule

In use for over 300 years, the slide rule was the most sophisticated portable calculating device available.

This laminated bamboo 5" straight rule has 10 scales, an instruction booklet, and genuine leather storage case. Manufactured by Scientific Instruments Company in the 1960s, the slide rule was only relatively recently outmoded by the electronic calculator...and the price hasn't gone up since 1960.

Slide Rule, \$6.95. (202)



202

Pascal Calculator

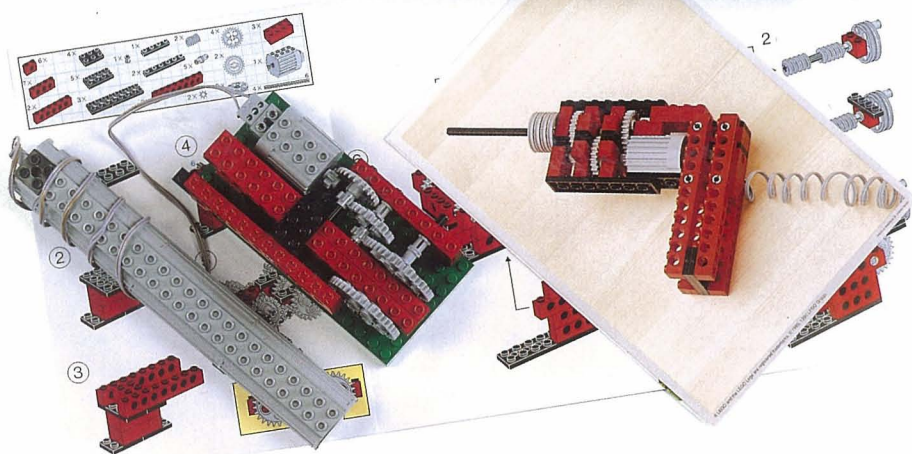
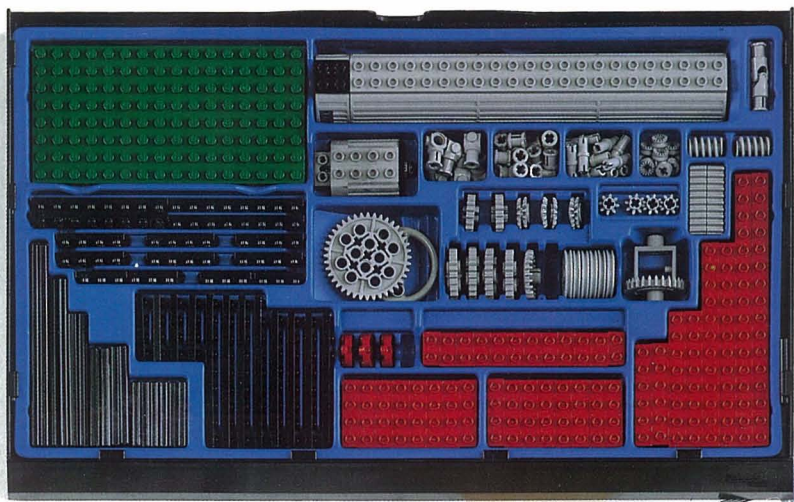
In 1642, Blaise Pascal constructed an 8-digit mechanical adding machine which used a system of gears to keep track of the numbers it added. Our version is a 4-digit adding machine. Its gears move in two directions to allow addition and subtraction.

Stylus, historical information, and instructions included.

Pascal Calculator, \$5. (203)



203



LEGO® Technic II

The Technic II adds locomotion to traditional LEGO building blocks. LEGO Technic II contains 278 pieces, and encourages experimentation with bricks, eight kinds of gears, and a motor.

Students will enjoy simple construction projects while learning math, physics, science, and engineering concepts.

20 all-color activity cards help stimulate ideas for creations that operate on their own power.

Complete with a 4.5 volt DC motor with battery pack. (Batteries not included.)

Free Pneumatic Exploration Kit available with mail-in coupon.

LEGO Technic II, ages 7-up, \$72. (301)

Teachers' Guide for Technic II

This 48-page guide summarizes principles covered in Technic II's 20 suggested activities. Includes problem-solving ideas, further activities, and three group project themes.

Teachers' Guide for Technic II, \$10. (302)

Slide Series

Computer Museum Exclusive

History of Computing

Learn about the history of computers from early calculating devices to early computers, supercomputers, logic and memory technologies, and classic integrated circuits. This 48-slide set draws on the Museum's own collection. An ideal visual aid for illustrating the history of computing. A brief descriptive guide accompanies slides.

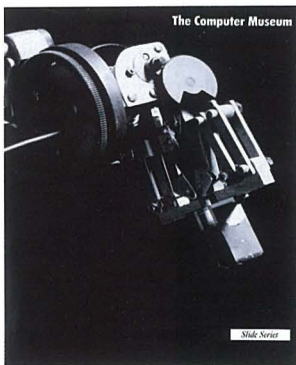
History of Computing, \$45.
(401)

History of Personal Computers

The first era of personal computing is represented in this set, covering five topics: the first personal computers, hobbyist milestones, homebrew and singleboard computers, early commercial machines and classic commercial machines. The set includes 20 slides and informative descriptions of each.

History of Personal Computers, \$20. (402)

People and Computers Poster and T-Shirt



Robotics

Featuring vintage robots from the Museum's *Smart Machines Gallery*, this 20-slide set covers past and present developments in robotics, and covers such topics as Robot Arms, Hands and Grippers, Hoppers and Walkers, Rovers and Explorers, and Helpers and Companions. An easy-to-read guide describes each robot and its importance in the evolution of robotics. An excellent overview of the field of robotics.

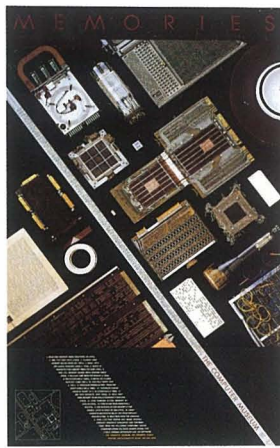
Robotics, \$20. (403)

All three sets \$75. (404)

This handsome poster and T-shirt commemorate the 1991 opening of The Computer Museum's exhibit *People And Computers*, celebrating the synergy of humans and machines over the last 60 years.

Designed by award-winning graphic designer Theodore Groves, the poster uses stream-lined forms to depict the rapid and astounding advance of computer technology.

Incorporating such computing milestones as the Univac, the Cray I, the PDP-5, and the IBM 360, classic machines meet their modern-day successors: a laptop, a



Memories Poster

A 50-year history of memory storage devices from punched cards to microchips stored on one 20" x 30" poster. A Computer Museum exclusive.

Memories Poster, \$25. (405)

cellular phone, and a pocket calculator.

The People and Computers Poster, which is black with copper on ivory, is printed on thick paper stock that measures 20" x 30". \$10. (406)

The People and Computers T-Shirt, in black on ecru, comes in both adult and children's sizes:

The Adult Shirt, 100% cotton, in sizes S, M, L, XL, \$10. (407)

The Children's Shirt, 50% cotton/50% polyester, in children's sizes 6-8, 10-12, 14-16, \$8.50. (408)

Words...To Go!™

Twenty language-skills activities, with ten colorful double-sided cards that store right in the case.

Words...To Go! helps children learn seven critical pre-reading skills, including letter recognition, letter sequencing, matching, and rhyming words.

Children can take this electronic learning toy anywhere. And its liquid crystal display, animated graphics, light weight, and big handle encourage use.

Words...To Go!, for ages 3-6, \$19.95. (501)



501

Math... To Go!™

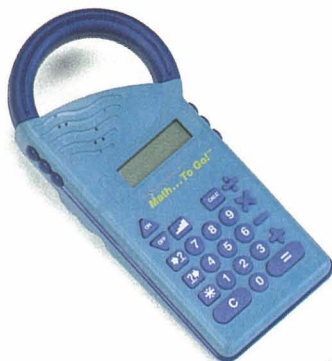
With a big, easy-to-grasp handle and rugged case, this portable calculator helps Children develop three essential math skills: equation solving, critical thinking, and math tables.

Over 50,000 problems on three levels of difficulty.

Correct answers are rewarded with tunes and fast-moving graphics.

Incorrect answers result in encouragement to try again.

Math...To Go!, for ages 5-9, \$19.95. (502)



502



601

Computer Fun™

Let Computer Fun introduce your child to the joy of computing. Twelve games in Reading Readiness, Early Math, and Creative Play encourage exploration and imagination. One of them helps children understand the concept of computer programming.

The first electronic toy that speaks in the synthesized voice of a child, Computer Fun is a lightweight portable, with high-quality animated graphics, a large screen, an easy-to-use keyboard, separate cursor keys, numerical keypad, and colorful activity keys.

Computer Fun, ages 4-8, \$89.95. (601)



602

Super Speak and Spell™

With four spelling and four vocabulary activities, Super Speak and Spell is an electronic toy that actually interacts *with* your child.

Its two-line liquid crystal display allows a child to learn by comparing. Extensive music and sound effects encourage learning, and its high-quality synthetic voice is easy to understand.

Super Speak and Spell offers three levels of difficulty and two-player participation.

Super Speak and Spell, ages 6-12, \$65.95. (602)

Expansion Packs

Each expansion pack adds 150 vocabulary words to Super Speak and Spell.

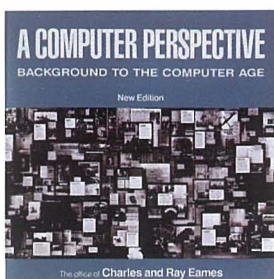
Words, Words, Words (603)

Spell Challenge (604)

Sounds of Spelling (605)

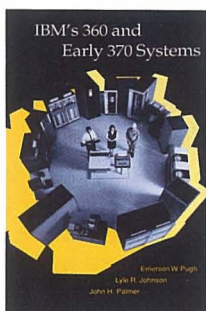
Words Around Us (606)

Each, \$19.95. (603-606)



A Computer Perspective
by Charles and Ray Eames. A splendid pictorial history of the origin and development of the computer. Originally published in 1973 in conjunction with an exhibit developed for IBM. Recently updated by eminent science historian Brian Randell.

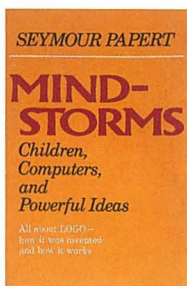
A Computer Perspective, \$17.95, paperbound. (701)



IBM's 360 and Early 370 Systems

by Emerson W. Pugh, Lyle R. Johnson, and John H. Palmer. The first comprehensive account of the creation and development of the IBM 360 and its successor, the System/370. Detailed are developments of many computer innovations still in use, among them semi-conductor memories, the cache, floppy disks, and Winchester files.

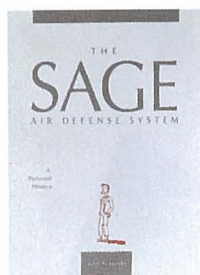
IBM's 360..., \$37.50, hardbound. (704)



Mindstorms: Children, Computers, and Powerful Ideas

by Seymour Papert. LOGO, a computer language easy enough for children to understand, was developed by Seymour Papert in the 1960s. Mindstorms is a history of the development of the language—how it was invented and how it works.

Mindstorms, \$9.95, paperbound. (702)



SAGE Air Defense System: A Personal History

by John F. Jacobs. Written by one of the participants in the SAGE (Semi-Automatic Ground Environment) air defense program, this is the inside story of the first military program to use a large-scale, real-time, digital control computer to support a major military mission. Jacobs covers the period from the late '40s to the early '60s, from the SAGE's conception to its manufacture and installation.

SAGE Air Defense System..., \$9.95, paperbound. (703)

The Computer and the Brain

by John von Neumann. "This book, composed of material prepared for the Silliman Lectures by John von Neumann before his death, represents the view of one of the greatest mathematicians of the twentieth century on the analogies between computing machines and the living brain."

The Computer and the Brain, \$7.95, paperbound. (705)

A History of Computing Technology

by Michael R. Williams. A detailed reference on the history of calculation and the development of the modern computer. With a comprehensive chronology and index.

A History of Computing Technology, \$43, hardbound. (706)

To Order:

Just fill in the blanks below. Mail to The Computer Museum Store, 300 Congress St., Boston, MA 02210. Phone in your order by dialing (617) 426-2800 x307. FAX: (617) 426-3568.

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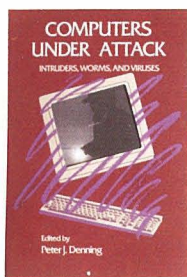
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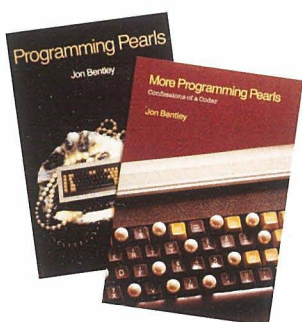


Computers Under Attack: Intruders, Worms, and Viruses

Peter J. Denning, Editor.

This book contains some of the most informative, provocative, and frightening reports on the vulnerability of computer systems to harmful, if not catastrophic attack. Actual attacks, the viruses that cause them, and cyberpunk cultures are just some of the topics explored. 592 pages. ACM Press.

Computers Under Attack, \$23.75, paperbound. (901)



Two-volume set: Programming Pearls and More Programming Pearls

by Jon Bentley. What do topics ranging from organic chemistry to Napoleon's campaigns have to do with computer programming? This lively collection of essays demonstrate varied aspects of programming, showing how it can be both a fun and elegant science. 402 pages. ACM Press.

Programming Pearls...Two Volume Set, \$36.50, paperbound. (902)

Plan an Educational Group Visit to The Computer Museum

Reservations for groups of 10 or more should be made three weeks in advance of your visit by calling (617) 426-2800 x334.

Group rates are \$4 for students and \$5 for adults. For every 10 students, we require that you bring one

chaperone who will be admitted for free. Groups from underserved communities should inquire about reduced admissions programs.

Educators are always welcome at the Museum for free.

Become a Member of The Computer Museum

Be a Computer Museum insider—and save \$\$\$\$. For a full year enjoy the fun and privileges of Computer Museum membership.

With an Individual Membership (\$30) you get:

Free Admission

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Notices of Exhibitions, Lectures, and Gallery Talks

Subscription to the quarterly Computer Museum News and The Computer Museum Annual

10% Discount on gifts from The Computer Museum Store and Catalog.

With a Family Membership (\$45) you get all the benefits of an Individual Membership with unlimited free admission for all immediate family members living at the same address, plus invitations to all family programs.

Computer Museum Individual Membership, \$30. (903)

Computer Museum Family Membership, \$45. (904)

Boston Computer Society

Get a free computer analysis program when you join the Boston Computer Society.

As the world's largest non-profit personal computer organization, the BCS provides free assistance, telephone help, and training to thousands of its members every year. You can share in these benefits by becoming a BCS member. Some of the services you will receive include:

1. Availability of over 30 monthly and bi-monthly publications covering specific computers and over 2,000 computer applications. Two of these publications are free with BCS membership.

2. Free "Dial Help" for assistance on more than 5 computer platforms and on more than 500 applications.

3. Access to over 20 bulletin boards providing nationwide communications.

4. Free public domain software and low-cost shareware programs for many different computers and applications.

For more information, contact Carl Mann (617) 252-0600.

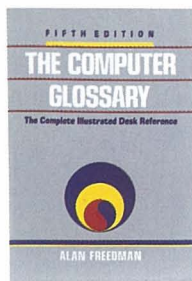
Boston Computer Society
1 Kendall Square
Cambridge, MA 02139.



The Parent's Guide to Educational Software

by Dr. Marion Blank and Dr. Laura Berlin. Detailed reviews of over 200 educational software programs and guidelines for making intelligent software-buying decisions. The book presents expert evaluations of software—organized by age group, subject area, and special skills taught. Each review lists the required hardware platform and describes the program and the skills it teaches. The authors present advice on selecting software and integrating at-home computer work with in-school curricula. Special information covers software for the learning-disabled.

Parent's Guide..., \$14.95, paperbound. (110)



The Computer Glossary: The Complete Illustrated Desk Reference

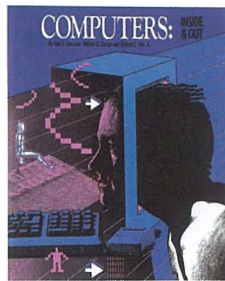
5th edition, by Alan Freedman. An award-winning bestseller, The Computer Glossary contains over 4300 computer terms documented with more than 400 photos and drawings. Freedman also covers backgrounds on important people, companies, and technological breakthroughs that have helped shape the computer industry.

The Computer Glossary, \$24.95, paperbound. (111)

NEW!

The Computer Glossary on disk; for PCs and compatibles 3.5" disk, \$29.95. (112)

Macintosh version, \$29.95. (113)



Computers Inside and Out

by Kurt Lauckner and Mildred D. Lintner. For anyone trying to understand how computers work and how we use them, *Computers: Inside and Out* is an indispensable introduction.

Part one explains how computers represent, store, and manipulate information; Part II investigates a wide range of practical applications from visual and audio communication to databases, simulation, artificial intelligence, education, and training.

Intended as an introduction for beginning level high school or college students.

Computers Inside..., \$31.95, paperbound. (114)

*Books by Robert Glass
signed copies*

Computing Catastrophes

Answers such questions as "why did the IBM challengers of the 1960s—companies like GE and RCA—topple from the computing scene?"

Computing Catastrophes, \$10, paperbound. (115)

Computing Shakeout

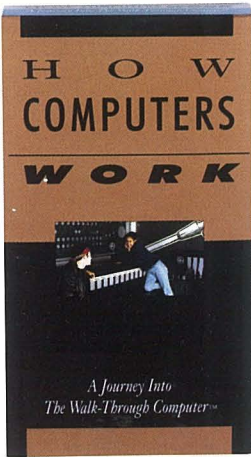
The successor to Computing Catastrophes, Computing Shakeout explains why companies like Peachtree, Gavilan, Ztel, and others failed.

Computing Shakeout, \$10, paperbound. (116)

Software Folklore

An anecdotal book about some of the weird and wondrous people the computing era has spawned.

Software Folklore, \$10, paperbound. (117)



VIDEO

How Computers Work: A Journey Into The Walk-Through Computer™

Join science correspondent David Heil (of PBS's *Newton's Apple*) and four teenagers as they discover how computers work by visiting The Walk-Through Computer, The Computer Museum's two-story high working model of a desktop computer.

This 26-minute educational video explores both hardware and software, explaining what a software program is and how it works with computer hardware. It examines the major components of the computer, covering the Central

Processing Unit (CPU), Random Access Memory (RAM), the hard disk, and video board.

How Computers Work is intended for use in introductory middle school computer classes but is appropriate to communicate computer basics in any setting.

The accompanying teachers' guide suggests discussion topics and related group and individual projects to explore how computers work.

How Computers Work (VHS), \$19.95. (121)

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