



Adult Books

Chin, Elissa. ***Children and Computers: How Much is Too Much?*** Boston, MA: Museum of Science, 2006.

This literature review for the Children and Computers Forum aims to provide an overview of current issues surrounding children's usage of computers, as well as perspective on how the public views these issues.

Freiberger, Paul. ***Fire in the Valley: The Making of the Personal Computer.*** New York: McGraw-Hill, 2000.

Fire in the Valley, tells the colorful and sometimes hilarious stories of the personal computer pioneers. Bill Gates, Paul Allen, Steve Jobs, Larry Ellison, Steve Wozniak, Ed Roberts, Ted Nelson are all there and more. The book also captures the medley of influences of the times-the wild risk-taking, the 60s consciousness, rebellion against bureaucracy, the kitchen-table engineering that were essential to the making of the personal computer.

McCartney, Scott. ***ENIAC: The Triumphs and Tragedies of the World's First Computer.*** New York: Walker, 1999.

ENIAC is the story of John Mauchly and Presper Eckert, the men who built the first digital, electronic computer. Their three-year race to create the legendary *ENIAC* is a compelling tale of brilliance and misfortune that has never been told before.

Morrison, Gary R. ***Integrating Computer Technology into the Classroom.*** Upper Saddle River, NJ: Merrill/Prentice Hall, 2002.

This book presents a rationale and an inquiry-based model for integrating computer technology into the classroom curriculum by using it as a tool for problem solving rather than as an instructional delivery device. The 10-step NTeQ model remains the same as in previous editions, but with refined concepts and increased emphasis on the role of *teacher as designer*. The book's approach stresses the student's use of the computer to solve real-world problems while learning.

O'Sullivan, Dan. ***Physical Computing: Sensing and Controlling the Physical World with Computers.*** Boston, MA: Thomson, 2004.

The computer revolution has made it easy for people with little to no technical training to use a computer for such everyday tasks as typing a letter, saving files, or recording data. But what about more imaginative purposes such as starting your car, opening a door, or tracking the contents of your refrigerator? "Physical

Computing" will not only change the way you use your computer, it will change the way you think about your computer-how you view its capabilities, how you interact with it, and how you put it to work for you.

Walters, E. Garrison. ***The Essential Guide to Computing***. Upper Saddle River, NJ: Prentice Hall, 2001.

The Complete, easy-to-understand guide to IT-now and in the future! Computers, networks, and pervasive computing Hardware, operating systems, and software. How networks work: LANs, WANs, and the Internet E-business, the Web, and security.

White, Ron. ***How Computers Work***. Indianapolis, IN: Que, 2002.

How Computers Work, is a must-have for anyone interested in the inner-workings of computers. The full-color, detailed illustrations will take you deep inside your PC and show you just how intricate it is. This latest edition has been updated with information on all of the latest technologies

Young Adult Books

Atelsek, Jean. ***All About Computers***. Emeryville, CA: Ziff-Davis Press, 1993

A one-of-a-kind visual guide to computers--just for kids! The many full-color illustrations and photos on every page make this an exciting way to learn all about the world of computers. The book includes dozens of interactive projects that enlighten kids as they explore the concepts they're learning.

Bennington, Stephen. ***Investigations: Computers***. New York: Anness Publishing Limited, 2001.

Details how computer technology evolved and works. Contains essential information needed to survive in today's high tech world

Jefferis, David. ***Cyber Space: Virtual Reality and the World Wide Web***. New York, NY: Crabtree Pub., 1999.

Surveys digital technology from the early days of computers to virtual reality and the World Wide Web, describing the uses of computer simulation in flight, battle, hazardous environments, and entertainment.

Kalman, Bobbie. ***The Computer from A to Z***. New York, NY: Crabtree Pub. Co., 1999.

Each letter of the alphabet introduces a brief discussion of a word that has something to do with computers.

Lemke, Donald B. ***Steve Jobs, Steve Wozniak and the Personal Computer***. Mankato, MN: Capstone Press, 2007.

In graphic novel format, *Steve Jobs, Steve Wozniak and the Personal Computer*, tells the story of how Steve Jobs and Steve Wozniak developed the personal computer.

Pasternak, Ceel. ***Cool Careers for Girls in Computers***. Manassas Park, VA: Impact, 1999.

Profiles ten women who work in the field of computers in such jobs as software engineer, network administrator, and systems analyst, and explains their duties and how they prepared for and got their positions.

Reeves, Diane Lindsey. ***Career Ideas for Teens in Information Technology***. New York, NY: Facts on File, 2005.

Computers and the Internet are indispensable resources in today's world. Information technology professionals develop, create, maintain, and operate computer-related technologies. From the technical to the creative, these careers offer something for everyone. Careers profiled in *Career Ideas for Teens in Information Technology* include: Artificial intelligence scientist, Bioinformatician, Computer animator, Computer game designer, Computer support specialist, Desktop publisher, ESoftware developer, Wireless engineer, And more.

Sabbeth, Carol. ***Crayons and Computers: Computer Art Activities for Kids Ages 4-8***. Chicago, IL: Chicago Review Press, 1998.

With computer paint or a drawing program, a printer, crayons, and a little imagination, kids can explore the world of color and the endless design possibilities of a computer by crafting multi-media art. This four-color activity book combines this tool of today with an old favorite—the crayon. Kids will learn how to print out and paint a picture frame; use a mouse to create a Matisse masterpiece; create a kite of rainbow colors; and more while learning about primary, secondary, and complementary colors. *Crayons and Computers* includes ideas to extend crayon creations beyond the confines of paper and into cyberspace.

Ward-Johnson, Chris. ***Computers: A Magic Mouse Guide***. Berkeley Heights, NJ: Enslow Publishers, 2003.

Defines basic terminology related to computers and introduces some of their uses, including accessing the World Wide Web.

Media

How Computers Work: A Journey into the Walk-Through Computer [VHS]. 25 min. Karol Video, 1990.

Join host, David Heil, as he and his four young companions take a tour of the Computer Museum's two-story, walk-through working model of a desktop computer.

Life by the Numbers: A New Age, Vol. 7 [DVD & VHS]. 57 min. Monterey Media, 1998.

A series hosted by Danny Glover which includes interviews with experts who explain the crucial role mathematics plays in sports, work, education, exploration, chance, virtual reality and life in general. This episode focuses on the role mathematics plays in computers and the information age. Grades 7-12.

Modern Marvels: Computers [DVD]. 50 min. The History Channel, 2001.

This detailed look at the evolution of computers traces their development from the days of the ENIAC to IBM's awesome ASCI White, which can perform 12 trillion calculations per second. We'll see how Apple turned the computer into a household accessory, and examine the advances that might lay ahead, such as computers integrated into our clothing or even embedded in fingernail polish! Among the experts adding their unique insights are Steve Wozniak, the inventor of the original Apple, and futurist Ray Kurzweil.

Modern Marvels: The Creation of the Computer [DVD]. 50 min. The History Channel, 1995.

Join *Modern Marvels* for a fascinating look at the history of the computer. See Charles Babbage's Victorian "counting machine" a mechanical computer that produced perfect results for any mathematical problem of six figures or less. Discover how IBM was launched with a punch-card counting machine built to speed the 1890 census. Trace the technological advancements that led to the first true modern "computers" and the rapid progress that saw computers shrink from room-sized monsters to the desktop units that are revolutionizing life in the '90s.

Nerds 2.0.1: A Brief History of the Internet, Vol. 1 - 3 [VHS]. 540 min. PBS, 1998.

A three part series examining the ins and outs of one of the most volatile industries: the Internet. The first episode, 'Networking the Nerds,' examines how the seeds of the Internet were planted by Sputnik. The second episode, 'Connecting the Suits,' examines the advent of the PC and the need to connect them all to a network. The third episode, 'Wiring the World,' visits Excite, a typical Silicon Valley entrepreneurial adventure, as well as describing how the Internet became a comfortable environment to do business, chat, and go shopping.