
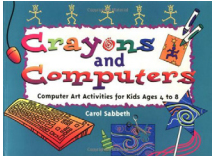
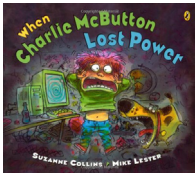
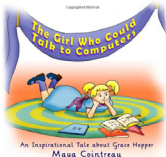
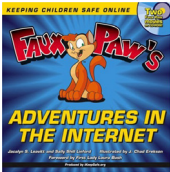

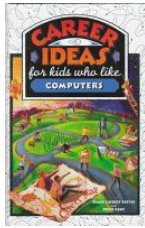


Grade	Book Title	Cover Image	Author	Description	Published
<b>Information Technology</b>					
K-3	<b><i>The Magic School Bus Gets Programmed</i></b>		<i>Joanna Cole</i>	A book about computers, from the animated television series on the Learning Channel.	1999
K-3	<b><i>Crayons and Computers: Computer Art Activities</i></b>		<i>Carol Sabbeth</i>	With a computer paint or 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.	1998
K-3	<b><i>When Charlie McButton Lost Power</i></b>		<i>Suzanne Collins</i>	A clever, humorous story in rhyme. Charlie's techno-driven world comes to a crashing halt when a thunderstorm causes a power outage. His mother advises, "You'll have to find something without plugs to play."	2007
K-5	<b><i>The Girl Who Could Talk to Computers - An Inspirational Tale About Grace Hopper</i></b>		<i>Maya Cointreau</i>	This book tells the story of young Grace Hopper, the inquiring girl who wrote the first computer compiler program which gave birth to the first computer language, COBOL. After she helped bring us into the modern computer-age, she dedicated her life to teaching and inspiring young people to dream big.	2013
2-4	<b><i>Faux Paw's Adventures in the Internet: Keeping Children Safe Online</i></b>		<i>Jacalyn Leavitt</i>	This is a story about a cat who goes online and gets into trouble when he agrees to meet in person with another online kitty, "Happy Fluffy Kittyface." Kittyface turns out to be a big bulldog.	2006
3-5	<b><i>Bill Gates Computer Legend</i></b>		<i>Sara Barton-Wood</i>	This book tells the story of Bill Gates, who, as a computer-mad teenager would work through the night on a diet of pizza and coke: a genius who had enough business know-how to become the head of the multi-billion dollar company Microsoft.	2001

3-5 **Careers For Kids Who Like Computers**

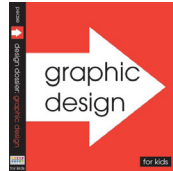


*Diane Lindsey Reeves*

This series encourages young people to start thinking today about what they might want to do tomorrow. Careers profiled: Artificial Intelligence Scientist, Computer Game Designer, Computer Programmer, Hardware Engineer, Internet Systems Administrator, Multimedia Developer, Online Researcher, Repair Technician, Software Entrepreneur.

2007

4-5 **Designer Dossier: Graphic Design**



*Pamela Pease*

Kids will be encouraged to experience design first-hand in this interactive series that encompasses a variety of learning styles, develops creative problem-solving skills, and expands the ways in which kids approach challenges. With content rich in both descriptions and images, these surveys examine a wide array of design disciplines and explore basic questions such as What is design? How does it work? and Who are the designers that shaped the visual world as we know it today?

2010