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When Charlie McButton Lost Power

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Collins, Suzanne. *When Charlie McButton Lost Power*. Illustrated by Mike Lester. Putnam's, 2005. ISBN 0399240004. \$15.99. 32 p.

Reviewer: Gillian Streeter

Reading Level: Primary, Intermediate

Rating: Excellent

Genre: Picture Books;

Subject: Brothers and sisters--Juvenile fiction; Computer games--Juvenile fiction; Stories in rhyme; Books--Reviews;

When all the power in the house goes out, Charlie McButton is absolutely desperate for some kind of video game. He finds a little handheld game, but the battery is gone. His little sister's talking doll has a battery; Charlie takes it and earns a time-out. What follows is a timely story about siblings and how some types of fun are not battery-powered.

This rhyming story is set to lively, colorful illustrations. It is an easy tale for kids who grow up with technology-based entertainment to understand. While Collins does not seem to suggest that Charlie's video games are inherently bad, she does imply that other types of play, like with little sisters, are worthwhile--whether or not there's a power outage.