

Children's Book and Media Review

Volume 39 | Issue 10 Article 28

2018

Hello Ruby #2: Journey Inside the Computer

Ariel Woodbury

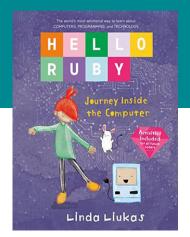
Follow this and additional works at: https://scholarsarchive.byu.edu/cbmr

BYU ScholarsArchive Citation

 $Woodbury, Ariel~(2018)~"Hello~Ruby~\#2: Journey~Inside~the~Computer, "\it Children's~Book~and~Media~Review: Vol.~39: Iss.~10~, Article~28. Available~at:~https://scholarsarchive.byu.edu/cbmr/vol39/iss10/28$

This Book Review is brought to you for free and open access by the All Journals at BYU ScholarsArchive. It has been accepted for inclusion in Children's Book and Media Review by an authorized editor of BYU ScholarsArchive. For more information, please contact scholarsarchive@byu.edu, ellen amatangelo@byu.edu.





Book Review Hello Ruby #2: Journey Inside the Computer

Author

Linda Liukas

Illustrator

Kyle T. Webster

Reviewer

Ariel Woodbury

Rating

Outstanding

Level

Primary

Pages

96

Year

2017

Publisher

Feiwel and Friends

ISBN

9781250065322

Ruby is bored and her dad isn't home. Ruby decides to try and use the computer on her own, but when she types in the password and tries to log in, nothing happens! Mouse tells her the Cursor is missing, and they dive through his mouse hole to search. They start in the first level of the computer that is filled with Bits. Then they meet Logic Gates. Next up is the CPU. He doesn't know where Cursor is, he just tells other people what to do. RAM can't remember what happened to Cursor. Mass Storage directs them to software. Ruby troubleshoots and realizes Mouse needs to be plugged in. There's Cursor!

This book is truly terrific. The shorter first half includes a conceptual story that introduces kids to the layers of codes and different components in computers. It is very good and the artwork is engaging and vibrant. The second half has twenty-five different exercises of increasing complex ideas that build one to another. They cover so many aspects of computer hardware, software, and the relationship between the two, and they help kids identify both and come up with their own creations. A lot of the exercises are hands-on. There is drawing, folding, gluing, taping, cutting, problem-solving, and plenty of creative prompts for kids to think and work on. For this reason, the book would work well for multiple kids of varying ages.