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Hello Ruby #2: Journey Inside the Computer

Ariel Woodbury
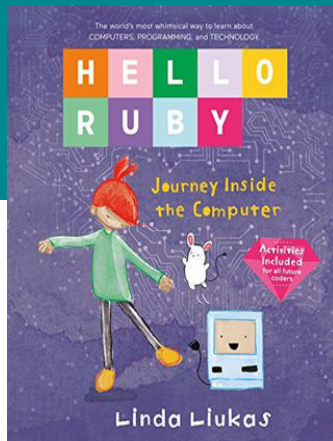
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Book Review

Hello Ruby #2: Journey Inside the Computer

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Illustrator
Kyle T. Webster

Reviewer
Ariel Woodbury

Rating
Outstanding

Level
Primary

Pages
96

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Feiwel and Friends

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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.