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Women Who Launched The Computer Age (You Should Meet)



Synopsis

This book was chosen by the Children's Book Council as a best STEM book of 2017! Meet the women who programmed the first all-electronic computer and built the technological language kids today can't live without in this fascinating, nonfiction Level 3 Ready-to-Read, part of a new series of biographies about people "you should meet!" In 1946, six brilliant young women programmed the first all-electronic, programmable computer, the ENIAC, part of a secret World War II project. They learned to program without any programming languages or tools, and by the time they were finished, the ENIAC could run a complicated calculus equation in seconds. But when the ENIAC was presented to the press and public, the women were never introduced or given credit for their work. Learn all about what they did and how their invention still matters today in this story of six amazing young women everyone should meet! A special section at the back of the book includes extras on subjects like history and math, plus interesting trivia facts about how computers have changed over time. With the You Should Meet series, learning about historical figures has never been so much fun!

Book Information

Series: You Should Meet

Paperback: 48 pages

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Average Customer Review: 4.1 out of 5 stars 10 customer reviews

Best Sellers Rank: #27,977 in Books (See Top 100 in Books) #10 in Books > Children's Books > Computers & Technology > Programming #11 in Books > Children's Books > Science, Nature & How It Works > Inventions & Inventors #31 in Books > Children's Books > Biographies > Science & Technology

Age Range: 6 - 8 years

Grade Level: 1 - 3

Customer Reviews

Laurie Calkhoven is the author of many books, including George Washington: An American

LifeÂ andÂ Harriet Tubman: Leading the Way to Freedom. She lives in New York City. Visit her at LaurieCalkhoven.com. Alyssa Petersen was born and raised in Southern California, spending many happy days at the beach and Disneyland.Â She always knew that she wanted to be an artist, but it was in her teenage years that she discovered the world of Concept Art and Visual Development, and she knew that was exactly what she wanted to do. Alyssa attended Brigham Young University and received a BFA in Animation, and took a handful of illustration classes.Â Alyssa currently works as a concept artist for Disney Interactive, where she has worked on Disney Infinity 2.0 & 3.0. Although she and her husband move often, they currently reside in California.Â

This is a great introduction for young people to the history of computing. It recovers lost history about the seminal role of women in the development of computing and specifically the creation of the programming discipline. I'd like to thank the author for helping to give the generation of women who choose a career in technology the knowledge that women have been there from the start, and the empowerment of knowing they are joining a long line of smart women who have shaped the modern world.

I love these books. I'm constantly looking for interesting nonfiction texts for my classroom. These are perfect for my third graders and they can not get enough of them. Kids are constantly coming up to me and telling me new facts that they have learned from the books in this series. Great for science, reading, social studies, history, vocabulary, etc. Highly recommended!

Great for kids.

Little girl I purchased this for loved it!

I loved this little book which covers a lot of history in a short space. Illustrations are really nice!

Thank you Laurie Calkhoven for writing this book. More children need to know about these women who were not famous until they were quite old. Women do program computers and were in fact the first programmers. So I have known this story my whole life because one of these women was my mother. We knew what she did, but the world didn't know until 1985. If it had not been for Kathy Kleiman, these women's story would never have been told. And

Kathy had to dig for this story because the women themselves did not value their own work enough. Maybe it was because they grew up in a world that didn't value the work they were doing. They were helping the war effort like so many other people. These "human computers" and then later the ENIAC programmers were treated as sub-professionals by the men of the ENIAC team. And you can bet their salaries were pretty low too. So thanks to the author for making this story available to children

Great choice for introducing young kids (I'd say ages 5 to 8) to some amazing under-recognized women from history. Informative with lots of nice visuals.

Perfect Ready-to-Read nonfiction book for young learners and readers.

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