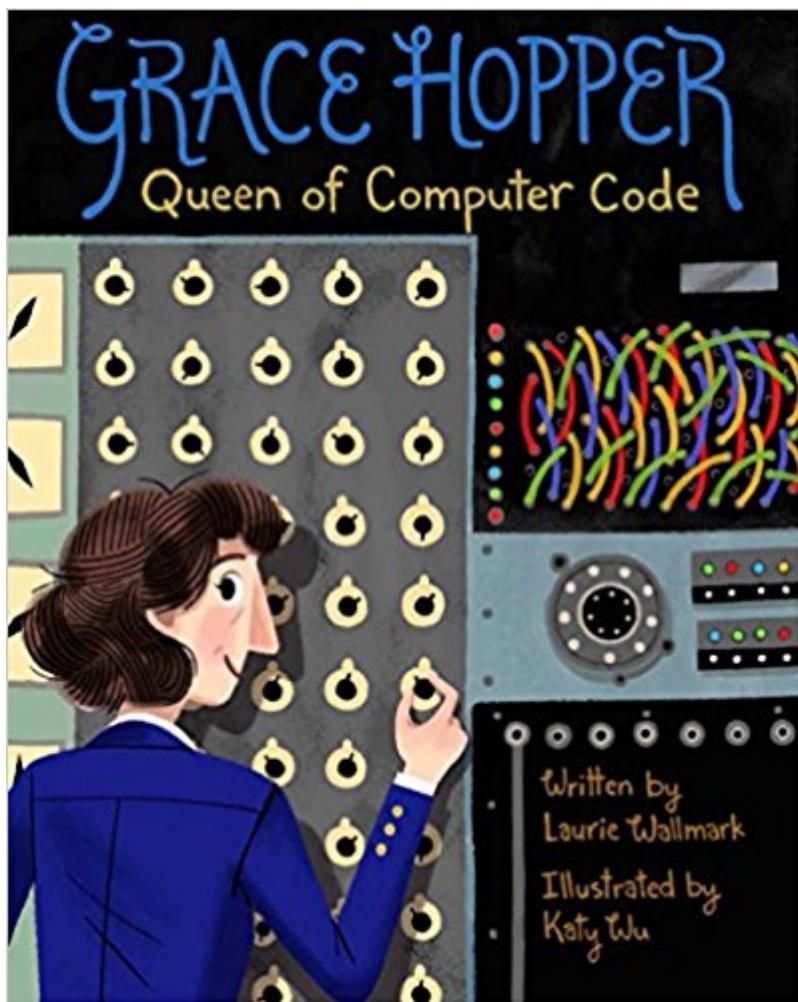


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# Grace Hopper: Queen Of Computer Code



## Synopsis

Ã¢ “If youÃ¢ “ve got a good idea, and you know itÃ¢ “s going to work, go ahead and do it.Ã¢ •The inspiring story of Grace HopperÃ¢ “the boundary-breaking woman who revolutionized computer scienceÃ¢ “is told in an engaging picture book biography. Ã¢ “Who was Grace Hopper? A software tester, workplace jester, cherished mentor, ace inventor, avid reader, naval leaderÃ¢ “AND rule breaker, chance taker, and troublemaker. Acclaimed picture book author Laurie Wallmark (Ada Byron Lovelace and the Thinking Machine) once again tells the riveting story of a trailblazing woman. Grace Hopper coined the termÃ¢ “computer bugÃ¢ “and taught computers toÃ¢ “speak English.Ã¢ •Throughout her life, Hopper succeeded in doing what no one had ever done before. Delighting in difficult ideas and in defying expectations, the insatiably curious Hopper truly wasÃ¢ “Amazing GraceÃ¢ “. . . and a role model for science- and math-minded girls and boys. With a wealth of witty quotes, and richly detailed illustrations, this book brings Hopper’s incredible accomplishments to life.

## Book Information

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Average Customer Review: 4.9 out of 5 stars 10 customer reviews

Best Sellers Rank: #12,448 in Books (See Top 100 in Books) #5 inÃ¢ “Books > Children’s Books > Computers & Technology > Programming #14 inÃ¢ “Books > Children’s Books > Biographies > Science & Technology #21 inÃ¢ “Books > Children’s Books > Biographies > Women

Age Range: 5 and up

Grade Level: Kindergarten and up

## Customer Reviews

\*Ã¢ “Wallmark’s tone is admiring, even awestruck, describing Hopper’s skill, inventiveness, and strength of character in straightforward, accessible language, introducing a neglected heroine to a new generation of readers. Wu’s strong, bright digital illustrations perfectly complement the text while incorporating Hopper’s own words in a variety of bold,

eye-catching pull quotes scattered throughout the pages. Amazing Grace indeed. *Booklist* *[T]he author paints an engaging portrait of a unique woman in this bright and informative biography. . . . The vibrant palette and straightforward composition are eye-catching, and Hopper's curiosity, love of learning, and ambition shine through in her expressive features. . . . VERDICT* Inquisitive readers who, like Hopper, want to understand how things work will appreciate this upbeat biography of a woman who was ahead of her time. A sound purchase for most collections. *School Library Journal* . . . an upbeat biography . . . Newcomer Wu's digital illustrations are rendered in a vivid and appealing cartoon style that harmonizes with Wallmark's enthusiastic writing, which emphasizes how Hopper's accomplishments arose as much from her intuition as her number sense. Quotes from Hopper, scattered throughout, further amplify the personality and drive of a trailblazing programmer. *Publishers Weekly*

Laurie Wallmark is passionate about getting the word out to young people about successful women in science. She has degrees in Biochemistry from Princeton University, Information Systems from Goddard College, and Writing for Children and Young Adults from the Vermont College of Fine Arts. Her debut book was a picture book biography of Ada Byron Lovelace, the world's first computer programmer. *Ada Byron Lovelace and the Thinking Machine* (Creston Books) received four starred reviews (Kirkus, Publishers Weekly, Booklist, and School Library Journal), praise in The New York Times, and numerous awards. Laurie lives in NJ. Follow her on Facebook: @lauriewallmark. With a BFA in Illustration and Entertainment Arts from Pasadena Art Center College of Design in 2007, Katy Wu has worked for Google, Laika, Pixar, CinderBiter, and Simon & Schuster. Grace Hopper is her first picture book; her second, *Dumpling Dreams*, written by Carrie Clickard (Simon and Schuster), is scheduled for fall 2017. Having worked on such projects as the feature film *Coraline*, and various shorts (*La Luna*, Car Toons) as well as CG, 2D, stop motion, online games, and content for social media platforms, Katy is an incredible talent. She lives and freelances in New York City. Follow her online at [katycwwu.tumblr.com](http://katycwwu.tumblr.com).

Inspiring story with delightful illustrations. Wonderful gift for any child.

What a perfect book. I read it once every few days to my young children. Grace Hopper is a phenomenal role model, and the author's portrayal and the illustrations are on-point. Thank you so much!

Grace Hopper is finally getting her due! And this fantastic picture book gives you a feel for her personality as well as accomplishments.

I ordered this book for my kids, but husband (a computer engineer) loved it so much, I had to order a second one for him to keep at work. Full of fun Grace Hopper quips, and beautiful illustration. Highly recommend.

The book was very informative.

Kids will LOVE learning about this moment in history because author Wallmark brings history alive in this book. Using some of Grace Hopper's own words, the text engages the reader from the first page to the last. And the illustrations are fabulous!As a grandparent, I can't wait to read this story to my grandkids...and as a former educator, I know this book belongs in every school library.

Encouraging kids to love math and science isn't always easy...but this book definitely does that. I especially loved the many childhood moments that kids will connect with and relate to. For example, Grace wants to find out how a clock operates and she takes apart all seven clocks in her house...I know many children who will understand her actions completely!I highly recommend this book - it's an award winner!Vivian KirkfieldAuthor: Sweet Dreams, Sarah

I'll admit, I'd never heard of Grace Hopper before I saw this book, but after reading this, I have to agree that she was truly an Amazing Grace.Grace Hopper was many things, but her biggest talent landed in the areas of math and computer programming. Not the type of programming which is done today, but Grace had to discover the programming language for herself and was the first to teach computers to 'speak English' (or programmed in more than just 0 and 1). But that wasn't all she did. Never letting anyone stop her (not even the US Navy), she followed her heart's desires.This book is claimed to be for audiences ages 5 and up, but I'd place it a little higher to the age of 7 (and children that age do still love picture books). Not only is this due to the amount of text and writing, but rather the theme isn't something most younger kids will be very interested in or even understand. That's not to say that this isn't written nicely. It is. The author does an amazing job of bringing a relatively

dry topic to life, and even manages to sprinkle in tons of smiles and giggles along the way. The illustrations bring the whole thing to life and make it clear that even someone who loves math like Grace is by no means a boring person. She leaps across the pages until her excitement flows from the pages and draws in. There's even a dragon or two sprinkled in. . .because believe it or not, Grace took a break from computers for awhile to illustrate fantastical creatures too. Her excitement and tenacity radiates from every page and is an inspiration to especially those kids who let their hearts wander in a mathematical or scientific direction. I received a complimentary copy from the publisher and enjoyed this enough to want to leave my honest thoughts.

Detailed illustrations, accessible text, and fantastic for teaching grit and growth mindset. The illustrations, combined with visually appealing "quotables," make this one a picture book to linger on and re-read. I love how the timeline in the back is color coded to differentiate between world events and the events in Hopper's life, and the bibliography and additional reading will help to populate the read-next list. One other detail (or should I say lack thereof) which I admire is that while Grace's wedding to Vincent Hopper is on the timeline, it is not a detail that's relevant to the story, per se. You could use this text as a mentor text to show how to make research come alive for students.

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