Impacts of Computing

Grades K-4 VA SOL Computer Science Resources



A Computer Called Katherine

by Suzanne Slade

A true story about race and gender restrictions where Katherine Johnson helped pioneer America's early space program.



Computer Programming: From Ada Lovelace to Mark Zuckerberg

by Kelly Doudna

Explore the exciting history of computer programming from Babbage's Analytical

Engine, through ENIAC, punch cards, and the cloud!



Little Dreamers: Visionary Women Around the World

by Vashti Harrison

Shares illustrated profiles of 40 women trailblazers from different world regions and historical periods, including computer pioneer, Grace Hopper.



Digital World: How to Connect, Share, Play, and Keep Yourself Safe

by Carrie Anton

A guide for savvy girls shares strategic advice and quizzes for protecting personal safety online.



Margaret and the Moon: How Margaret Hamilton Saved the First Lunar Landing

by Dean Robbins

An introduction to the pioneering woman mathematician who saved the first lunar landina.



The Technology Tail: A Digital Footprint Story

by Julia Cook

A cute, creative story about children and their texts, tweets, posts and pics.

CHECK OUT THESE BOOKS WITH A LIBRARY CARD!

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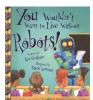
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Impacts of Computing

Grades 5-8 VA SOL Computer Science



You Wouldn't Want to Live Without Robots!

by Ian Graham

Presents a brief history of robots, discussing how robots are utilized and highlighting notable inventors and developments.



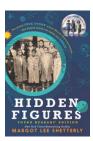
Women in Science: 50 Fearless Pioneers Who Changed the World by Rachel Ignotofsky

A collection of artworks inspired by the lives and achievements of 50 famous women in science, technology, mathematics and engineering profiles.



Virtual Reality by Betsy Rathburn

Engaging images accompany information about virtual reality. The combination of high-interest subject matter and light text throughout.



Hidden Figures: The Untold True Story of Four African-American Women Who Helped Launch our Nation into Space

by Margot Lee Shetterly

Explores the previously uncelebrated but pivotal contributions of NASA's African-American women mathematicians to America's space program, describing how Jim Crow laws segregated them from their

white counterparts despite their groundbreaking successes.



How Technology Works

by Inc. Dorling Kindersley

Offers a straightforward visual guide to technology, exploring how it is used in construction, transportation, communications, and medicine.



Using Computer Science in Digital Gaming Careers

by Jennifer Culp

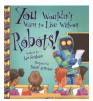
Describes how computer science is used in careers involving digital gaming, including developing game engineering, creating digital animation, and implementing online networking.

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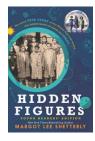
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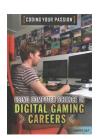
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