Information Technology Resources for Girls

This list includes books that should prove fun and interesting for girls participating in Operation SMART activities. Some of these titles introduce girls to possible careers in computer and information science. Many of the books provide information and activities to help girls build their information technology skills. While no one would be expected to own all these titles, this list will provide a useful starting point in building your collection. These books can be purchased online or in bookstores, and many of them should be available to borrow from your local public library.

Berry, Charles W., Hawn, William H., Banek, Yvette Santiago (Ill.), & Gilgannon, Denise (Ill.). (2001). *Computer and Internet dictionary for ages 9 to 99*. Hauppauge, NY: Barron's. ISBN: 0764115200. $10.27

This dictionary defines around 800 computer and Internet terms in simple language. Unfortunately, because of the constant development of new technology, it may soon include out-of-date terms and miss some newer ones. It encourages hands-on practice and includes 30 pages of puzzles and games to reinforce learning.

Brown, Marty. (1999). *InfoGirls: A girl's guide to the Internet*. New York: Rosen. ISBN: 0823929841. $17.95

This is part of the Girls' Guides Series, which is designed for the reading and interest level of girls in grades 5-8. The format of these books is inviting. There is a lot of white space with large print and full color photos. It is a basic introduction to using the Internet. The recommended Web sites are stable ones that should be around for a long time. Online safety and manners (netiquette) are discussed, along with sources of homework help. A helpful glossary and suggested reading list appear at the end.

Cook, Peter, & Manning, Scott. (1999). *Why doesn't my floppy disk flop? And other kids' computer questions answered by the CompuDudes®*. New York: John Wiley. ISBN: 0471184292. $12.95

With apologies for including a book with two boys on the cover, I have included this one because it answers some basic questions about computer hardware and software for kids. Because computers have become so commonplace, we accept them as a readily available tool, without paying much attention to how and why they function. There may be someone at your affiliate who will grow up to be a computer technician or a design engineer and found her first influence on this career path while reading about how computers are built. Staff may also find some definitions to help them explain terms to the girls.

Gralla, Preston. (1999). *Online kids: A young surfer's guide to cyberspace* (Rev ed.). New York: John Wiley. ISBN: 047125312X. $14.95

Describes the sources of information and entertainment available online and how to get to them. Lists specific sites according to such categories as computers, sports, games, and even homework. A black and white image of the Web page is used for illustration. Each site is rated for its "usefulness" and its "coolness" on a scale of 1 to 10. Most appropriate for middle school-aged girls. There is general information on cyberspace with advice about netiquette and safety online, plus tips on newsgroups and chatrooms.

girls inc.®

Gregory, Callie. (2000). *Jeeves, I'm bored: 25 Internet adventures for kids.* Emeryville, CA: Ask Jeeves. ISBN: 19301081. $6.95

> For kids who are looking for fun activities on the Internet. When they run out of ideas this is a handy resource for new places to look for Web sites with catchy names like Disaster Alert, Spy Master, Jukebox Jam, Dirt Delight, and Garbage Galore. To find out what other kids have done for projects using the Web sites listed here, go to www.ajkids.com and share.

Haslam, Andrew, & Glover, David. (2000). *Make it work! Building: The hands-on approach to science.* Chanhassen, MN: Two-Can Publishing. ISBN: 1587283514. $6.95

> The *Make it work!* Series features appealing color photographs of diverse groups of girls and boys creating models and performing other fun scientific activities. The step-by-step instructions are clear and include plenty of photos. For such a short book (48 pages), it packs in quite a few exciting activities (over 20), and even a glossary and index.

Macaulay, David (with Ardley, Neil). (1998). *The new way things work.* Boston: Houghton Mifflin. ISBN: 0395938473. $35.00

> This large, richly illustrated volume is divided into sections based on broad scientific disciplines (mechanics, chemistry, waves, electricity and automation, digital technology, and invention of machines). It provides entertaining browsing, or it can be used for research on the topics it covers. There is an index, although it's only useful for users who have an idea of the topics covered in the book.

Meredith, Susan. (2000). *Starting computers.* London: Usborne. ISBN: 0746034644. $9.95

> A guide for beginners to learn how to do projects on a computer. Bright colors and attractive designs accompany instructions on how to make mouse doodles, drag shapes, make cards, copy a picture, and many more activities. A useful resource for those who do not have an Internet connection on their computer.

Pasternak, Ceel, & Thornburg, Linda. (1999). *Cool careers for girls in computers.* Manassas, VA: Impact Publications. ISBN: 1570231036. $12.95 plus $5.00 shipping and handling. For ordering, call the distributor at (800)361-1055.

> This book, part of the "Cool Careers for Girls" series, might be on the shelf of your local bookstore. The book is designed to expand girls' thinking by providing easy-to-read information about women who are working in the field of computer technology in a variety of jobs. What the book lacks in attractive design is balanced by giving the reader inside information about the daily lives of interesting real women. Quotes from the featured women are sprinkled throughout the text, which includes a career-path timeline, a checklist for girls to compare their interests, examples of sample salaries, and more.

Pasternak, Ceel, & Thornburg, Linda. (1999). *Cool careers for girls in engineering.* Manassas, VA: Impact Publications. ISBN: 1570231192. $12.95 plus $5.00 shipping & handling. To order, call the distributor at (800)361-1055.

The categories of engineering in which these women work are as varied as their personalities. Learn about their daily lives and the projects they work on in their jobs, such as developing the Dreamweaver software, participating in design and research in the oil industry for Texaco, teaching engineers how to use CAD/CAM (three-dimensional computer aided design and computer aided manufacturing), working with underwater acoustics, and more. There is practical information about the number of hours the women work, the salaries earned, the clothes they wear to work and the education required to obtain the jobs they hold.

Pedersen, Ted, & Moss, Francis. (1999). *Make your own Web page: A guide for kids.* New York: Price Stern Sloan. ISBN: 061314967X. $13.00

Explains how to set up your own Web site, including guidelines for basic planning and design, help on writing HTML and creating hypertext links, plus tips on adding graphics. The instructions are IBM and Macintosh compatible. The graphics are kid-friendly and the fonts are clear and easy to read. There is other useful information in this book, including tips for designing your Web page and examples of other people's Web sites.

Reeves, Diane Lindsey, & Kent, Peter. (1998). *Career ideas for kids who like computers.* New York: Checkmark Books. ISBN: 0816036888. $12.95. Bulk rates are available for organizations. Call the Special Sales Department (800) 322-8755.

This is a good discussion of career planning options for those who are interested in computers but think the only route to a job in the field is getting an advanced engineering degree. It opens up possibilities through job shadowing, interviews with people working as programmers, online researchers, system analysts, etc. It includes suggested ways to find out now about your personal interests and how they relate to possible future jobs using computers. Each person interviewed was asked what his/her entry-level job was; there are some unexpected answers.

Telling our stories™: Women in science. (1997). Tom Snyder Productions. $79.95. To order, call (800) 342-0236.

This is an early CD-ROM product that fills a unique niche by introducing girls to the lives of eight women scientists by showing, via video clips, what their work sites look like and hearing a description of their projects. There is also an extensive database of women scientists that you may search by name. This resource also appears *in Laying the Ground: A guide to enhancing career action programming for girls ages 6-18.* This is not a newer edition.

Thimmesch, Catherine. (2000). *Girls think of everything: Stories of ingenious inventions by women.* Boston: Houghton Mifflin. ISBN: 0395937442. $16.00

Brightly illustrated accounts of selected useful inventions with a timeline of many more, from 3000 BC through 1995. Some of the most well-known products are Liquid Paper™, Scotchgard™, and Snugli™. The inventors include Stephanie Kwolek, who invented Kevlar®, a very strong but lightweight polymer used in space vehicles; Valerie Thomas, manager of development of image processing for NASA's Goddard Space Center who developed an illusion transmitter; and Becky Schroeder, the youngest female to receive a US patent, who invented the Glo-sheet, allowing her to write in the dark.

Trumbauer, Lisa. (2000). *Cool sites: Homework help for kids on the Net.* Brookfield, CT: Millbrook Press. ISBN: 0761316558. $17.90

The author selected sites that were appropriate for 8-14 year olds. Organized by subject, the list includes many quality sites that relate to school curricula. Along with a brief description of each site is a picture of a sample screen, and some entries include reviews written by students. There are other titles in the *Cool Sites* Series, including Sports, Hot Stars, and Free Stuff. A word of caution about exploring Web sites— they appear and disappear in the blink of an eye. Thousands of new sites appear each year and some become inactive in a short amount of time. When you are searching for Web sites recommended in a printed book, there has been plenty of time for the sites to go out of existence by the time the book gets listed in a resource guide such as this one.

Wyatt, Valerie, & Fernandes, Matthew. (2003). *Inventions FAQ.* Toronto: Kids Can Press. ISBN: 1553374037. $12.95

This is the third book in the Frequently Asked Questions Series. It includes brief answers to a variety of questions about inventions and inventing, such as "Do you need special training to become an inventor?" and "Who invented the television?" It also includes a brief timeline of inventions and an index. This book can provide inspiration for further research and experimentation.