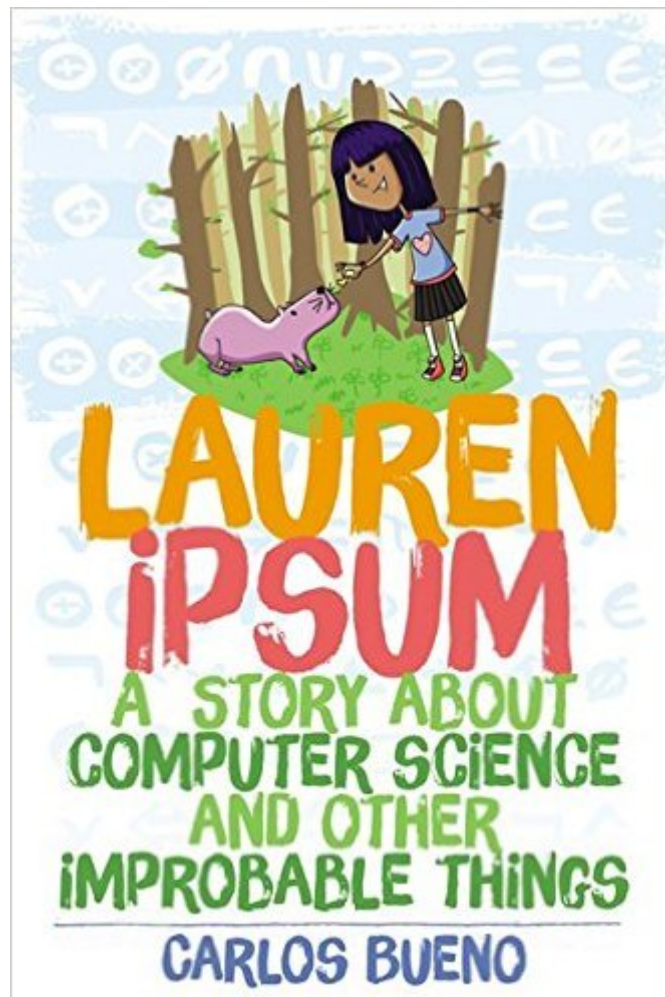# Lauren Ipsum: A Story About Computer Science And Other Improbable Things

# Synopsis

"Positive, smart, empowering philosophies and thinking skills couched in a wacky adventure."
â ”Kirkus Reviews (Starred Review)Lauren Ipsum is a whimsical journey through a land where logic and computer science come to life.Meet Lauren, an adventurer lost in Userland who needs to find her way home by solving a series of puzzles. As she visits places like the Push & Pop CafÃ© and makes friends with people like Hugh Rustic and the Wandering Salesman, Lauren learns about computer science without even realizing itâ ”and so do you!Read Lauren Ipsum yourself or with someone littler than you, then flip to the notes at the back of the book to learn more about logic and computer science in the real world."Filled with wit and wordplay, Lauren Ipsum is a lively and timely introduction to computing fundamentals that wisely avoids mentioning computers altogether."
â ”Cory Doctorow for BoingBoing"A looking glass tale for the computer age." â ”School Library Journal"Lauren Ipsum is part of a much larger movement that seeks to bring programming skills to, well, everyone." â ”Wired"Captures the spirit of problem solving and ignites readers' imaginations...introduces girls and boys to computer science â ”and to a new way of thinking and problem solving." â ”Sheryl Sandberg, Facebook COO and author of Lean In"A fantastical journey into the 21st century tech 'Wonderland' that both educates and entertains." â ”Ruthe Farmer, Chief Strategy & Growth Officer, National Center for Women & ITSuggested for ages 10 and up

# Book Information

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Grade Level: 4 - 7

# Customer Reviews

The Computers in This Book   I feel I should warn you: You won'¢Â Â™t find any computers in this book. If the idea of a computer science book without computers upsets you, please close your eyes until you'¢Â Â™ve finished reading the rest of this page.   The truth is that computer science isn'¢Â Â™t really about the computer. The computer is just a tool to help you see ideas more clearly. You can see the moon and stars without a telescope, smell the flowers without a fluoroscope, have fun without a funoscope, and be silly sans oscilloscope.   You can also play with computer science without you-know-what. Ideas are the real stuff of computer science. This book is about those ideas and how to find them. In fact, most of the characters, places, and thingamajigs in Userland are actually based on those ideas. Check out the Field Guide at the back of the book to learn more about them!

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