

fait personnel — quelques touches de couleur surtout quand il s'agit des costumes de l'époque.

A la fin du récit se trouvent un lexique et une bibliographie fort utiles aux lecteurs de tous âges. De plus, un questionnaire y est inséré pour permettre à l'enfant "de départager la réalité de la fiction." Non moins appréciée sera une liste des musées qui incitera sûrement maints lecteurs à compléter leurs nouvelles connaissances par une visite des lieux qui témoignent de notre passé.

En résumé, un bon livre, un beau livre, un livre à lire et à faire lire aux enfants âgés de 6 à 13 ans.

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## COMPUTER DICTIONARIES AND FICTION

*Print-outs: the adventures of a rebel computer*, Claudia Maria Cornwall. Gordon Soules Book Publishers, Vancouver, 1982. 78 pp. \$5.95 paper. ISBN 0-919325-00-9; *Chippy's computer numbers*, *Chippy's computer words*, Kathlene R. Willing & Suzanne Girard. Illus. Melanie Hayes. Highway Book Shop, 1984. Unpaginated. \$4.95 each paper. ISBN 0-88954-300-3, 0-88954-301-1; *The junior computer dictionary*, *The primary computer dictionary*, Kathlene Willing & Suzanne Girard. Illus. Melanie Hayes. Highway Book Shop, 1984. 68 pp., 55 pp. \$8.95, \$6.95 paper. ISBN 0-88954-302-X, 0-88954-293-7.

In *The primary computer dictionary* each letter of the alphabet is printed in bold, clear print at the top of a page with an accompanying word of introductory computer language. Many of the words are simple basic computer vocabulary that primary children need to understand in order to operate computers effectively. However, there are many terms that might thoroughly confuse a young child, or a student beginning to use a computer. Terms such as flowchart, input, prompt, and logo would be fine to introduce to a grade 7 or 8 student, but are not suitable for a primary child at the elementary level.

As in *The junior computer dictionary*, and other books by these authors, the computer is depicted as a little character with arms and legs. Although there is only one term per page, and the diagrams effectively depict the term being explained, the reading level of the language used would only make this book suitable only for children from the 4th grade and up.

*The junior computer dictionary* is a large format paperback book containing 101 of the most frequently used words in computer language. Each word is carefully set out in bold, blue type with an accompanying picture to make

the explanation as clear as possible for the child. A small cloud shape above most words uses a simple sentence in which the new word can be found, and the context clues within the sentence assist the child with the meaning. However, crucial to understanding the terminology are the several sentences of explanation found below the word. The first sentence contains the kernel of the meaning, and is followed by several additional sentences to further the explanation. This book continues the format used in *The primary computer dictionary*, reviewing the terms of the primary book and expanding upon them. Its clear, concise format makes it a highly useful addition to any library, both for the junior student and for teachers usage.

*Chippy's computer numbers* is a simple initial introduction to computer terminology through counting. i.e. one computer, two screens, three keyboards. The pictures are clear and simple with corresponding numbers Chippy, the computer character who has arms and legs looks like the monster and helps to explain each term. This computer book would allow a pre-school or kindergarten child to match numbers and objects, or match words and objects.

*Chippy's computer words* has across the top of each double page the entire alphabet as it would appear in a computer print-out. The initial letter of the word being discussed on each of the two pages is highlighted, and the word itself then appears in a bubble in large clear type. It is accompanied by a simple and yet very accurate picture which carefully portrays the word. The computer in each picture is little, Chippy. Although this book by itself would be a useful library addition for primary children, it repeats material found in *Chippy's computer numbers*, and the overlap of these two books would only warrant the purchase of one of them.

The format of *Print-outs: the adventures of a rebel computer* is catchy, both in the punched computer-like paper it uses and in the computer typing and computer graphics. The story line is bright and fresh and appealing to young children; however, the vocabulary used is suitable only for a really good grade 5 or grade 6 student. Words such as "defenseless", "arguing", "maximally," "circuited," "obvious," "terrorism," and others are difficult and only allow the book to be used by a student much older than the story line seems to be designed for.

The black and white graphics are clever and very carefully created to suit the story, but they are far too busy for younger readers. It is unfortunate that the appeal of the story and the picture and vocabulary level don't mesh, so that this book is not recommended for library acquisition.

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