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Inventions (Insiders)



Synopsis

Inventions Over Time Insiders brings inventions to life, with the most up-to-date information and state-of-the-art 3-D illustrations that practically leap off every page, stimulating minds and imaginations in a whole new way.

Book Information

Series: Insiders

Hardcover: 64 pages

Publisher: Simon & Schuster Books for Young Readers (March 10, 2009)

Language: English

ISBN-10: 1416938656

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Product Dimensions: 9.8 x 0.5 x 10.5 inches

Shipping Weight: 1.3 pounds (View shipping rates and policies)

Average Customer Review: 4.1 out of 5 stars See all reviews (42 customer reviews)

Best Sellers Rank: #207,958 in Books (See Top 100 in Books) #51 in Books > Children's Books > Science, Nature & How It Works > Inventions & Inventors #58 in Books > Children's Books > Science, Nature & How It Works > Heavy Machinery #109 in Books > Children's Books > Science, Nature & How It Works > How Things Work

Age Range: 8 - 12 years

Grade Level: 3 - 7

Customer Reviews

This book introduces children to a variety of different inventions that are relevant to the present time. The best feature of the book are its illustrations. These highlight an invention (such as the automobile or the telephone) and show the development of the invention over time. The relatively terse descriptions highlight the history, important features, and interesting facts about the invention. The pictures are the best feature of this series. They are dramatic, highly detailed, and quite engaging for the book's core audience, children between the ages of 9 and 12. Unfortunately, the writing and length of the book seem to fall a little short. There are other series such as the Reader's Digest series (for example, Reader's Digest ~ How Science Works) or the DK Eyewitness series (for example, Invention (DK Eyewitness Books)) that cover more ground and have more detailed descriptions of the topics covered. If this were a contest for the best pictures, Inventions might eke out a win with its incredible illustrations. However, Reader's Digest (RD) and DK cover

more topics, have more in depth writing, still have great illustrations, and have more potential educational value. Inventions is more the kind of book that you might take out of the library. These kinds of books help children understand their surroundings, but they seem to be more of a passing fancy than something they absolutely need on their book shelf.

I can't make up my mind about this title. My 10-year-old son has looked at it more than once, and for more than five minutes, so that is a big plus. He seems to like it somewhat. The shiny, sort of complex cover design is also probably appealing to the elementary school-early middle school set. Here are the chapter divisions: Introducing: A World of Invention What Is an Invention? Timeline of Invention The First Inventors IN focus: Great Inventions It's Revolutionary: Wheel With the Wind: Sail Keeping Time: Clock Putting Wind to Work: Windmill Spreading the Word: Printing Press The Universe Revealed: Telescope Powering the Modern Age: Engine Capturing the Moment: Camera Transport on Track: Train Sound Ideas: Music Player Making Electricity: Power Station Keeping Connected: Telephone Deep Diver: Submarine Freedom Machine: Automobile Lighter Than Air: Airship Taking to the Skies: Airplane Across the Airwaves: Radio and TV Quick Thinking: Computer Out of This World: Rocket Kindest Cuts: Sgery Access Control: Lock and Key Better Bodies: Bionics Wired World: Internet Glossary Index I don't really like it though, personally. I think mostly it is because of the computer graphics. The images are very detailed and mostly realistic, but they look too much like computer game graphics, or some other kind of animation. I don't like that kind of art although I realize it is very popular and probably makes for a simple way to have one style for the entire book. Getting one artist that could do all the different types of views might have been hard, or at the least more expensive.

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