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# The High Score And Lowdown On Video Games! (History Of Fun Stuff)



## Synopsis

Aim for the high score and become an expert on the history of video games with this fact-tastic nonfiction Level 3 Ready-to-Read, part of a series about the history of fun stuff! This Level 3 reader is part of an exciting nonfiction series about the history of fun stuff! In this book readers will learn all about how video games came to be, from Pong to Pac-Man and everything in between! A special section at the back of the book includes Common Core “vetted extras on subjects like social studies and math, and there’s even a fun quiz so readers can test themselves to see what they’ve learned! Learning history has never been so much fun!

## Book Information

Lexile Measure: NC1020L (What’s this?)

Series: History of Fun Stuff

Paperback: 48 pages

Publisher: Simon Spotlight (March 31, 2015)

Language: English

ISBN-10: 1481429159

ISBN-13: 978-1481429153

Product Dimensions: 6 x 0.3 x 9 inches

Shipping Weight: 2.9 ounces (View shipping rates and policies)

Average Customer Review: 3.3 out of 5 stars [See all reviews](#) (3 customer reviews)

Best Sellers Rank: #659,054 in Books (See Top 100 in Books) #214 in [Books > Children’s Books > Activities, Crafts & Games > Games > Video & Electronic](#) #287 in [Books > Children’s Books > Science, Nature & How It Works > Mystery & Wonders](#) #304 in [Books > Children’s Books > Computers & Technology > Entertainment & Games](#)

Age Range: 6 - 8 years

Grade Level: 1 - 3

## Customer Reviews

My son and our whole family are super into video games. For the most part this book was pretty decent. As a huge video game history buff myself I felt they covered some important things and there wasn’t too much opinion for a fact based subject (history). Everything was going fine until the pointless section on fps games. Why they would choose to highlight this specific genre to begin with I have no idea, especially in a book for early readers (my son is 6 years old). But they don’t just mention the genre in general, they also mention two M rated games by name, both of which very

much deserve their M ratings. It's like a book for 6-8 year olds about movies including a mention of Alien and Saving Private Ryan. I think more thought should have gone into what games were included in this book. Even in the fps genre there are teen rated games that could have been highlighted. Or the author could have stuck with material kids in this group can handle, E rated games only. I'd let an E 10+ slide, but games meant for 17 and up with nazis, excess blood and gore, scenes of terror, etc.? Not so much.

This nonfiction reader tells the history of video games, from the non-battery-powered chess and checkers, to the first computer game, to such modern offerings as Farmville, Angry Birds, and Candy Crush Saga. This would work well for a research project, or for students who would rather play on their phones than pick up a book but still need to get some reading time in.

My 9 year old son loved this book. Read it quick and said it was so cool. Fast shipping too.

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