



Doll-E 1.0

Shanda McCloskey

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A STEM-friendly tale of a girl and the doll she upgrades to be her new friend, for fans of *The Most Magnificent Thing* and *Rosie Revere, Engineer*.

Charlotte's world is fully charged! With her dog at her side, she's always tinkering, coding, clicking, and downloading. She's got a knack for anything technological--especially gadgets that her parents don't know how to fix! Then, she receives a new toy that is quite a puzzle: a doll! What's she supposed to do with *that*? Once she discovers the doll's hidden battery pack, things start to get interesting...while her faithful canine sidekick wonders if he'll be overshadowed by the new and improved Doll-E 1.0! With a little ingenuity and an open mind, everyone can be friends in this endearing, modern tribute to the creative spirit of play.

Doll-E 1.0 Details

Date : Published May 1st 2018 by Little, Brown Young Readers

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Author : Shanda McCloskey

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From Reader Review Doll-E 1.0 for online ebook

Rachel says

I like that Charlotte is tech-savvy, but why can't the doll just be a doll? I was desperately hoping this would focus a little more on imagination and how that fuels creativity. You know, the actual power of the mind instead of just knowing how gadgets work. Instead of focusing on "I'm a girl and I can code, too" it would be great to have a book that shows technology being a tool that can be turned off. That to get ahead one doesn't have to be constantly tuned in and turned on.

Viviane Elbee says

Fantastic book for STEM lovers and kids who love to tinker with their toys.
Charlotte's parents are concerned that she's a little too tech-y, so they buy her a doll.
But when she discovers the doll has batteries, she sets out to transform her "plain" doll into a wonderfully unique companion.
The kids LOVED this book and voted to give it 5 stars.
They giggled at many of the illustrations.

Meredith says

What does *iGen* make of esoteric low tech? They frankenstein it into something more suitable to their sensibilities.

When Charlotte's parents hear about the dangers of too much technology for young children, they buy her a doll. At first, she is confused, frustrated, and disappointed as she attempts to play with it in her usual way. But after the doll reveals that it is a talking doll with the one word vocabulary of "mama," Charlotte recognizes as something not wholly foreign and attempts to upgrade her doll's software — an attempt that is tragically interrupted by her dog Bluetooth. Thanks to Charlotte's sizable tech skills, she is able to rescue her doll from destruction by resurrecting it as a cyborg.

The message seems to be that techy children are incapable of playing unplugged. Rather than learning how to play the old-fashioned way using her own imagination, Charlotte persists until she finds a way to assimilate the doll into her high-tech world. If you're looking for a story in which someone learns to have fun without screen time and personal electronic devices, then try Unplugged.

Marissa Elera says

This is my new SUPERFAVORITE!!!

Edward Sullivan says

This one leaves me ambivalent. I love Charlotte's creative and inventive spirit, but why does she have to turn the doll into a gadget before she can enjoy it? How about just some imaginative, non-technological play?

Flavia says

This book was very cute! The art was very sketch-like and simple, but pleasant to look at. The colours were also nice to look at, with enough white spaces to not make the pages look too busy, or too full of elements. I also really like the two main messages that I took away from this book (and that I would hope children would take away when reading this book as well)! The first message that stood out to me was the positive impression that the book gives regarding girls working with technology (the main character is quite talented at working with tech, and her parents are also quite supportive of their daughter working with tech)! The other message that I took away from Doll-E 1.0 is that it's alright for children to play with technology some of the time, but that spending some time playing outside is also important and a good thing.

This is the first time that I've seen a book combine the ideas of children playing with technology and playing outdoors, and I have to say that this might be the most realistic suggestion / recommendation for parents and their children considering the world we live in today. Where I live, at least, children have days on which they are asked to bring their tablets to school for "Technology Day." I don't even own a tablet, so I feel very strange about my future children having their own tablets, but there have been cases where children were made fun of (and even bullied) for not having a table to take to school. It's, therefore, quite important that a balance is found, and the author of Doll-E 1.0 may have come to the same conclusion!

Cathy Mealey says

It's techno-trouble for clever Charlotte, the heroine of McCloskey's DOLL-E 1.0, because she doesn't comprehend the purpose of her new toy, a doll. With her trusty canine sidekick Bluetooth, Charlotte is constantly on call for fixing the gadgets and devices that break and baffle her family. However, her constant coding and tinkering spark concern from her parents, who want Charlotte to unplug a bit.

The new "human-shaped pillow" doesn't inspire much enthusiasm until a hidden battery pack is revealed. Charlotte tackles a doll upgrade, much to Bluetooth's dismay. Will his doggie destruction thwart Charlotte's creative coding and clicking, or will it lead to a new appreciation for her technological ingenuity?

This STEM-friendly tale will appeal to young readers who appreciate and alternate between toys with and without power buttons. McCloskey's action-filled, colorful characters are expressive and engaging. The scratchy, sketched appearance balances a sophisticated use of cartoon-panels. Full page illustrations pace the story nicely. Speech bubbles blend dialogue smoothly with text, while

background details hint cleverly at Charlotte's tools and organized interests. DOLL-E 1.0 is a smart, engaging and creative story with lots of contemporary charm.

Angelina Zheng says

This was such a cute book about how this girl engineered her new doll into a robot. I love how the author threw in STEAM and science this picture book.

Ashley (ashleyOutpaged) says

Sometimes you feel like reading a super cute picture book haha ??

Sarah says

Cute but not #notaclassic. used in daycare stories January 2019

Jason says

Unique combination of the stereotypically feminine and masculine to illustrate how one child can be drawn to both/all gender expressions.

Nancy Kotkin says

Very entertaining STEM-related fictional picture book about a little girl who loves to tinker and code. Concerned that Charlotte may be too technologically oriented, her parents buy her a doll. But Charlotte has no idea what to do with the doll...until she discovers it has a power supply.

To the reviewers who want the doll to be just a doll, you aren't understanding who Charlotte is, or how integral technology is to the world today. Without it, your car wouldn't function, nor would the major systems of your home. Unplugging is becoming less and less of an option, except when we are sleeping, and that will become even more true for this generation of picture book readers.

Before becoming a writer, I had a career in technology. While meeting with the directors of various IT departments within the 7,000-person company I worked in, it was very common for me to be the only female at the table. I left that career less than a decade ago. Moving forward, more and more jobs will be technology-related, and they are always the better-paying jobs. The message that it is okay for girls to be tech-savvy is extremely important for young people (not just girls either), and as far as I'm concerned, they can't hear it enough times.

The art has a sketchy but modern feel, which is enhanced further by the speech appearing within talk balloons. The color palette is full of blues, greens, grays, and purples, with the exception of the red dress on the doll.

Megan Schmelzer says

Open Book Reviews by Megan Schmelzer
www.openbookreviews.org

Doll-E 1.0 is a fun mix of the technology of today's world mixed with the classic toys we had from our world. In Doll-E 1.0, you meet a little girl named Charlotte, and she is a technology guru. She can program, she can code, she can do anything when it comes to technology. She is a true mastermind of the technology power that kids have at their fingertips today!

Charlotte parent's decided to surprise her with a new gift. Thinking that she is getting a new piece of tech, Charlotte is both shocked and confused with she receives a doll. No matter what Charlotte tries, she just doesn't seem to be able to figure out how to play with a normal doll.

Unfortunately, Charlotte will not have a chance to figure out how to play with her normal doll. Her puppy got a hold of her new toy and complete tore it apart. Instead of being beat, Charlotte decided to create Doll-E 1.0. In true Charlotte fashion, she adds her signature technology to create a doll of epic proportion!

I thought Doll-E 1.0 was cute and fresh. I loved how Shanda McCloskey played on the technology realities of today mixed with the fun twist of the plot. Your children may likely miss some of the brilliance of the story. My advice is to really pay attention to the background of the illustrations in this story. More details and plot secrets are present for those that look closely!

Beverly says

Very funny!

Margaret Chind says

Originally posted on Creative Madness Mama. Today's generation of children has different toys from the past days I remember. Everything today is very electronic and active. In some ways there is less imagination at play, but not completely. Doll-E 1.0 is a fun, creative, and attractive book for the electronic age child. While I have, personally, been pretty adamant about unplugged-play... my children still were able to really enjoy this book. It opened a large discussion about how their play time may look different from others that are on computers and devices all the time. They all agreed in the end, dolls (and action figures!) are worth the time to play with and they are glad that this little girl was also introduced to the world of Doll-E.

I love the illustrations and I enjoyed this little story. One for the keeper shelf, I think. This book was provided by the publisher for review. The opinion is truth and all mine.
This review was originally posted on Creative Madness Mama.

