



Penguin
Random House
PENGUIN YOUNG READERS

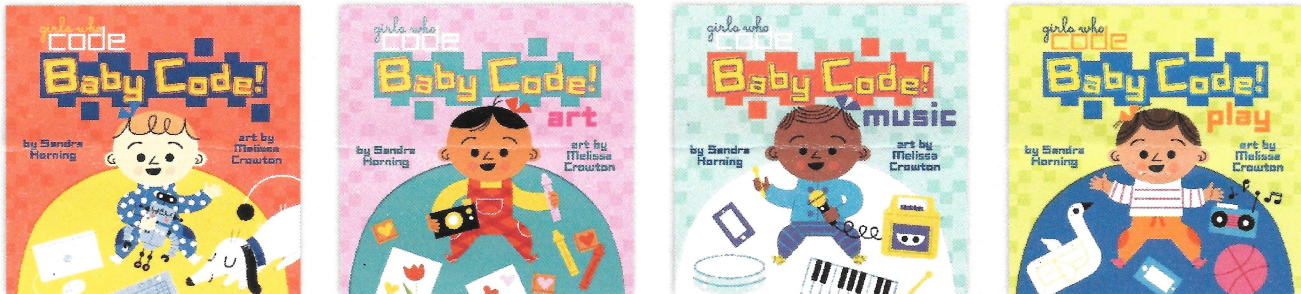
ON SALE: July 17, 2018

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Introducing a new line of board books for the youngest coders

BABY CODE!



This July, Penguin Young Readers is thrilled to release four new board books, perfect for little hands and the littlest coders! The **BABY CODE!** books by **Sandra Horning** with illustrations by **Melissa Crowton** are the latest releases in a multi-format, cross-imprint publishing partnership between Penguin Young Readers and Girls Who Code. Providing both practical coding guidance and fictional stories, the publishing partnership aims to allow budding coders to see themselves reflected in literature, and therefore, in the narratives that inform culture.

So how do you teach coding to a baby? The **BABY CODE!** board books show the littlest readers that coding is all around them, and how they can take part in it. Making use of experiences common in a baby's world, like holding a teddy bear or playing with an electric train, these charming board books full of bright, colorful illustrations are the perfect introduction to coding in many different forms.

The first book, **BABY CODE!** introduces coding in relation to everyday objects like a dog or phone, while **BABY CODE! ART**, **BABY CODE! MUSIC**, and **BABY CODE! PLAY** tie in the earliest experiences of a little one's life—like hearing a melody or playing on a swing. The adorable board books also feature real code, encouraging parents and children alike to be actively involved in technology from the very youngest age.

For more information about the **BABY CODE!** board books or to speak with **Sandra Horning** or **Melissa Crowton**, please contact Katie Quinn at 212-414-3603 or kquinn@penguinrandomhouse.com.

BABY CODE! | BABY CODE! ART | BABY CODE! MUSIC | BABY CODE! PLAY

By Sandra Horning; art by Melissa Crowton

Penguin Workshop | on sale July 17, 2018 | ages Baby-3 | \$7.99

ISBNs: **9780399542572** | **9780399542596** | **9780399542589** | **9780399542602**

Penguin Random House (<http://global.penguinrandomhouse.com/>) is the world's most global trade book publisher. It was formed on July 1, 2013, upon the completion of an agreement between Bertelsmann and Pearson to merge their respective trade publishing companies, Random House and Penguin, with the parent companies owning 53% and 47%, respectively. Penguin Random House comprises the adult and children's fiction and nonfiction print and digital trade book publishing businesses of Penguin and Random House in the U.S., U.K., Canada, Australia, New Zealand, India and South Africa, and Penguin's trade publishing activity in Asia and Brazil; DK worldwide; and Penguin Random House Group Editorial's Spanish-language companies in Spain, Mexico, Argentina, Uruguay, Colombia, and Chile. Penguin Random House employs more than 10,000 people globally across almost 250 editorially and creatively independent imprints and publishing houses that collectively publish more than 15,000 new titles annually. Its publishing lists include more than 70 Nobel Prize laureates and hundreds of the world's most widely read authors.

GIRLS WHO CODE aims to provide computer science education and exposure to one million young women by 2020. Together with leading educators, engineers, and entrepreneurs, Girls Who Code has developed a new model for computer science education, pairing intensive instruction in robotics, web design, and mobile development with high-touch mentorship and exposure led by the industry's top female engineers and entrepreneurs.