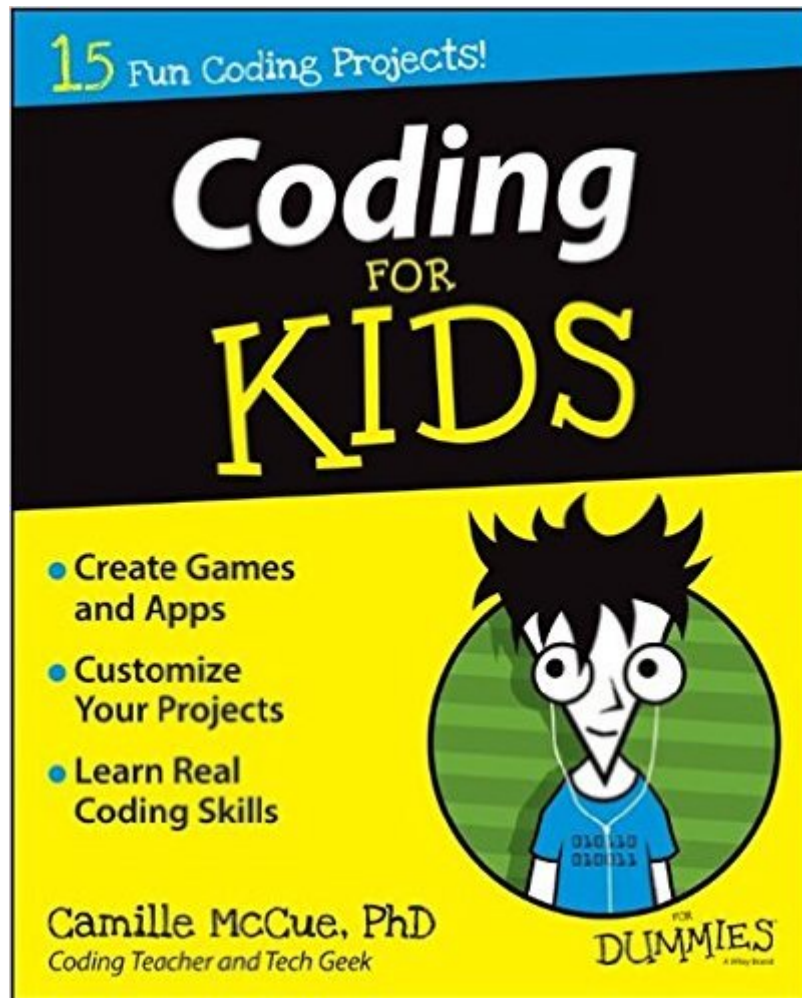


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# Coding For Kids For Dummies



## Synopsis

An easy-to-grasp introduction to coding concepts for kids Coding For Kids For Dummies breaks coding into a series of small projects, each designed to teach elementary-to-middle-school-aged students a core concept to build a game, application, or other tool. In this his hands-on, friendly guide readers will get access to a leading coding tool that has been designed specifically for kids, showing them how to create the projects provided in the book as well as how to implement them into their own creative work. Written by a teacher and leading advocate of coding education, Coding For Kids For Dummies explains to kids in plain English how to apply the math and logic skills they already have to the subject of coding. In no time, they'll be grasping basic coding concepts, completing their very own technical feats, and arming themselves with the computer science experience and know-how to prepare for a future working with technology. Lay-flat binding allows for easy access as students work on projects Full-color, large-print design make the information more approachable to kids Kids interested in computer science get a competitive edge The author has dedicated her career to enhancing coding and other STEM education in schools If you're a student who wants to learn coding, a parent who wants to help your kid pursue an interest in coding, or a teacher who is in need of a supplemental course book for your computer science class, Coding For Kids For Dummies has you covered.

## Book Information

Series: For Kids For Dummies

Paperback: 384 pages

Publisher: For Dummies; 1 edition (November 17, 2014)

Language: English

ISBN-10: 1118940326

ISBN-13: 978-1118940327

Product Dimensions: 7.4 x 0.8 x 9.2 inches

Shipping Weight: 1.4 pounds (View shipping rates and policies)

Average Customer Review: 3.9 out of 5 stars Â Â See all reviewsÂ (46 customer reviews)

Best Sellers Rank: #98,459 in Books (See Top 100 in Books) #36 inÂ Books > Children's Books >

Computers & Technology > Programming #262 inÂ Books > Computers & Technology >

Networking & Cloud Computing > Internet, Groupware, & Telecommunications #29908 inÂ Books

> Reference

Age Range: 10 - 14 years

## Customer Reviews

Anyone who purchases this book should know that Coding for Kids specifically teaches MicroWorlds EX. Readers get a free trial version for 35 days or 90 saves (whichever comes first). You also receive a 70% discount on MicroWorlds EX, which, according to the LCSi website, costs \$99 for a single user license. So the book by itself is only useful for less than 2 months. (www.microworlds.com) Having said that, this is an excellent tutorial. MicroWorlds EX is based on the Logo programming language and uses natural language commands and objects called "turtles" to execute the commands. The LCSi website says the target age is grade 4 and up and my 10-year-old was able to follow the directions to create the games. I sat with him and explained what we were doing, so he was able to make modifications on his own. The book is well-formatted and leads kids through the process of coding with picture clues to guide them and the author's explanations are simple to understand. Although it says "for Kids" in the title, it's not for little kids. (There's a MicroWorlds JR for them). I think that middle school students (or high school if they've had no coding experience) would be a more appropriate audience for this book. The book is divided into 5 weeks of coding with 3 projects each week, so you do have time to evaluate the software to see if you want to purchase it. The author presents a variety of projects that teach coding basics and her directions are simple to follow, with plenty of graphics and screen shots to guide you along. Projects include programming a spirograph-like "Art Toy", a "Sketcher Etcher", some interactive animations, some programmed simulations and math activities, and some games like "Rock Paper Scissors" and a version of Frogger.

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