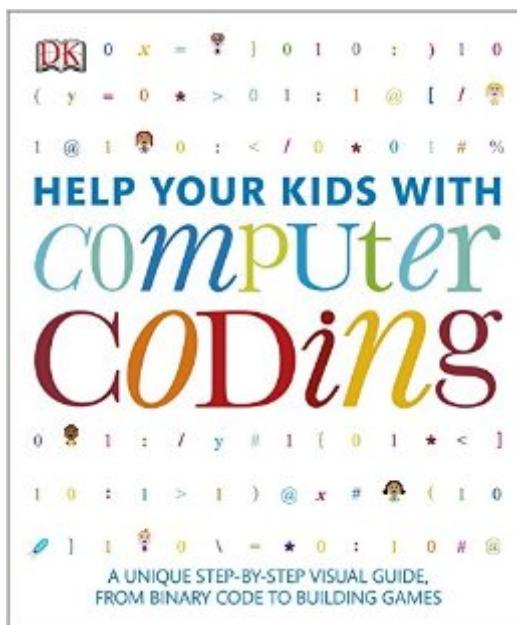


The book was found

Help Your Kids With Computer Coding



Synopsis

Don't just play computer games with your kids—“build them! All you need is a desktop or laptop with Adobe 10.2 or later, and an internet connection to download Scratch 2.0 and Python 3. Coding with Scratch can be done without download on <https://scratch.mit.edu>. Help Your Kids with Computer Coding is a straightforward, visual guide to helping kids understand the basics of computer coding using Scratch and Python coding languages. Essential coding concepts like scripts, variables, and strings are explained using build-along projects and games. Kids can create online games to play like Monkey Mayhem and Bubble Blaster, draw mazes and shapes, build animations, and more using the step-by-step examples to follow and customize. Seven projects let kids—and their parents—“practice the skills as they are learning in each section of the book. Kids get instant results, even when completely new to coding. Packed with visual examples, expert tips, a glossary of key terms, and extras such as profiles of famous coders, Help Your Kids with Computer Coding lays a hands-on foundation for coding so adults and kids can learn together. Supporting STEM education initiatives, computer coding teaches kids how to think creatively, work collaboratively, and reason systematically, and is quickly becoming a necessary and sought-after skill. DK's computer coding books are full of fun exercises with step-by-step guidance, making them the perfect introductory tools for building vital skills in computer programming.

Book Information

Age Range: Baby and up

Series: Help Your Kids

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Customer Reviews

I have read several positive reviews on this book and I think they accurately describe my take on this book. Let me add...I write code for a living and in the past I've wanted to teach some of that to the kids, but I found it a bit difficult to know where to start. Heck, it can be difficult simply to come up with an example program to write that will be simple and illustrate a particular point. I thought this book did a great job starting at the beginning and laying a foundation to build on. There are lots of samples and examples of code including a game where you make a submarine move around and pop bubbles. (Disclaimer: I have not actually taken the code that was presented and written it out myself to make sure there are no bugs.) Any beefs I had with this book were little nit-picky things. Like... * the authors refer to parenthesis as "brackets" (and brackets as "square brackets"). I have never heard parentheses called brackets before and every time I read that I stopped and said, "Huh? That wouldn't work!" only to realize they didn't mean brackets, they meant parentheses. Just to set the record straight: These are parentheses --> () These are brackets (aka "square brackets", but that sounds redundant)--> [] These are braces (aka "curly braces"; again redundant) --> { } They might all look similar but mean MUCH DIFFERENT things in programming languages. * There is a little blurb that said something like "Computer programmers use the term 'GIGO' which stands for 'Garbage In, Garbage Out'...". No we don't. Sure, we all know what it means, but nobody I've ever talked to has ever actually USED the term.

Firstly, my husband is a computer programmer, and I've dabbled a little with MS Access. I saw this book and right away it appealed to me, but we also have two little boys I thought might want to read this book as well. This book is definitely not for little kids. I'm going to guess about a 10 year old (give or take), but I don't know, kids start so young at coding these days. This book is part of DK's "Help Your Kids" series, and written by some great English & Scottish scholars, one of which is Carol Vordeman, former co-host of the English show "Countdown" and mathematician -- I loved watching her as a kid! Other contributing authors are Dr. Jon Woodcock, Sean McManus, Craig Steele, Claire Quigley, and Daniel McCafferty. Section 1 covers "What is Coding?" a brief 6 page explanation of what a computer program is, how computers think, and what the programming languages are. This book only discusses two languages: Scratch & Python. Section 2 is all about "Scratch" coding. About 60 pages cover what it is, what things mean, and how to program simple games using it. There are lots of pictures and examples, and I found it fairly easy to follow. The book tells you how to download Scratch to your computer, and walks you through easy things like making a "sprite" (character) talk, or something more complex like building a game that you can modify as you learn more coding. Section 3 is all about "Python." I found this part useful because it's

something I've heard a lot about but didn't really understand. I appreciate the authors easy description of how to write code using Python as it compares to Scratch (page 87). Once again the authors show you how to install Python and start you off on writing simple codes for a game.

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