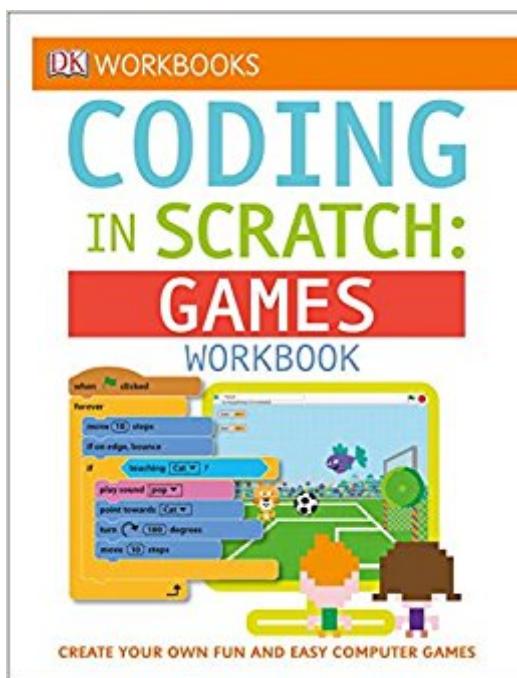


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DK Workbooks: Coding In Scratch: Games Workbook



Synopsis

Perfect for children ages 6–9 who are new to coding, this highly visual workbook is a fun introduction to Scratch, a free computer coding programming language, that will take kids from playing games to creating them. With easy-to-follow directions and fun pixel art, DK Workbooks: Coding in Scratch: Games Workbook helps kids understand the basics of programming and how to create games in Scratch through fun, hands-on learning experiences. All learners need is a desktop or laptop with Adobe 10.2 or later, and an internet connection to download Scratch 2.0. Coding can be done without download on <https://scratch.mit.edu>. Simple and logical instructions help kids make their own Scratch Cat soccer game, design a ghost hunt that features a flying witch, animate a bouncing melon, or build a game to test reaction speeds. Children then can share the finished games with friends to see how they score. Kids can even test their coding knowledge with written vocabulary and programming quizzes at the end of each project. 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

Series: DK Workbooks

Paperback: 40 pages

Publisher: DK Children; Csm Wkb edition (January 5, 2016)

Language: English

ISBN-10: 1465444823

ISBN-13: 978-1465444820

Product Dimensions: 8.5 x 0.2 x 11 inches

Shipping Weight: 6.4 ounces (View shipping rates and policies)

Average Customer Review: 4.7 out of 5 stars 47 customer reviews

Best Sellers Rank: #14,057 in Books (See Top 100 in Books) #7 in Books > Children's Books > Computers & Technology > Programming #19 in Books > Children's Books > Activities, Crafts & Games > Games > Video & Electronic

Age Range: 6 - 9 years

Grade Level: 1 - 4

Customer Reviews

"This 40-page full-color workbook is perfect." â " GeekDad

Dr. Jon Woodcock has a degree in Physics from the University of Oxford and a PhD in Computational Astrophysics from the University of London. He started coding at the age of eight and has programmed all kinds of computers from single-chip microcontrollers to world-class supercomputers. His many projects include giant space simulations, research in high-tech companies, and intelligent robots made from junk. Jon has a passion for science and technology education, giving talks on space and running computer programming clubs in schools. He has worked on numerous science and technology books as a contributor and consultant, including DK's *How Cool Stuff Works* and *Help Your Kids with Computer Coding*.

I bought all the three DK publishing scratch workbooks. They are awesome. They introduce concepts in a gentle way. My daughter is 9 years old and loves working off the projects, games. At the end of a project/game, she shows off her work and we go over the questions at the end. It helps us discuss concepts in detail. We add more variations and she is enjoying. The structure makes it possible for her to work independently which I love. Would love to introduce python this way. Hope they will have something in Robotics.

I didn't get much of a chance to look at this before my students (middle schoolers) took it from me. At first glance, I thought it was a little light on content, but they passed it around their coding group and I haven't seen it since. I guess that makes it a win, especially when you consider the price!

This book is a great, inexpensive intro into coding for Scratch -- something you can do on every laptop or desktop computer. My first and second graders both grasped the concepts and (with some reading help from dad) managed the first drill with no trouble. This is a very good first choice if you're looking at the wide variety of "first coding" books

This is amazing! I got this book after my 5 year old son asked me if we can make our own video games. It tells you step by step what to do in a very simple way. So far, we've made the first 2 games together and optimized parts of the witch hunt to our liking. I try to explain to him what to do and why but he doesn't understand just yet, so it's basically me telling him what to do and him doing it. That's ok, he'll understand in time. He's excited, but I think my husband and I are even more excited about it.

We bought this for our son who is a tech enthusiast. He read through the book and was able to follow it on the website with no issues. He really enjoys the basic programming the books has to offer.

my nephew loves this book. great starter before he started the hour of code challenge in school.

Great for kids who want to create their own games, rather than playing things created by others.

This is fantastic! I used it personally to learn how to create games and used their tutorials to help my students with beginner games. I used it with grades 4 - 6.

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