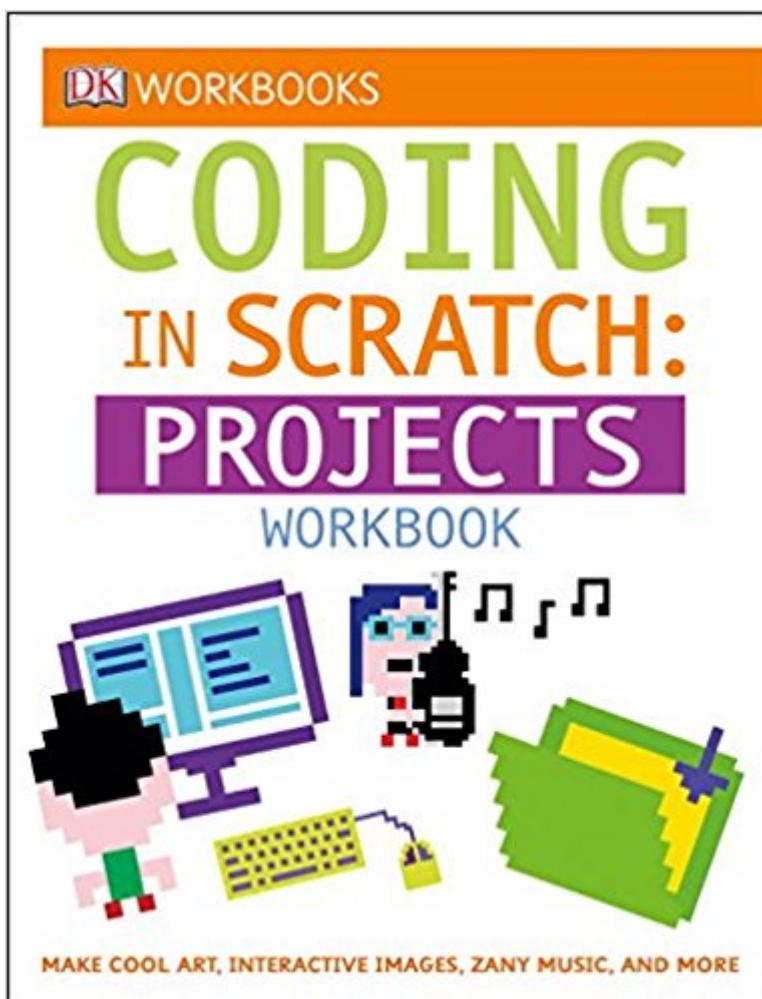


The book was found

DK Workbooks: Coding In Scratch: Projects Workbook



Synopsis

Get kids building exciting computer projects, such as animations, games, and mini-movies, with DK Workbooks: Coding in Scratch: Projects Workbook. 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. With easy-to-follow directions and fun pixel art, DK Workbooks: Coding in Scratch: Projects Workbook helps kids understand the basics of programming and how to create cool projects in Scratch through fun, hands-on learning experiences. All they 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>. Kids can light up the night sky with their own colorful messages and drawings or make their own music and become the ultimate DJ. They can create a digital portrait of a pet and customize the pictures with sounds and animations, or test their knowledge with a times tables quiz. This workbook is filled with open-ended projects that use art, music, sound effects, and math and can be shared online with friends. 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; Workbook edition (July 5, 2016)

Language: English

ISBN-10: 1465444025

ISBN-13: 978-1465444028

Product Dimensions: 8.5 x 0.2 x 11 inches

Shipping Weight: 2.4 ounces (View shipping rates and policies)

Average Customer Review: 4.4 out of 5 stars 15 customer reviews

Best Sellers Rank: #75,926 in Books (See Top 100 in Books) #43 in Books > Children's Books > Computers & Technology > Programming #150 in Books > Children's Books > Education & Reference > Study Aids > Children's General Study Aids

Age Range: 6 - 9 years

Grade Level: 1 - 4

Customer Reviews

"Without a doubt, these little DK workbooks (and the thicker Coding Projects in Scratch) have been an amazing resource and I can highly recommend them." • GeekDad.com

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*.

After doing the earlier coding work books from DK, my son wanted to do more projects like the very customized ones he was seeing on scratch.mit.edu. But I had no idea how to help him. The day these arrived, he started his most ambitious video game design yet and had all the tools he needed to make it work. This is a great intro to the world of coding!

I have the original DK brand Coding with Scratch and got this projects book and also the game book to give my son further stuff to do. Love how it's layed out for kids to understand and colorful instructions.

While Scatch is free to use and free explanations are available at scratch.mit.edu, I have purchased three different books from this series and highly recommend them for a step-by-step guide for younger children. The books introduce new skills with each lesson. My granddaughters who are 6 and 7 were able to use them and were engrossed in the coding for longer periods of time with each use than I anticipated. The 6-year-old needed help with the reading

This is an excellent workbook to help you learn or teach Scratch. I used many this book fairly extensively in teaching my students Scratch and found it easy for me to use and for them to

understand. I taught this with grades 4 - 6.

Kids are loving this book. It's easy to follow, and gets them programming in no time flat. The kids say it's very detailed about what to do and how to do it. It doesn't have good diagnostic tools or lessons for when things go wrong. It teaches kids not only the lessons in the book, , but how to program generally. I've included a video of the first lesson, which allowed them to program a figure that moves, changes color, and makes sounds when the mouse is depressed. They were able to complete this program in 15-20 minutes, including the initial orientation of what the program was. Each program could take 5-15 minutes after this initial orientation. There are endless possibilities after meeting the lesson objectives, so this book is a near infinite resource. Scratch is so easy to use and does a great job of teaching kids programming. This book makes it even easier and less scary.

This is perfect! I like that it has worksheets that go with it so I can see if my students are retaining the information.

EXCELLENT. Best way to get started with Scratch.

Easy to follow.

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