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DK Workbooks: Coding in Scratch: Games Workbook (Paperback)

By Jon Woodcock, Steve Setford

DK Publishing (Dorling Kindersley), United States, 2016. Paperback. Book Condition: New. Workbook. 279 x 216 mm. Language: English . Brand New Book. Get kids building their own computer games in no time with DK Workbooks: Coding in Scratch: Games Workbook. Computer coding is quickly becoming a necessary and sought-after skill and many schools have incorporated it into their curriculum, beginning as early as kindergarten to ensure students understand the languages and uses of computer coding. This workbook is full of fun exercises and step-by-step guidance, making it the perfect introductory practice book to build vital skills in one of the fastest growing industries. Designed to support the Common Core State Standards, the DK Workbook series is developed with leading educational experts to build confidence and understanding. Each leveled workbook, for children ages 3 through 9, is packed with activities and challenges, offering the beneficial repetition and cumulative learning that lead to mastery. Children will learn about the history of programming, what coding is, arcade game design, and game development. Fact boxes on each page give a simple overview of the topics being covered, helping children get their bearings, review the basics, and often see an example of the task at hand.



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Reviews

I actually started looking over this publication. It really is rally interesting throgh studying period. Once you begin to read the book, it is extremely difficult to leave it before concluding.

-- Dana Hintz

Good electronic book and valuable one. It really is basic but unexpected situations in the 50 percent in the pdf. You wont really feel monotony at at any moment of your time (that's what catalogues are for concerning when you ask me).

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