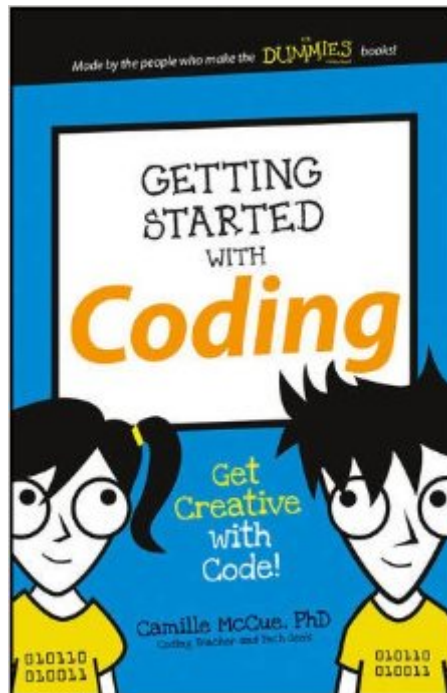


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# Getting Started With Coding: Get Creative With Code! (Dummies Junior)



## Synopsis

A cool coding book--just for kids! When your kid is ready to add coding to their creativity toolbox but you're not ready to ship them off to coding camp, *Getting Started with Coding* is here to help them get started with the basics of coding. It walks young readers through fun projects that were tested in the classroom. Each project has an end-goal to instill confidence and a sense of achievement in young coders. Steering clear of jargon and confusing terminology, *Getting Started with Coding* is written in a language your child can understand. Plus, the full-color design is heavy on eye-catching graphics and the format is focused on the steps to completing a project, making it approachable for any youngster with an interest in exploring the wonderful world of coding. So why send your kid to a camp when they can become a coding champ--right in the comfort of your living room?

Introduces the basics of coding  
Teaches how to create characters and apply code to animate them  
Shows kids how to make objects respond to motion and collision commands  
Introduces score-keeping and timing into coding

If your child is a burgeoning techy with a desire to learn coding, *Getting Started with Coding* is the perfect place to start.

## Book Information

Series: Dummies Junior

Paperback: 128 pages

Publisher: For Dummies; 1 edition (September 21, 2015)

Language: English

ISBN-10: 1119177170

ISBN-13: 978-1119177173

Product Dimensions: 5.4 x 0.2 x 8.4 inches

Shipping Weight: 8 ounces (View shipping rates and policies)

Average Customer Review: 4.3 out of 5 stars See all reviews (9 customer reviews)

Best Sellers Rank: #190,028 in Books (See Top 100 in Books) #60 in Books > Children's Books > Computers & Technology > Programming #50165 in Books > Reference

Age Range: 7 - 11 years

Grade Level: 2 - 6

## Customer Reviews

Anyone who has tried to learn to code as an adult, as I have, knows that it is like learning a second language. As with any language, the earlier you can learn it, the more proficient you will be, so it follows that teaching kids to code at an early age is the way to go. This book, in particular, is a pretty

fun way to get started with coding. Even if your child is not going to become a computer programmer, a knowledge of coding will be an invaluable tool to have. At the very least, the ability to customize HTML and CSS for web pages is something that is likely to become a requirement for entry-level jobs, if it hasn't already. There is a lot packed into the 127 pages here. The author has written the book in a manner that, along with a multitude of illustrations, makes this potentially daunting subject very accessible, and the fun projects she has devised to teach basic principles of coding include:-- making a drawing app,-- creating a space game, and-- making a coin toss sim, and-- creating a digital pet, among others. Software is required to create the projects, and the book gives readers access to MicroWorldsEX (for both Mac and Windows) for that purpose. There is a free trial period after which the software is available at a discount. A benefit to using MicroWorldsEX is that kids do not have to have access to the internet to use it, which is something parents will appreciate. The author's instructions for using the software are very clear and easy to follow. I particularly like the way she has included the idea of brainstorming and then making a "game plan" to help kids organize their thoughts about what they are going to create.

I like the easy going style, language and layout of this book. It's a great introduction to coding for kids who are interested or even those who may be and just don't know it yet. The book does a good job of easing the presumably young reader into a developer's mindset of planning, coding and debugging. The software of choice here is MicroWorlds EX. There is a free trial and you can also buy the unrestricted version for a fraction of the normal cost. I think the full purchase is worth it as long as the child plans to commit and stick to the program. Despite the cutesy art, seemingly easy language and targeted audience of the book, MicroWorlds is a robust coding tool that can definitely put a child on the path to mastering other more challenging languages. In fact, I think this book could be just as useful to adults as it is to children. As a developer myself, I know how hit or miss many "how to" or "Intro to..." tech books can be. Many tech authors don't do an effective job of teaching. Their tech books are hurt by convoluted wording, confusing and often unnecessary technical jargon or pacing that is either too slow or too brisk. The books are typically used more as reference guides by those who already know the material rather than learning guides for newbies. There are no such issues with this book. The pacing, language and projects in this book are all nicely executed. The completed projects will immediately boost confidence and provide noticeable results that will encourage young minds to reach higher. With the big push toward more STEM courses, kids need every advantage they can get as early as they can get them. As the book says early on, it used to be enough to read, write and do mathematics to be educated. These days,

employers want more.

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