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Get Coding!: Learn HTML, CSS & JavaScript & Build A Website, App & Game



Synopsis

Learn how to write HTML, CSS, and JavaScript and build your own website, app, and game! An essential guide to computer programming for kids by kids. Crack open this book and set off on several fun missions while simultaneously learning the basics of writing code. Want to make a website from scratch? Create an app? Build a game? All the tools are here, laid out in a user-friendly format that leads kids on an imaginary quest to keep a valuable diamond safe from dangerous jewel thieves. Presented by Young Rewired State - an international collective of tech-savvy kids - in easy-to-follow, bite-size chunks, the real-life coding skills taught in this engaging, comprehensive guide may just set young readers on the path to becoming technology stars of the future.

Book Information

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Age Range: 9 - 12 years

Grade Level: 4 - 7

Customer Reviews

With no knowledge at all you could produce webpages in a matter of hours. You'll be writing code in a matter of minutes. The explanations are gloriously simple and straightforward and there are even online resources if you get stuck. The steps are very easy and you start seeing rewards straight away - there's no toiling away for hours only to find that there's still really nothing to see. This has been written by people who understand how children's minds work - and a lot of adults too! [...] It's all great stuff and I can't think of a better way to get kids started on coding. I just wish I'd had this

sort of opportunity when I was nine! * The Bookbag * A hot topic is introduced in this fabulously informative textbook for junior coders (and adults looking for a simple introduction!) [...] Basic coding skills and clean step-by-step explanations make this a thorough workbook to help enthusiasts teach themselves an exciting new skill. * IBW Children's Book Guide, The Bookseller * This book goes into a lot more detail than many others I have seen, so it gives excellent coverage. * Parents in Touch * Learning is through completing six 'missions' and discovering how to create an app or a game to your own design would be interesting and fun for kids. More advanced than other coding books I've read, this would be a useful addition to your library, primary or secondary. * SLA * --This text refers to the Library Binding edition.

Young Rewired State is a U.K.-based worldwide community of digital makers aged eighteen and under. The community allows young coders to meet like-minded peers and share skills. Young Rewired State members can also meet expert mentors at free events around the world, like the Festival of Code, and use freely available open data to build apps, websites, and algorithms to solve real-world challenges.

Good Book to get kids thinking in CODE!

5/5

Get Coding!, is an absolutely fabulous and essential book for children if they want to know how to code a webpage, or build an app. In today's society, we are relying on more and more computerised machinery, and the internet is exceptionally useful and popular, and is only going to become even more important in years to come. I've believed for a long time that they should teach coding in schools. I remember having an old Amstrad computer as a child and learning how to code, spending hours copying code from a book and then all it did was to make one little image move across the screen. Today, coding is much simpler, easier and creates a lot more than a single moving image. This book will give children the knowledge to build a webpage, create a password, build an app, plan a route and make a mini-game. It will also show them how to code using the three modern essential languages HTML, CSS and Javascript. The only things that are needed to be able to use this book are a computer/Mac and the internet. The instructions are exceptionally easy to understand and follow. They are also split into two so that there is one set for PC and one for Mac computers. Be aware that the instructions are written in American English

~f~ ~ ~ œ this is because computer code is written in American English, so I can only presume that they didn't want to confuse the children. Children will love this book and it will teach them valuable skills for the future. It will also give them a sense of achievement as they complete each of the six missions. Reviewed by Stacey at Whispering Stories Book Blog**I received a free copy of this book in exchange for an honest review**

I received this book free to review and was very impressed by it. I have always liked the ~f~ ~ ~ "Dummies~f~ ~ ~ ~ series of books for the way they explain things in a down to earth manner. This book is as good if not better. It has the slight disadvantage that it is not as easy to dip in and out of, but that is not its intent. It starts very simply, but thankfully without the ~f~ ~ ~ "hello world~f~ ~ ~ ~ example and progresses until a fairly simple web site is finished. As its intended audience is young, I think under 13, the examples are child biased but that does not mean that it is not suitable for adults. My programming goes back as far as threading ferrite cores and I am currently trying to teach someone how to modify an existing site, the examples in this book gave me an easy way of explaining things. Obviously a book of this size cannot teach everything about HTML, CSS and Java but it certainly gives a sound basis in all three. Probably the best thing is how it explains the interaction between the three. I have bookshelves full of reference books on HTML etc etc they are all very good at explaining the functions but very few actually explain how to use it. This book is practical and although you will certainly need more information on all the operations available it is a very good start. There are screen illustration all through which show you exactly what you should get when you type in the code. Everything was well spaced with illustrations, again for the young, but helped to make the pages readable. Although I have said that it could not cover everything I was surprised that it included examples such as how to embed a Google map. With it so easy these days to just use a web designer programme without knowing what it is doing this book helps you to actually learn. I wonder if they will produce a book on C#.

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