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Coding For Kids For Dummies

15 Fun Coding Projects!

Coding FOR KIDS

- Create Games and Apps
- Customize Your Projects
- Learn Real Coding Skills

Camille McCue, PhD
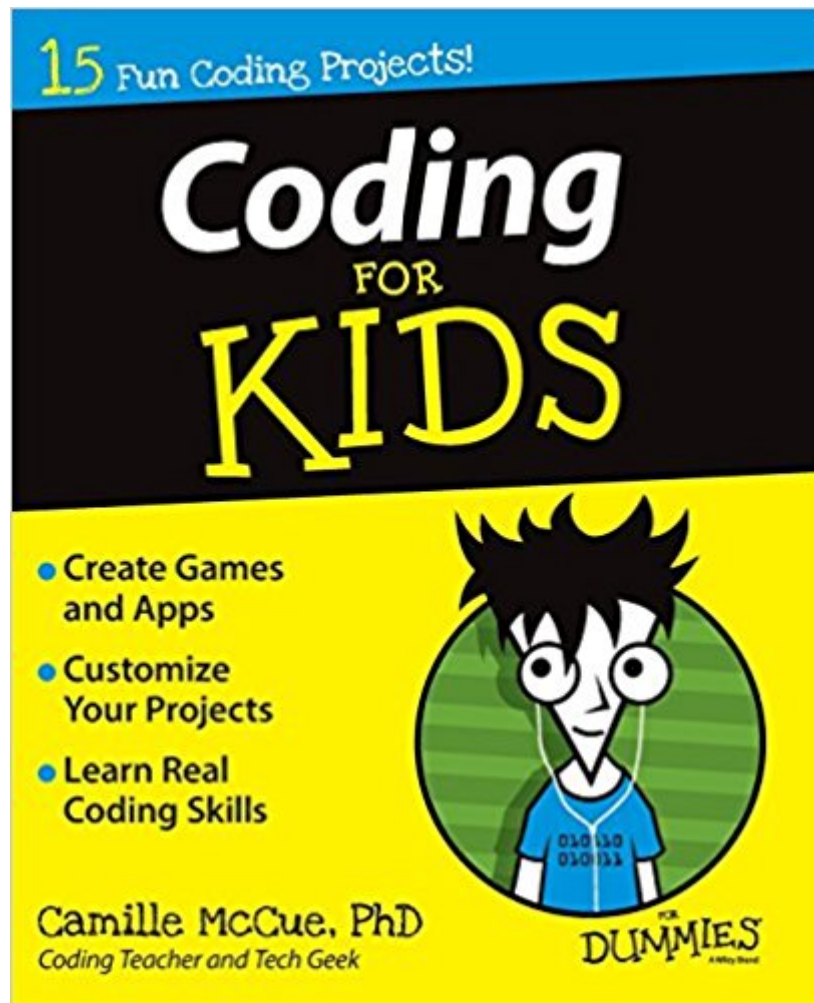Coding Teacher and Tech Geek

FOR DUMMIES

Synopsis

An easy-to-grasp introduction to coding concepts for kids Coding For Kids For Dummies breaks coding into a series of small projects, each designed to teach elementary-to-middle-school-aged students a core concept to build a game, application, or other tool. In this his hands-on, friendly guide readers will get access to a leading coding tool that has been designed specifically for kids, showing them how to create the projects provided in the book as well as how to implement them into their own creative work. Written by a teacher and leading advocate of coding education, Coding For Kids For Dummies explains to kids in plain English how to apply the math and logic skills they already have to the subject of coding. In no time, they'll be grasping basic coding concepts, completing their very own technical feats, and arming themselves with the computer science experience and know-how to prepare for a future working with technology. Lay-flat binding allows for easy access as students work on projects Full-color, large-print design make the information more approachable to kids Kids interested in computer science get a competitive edge The author has dedicated her career to enhancing coding and other STEM education in schools If you're a student who wants to learn coding, a parent who wants to help your kid pursue an interest in coding, or a teacher who is in need of a supplemental course book for your computer science class, Coding For Kids For Dummies has you covered.

Book Information

Series: For Kids For Dummies

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Average Customer Review: 3.9 out of 5 stars   53 customer reviews

Best Sellers Rank: #71,682 in Books (See Top 100 in Books)   #40 inÃ Â Books > Children's Books > Computers & Technology > Programming   #173 inÃ Â Books > Computers & Technology > Networking & Cloud Computing > Internet, Groupware, & Telecommunications   #1343 inÃ Â Books > Textbooks > Computer Science

Age Range: 10 - 14 years

Grade Level: 5 - 9

Customer Reviews

Ã¢â ¬Å"..informative and easy to understand without feeling like it was condescending..Ã¢â ¬Å•
(Larger Family Life, August 2015)Ã¢â ¬Å"Coding For Kids can be used as a source of ideas in its
own right..Ã¢â ¬Å• (Teach Secondary, November 2015)Ã¢â ¬Å"It's worth getting the book because
the project ideas are quite goodÃ¢â ¬Å| I found the projects not only interesting and innovative, but
also with readable instructions!" (ylmp.com, January 2016)

Everyone Can Code!Learning to code is something every kid can do, and it should be a fun,
creative experience. Ã Â There are so, so, so, many programming languages with which you can
begin -- Scratch, JavaScript, Python, App Inventor -- but I am personally a fan of MicroWorlds EX,
the language I use in this book. Ã Â Diehard computer programmers may ask, "WHY?!?!? --
that's a teaching language." Ã Â That's true! Ã Â It's a Logo language
developed originally by Seymour Papert of MIT. Ã Â Many K-12 schools and even some
universities, including Stanford (in the Transformative Learning Technologies Lab), introduce
students to coding using MicroWorlds, StarLogo and other Logo languages because they build the
programming foundations AND spark the confidence and curiosity needed to keep new coders
engaged.I loveÃ Â MicroWorlds EX because it features a large workspace for designing your
app's GUI, fun graphic design tools, a built-in compiler/interpreter, simple dialog boxes and
palettes, and a pane for writing procedural code -- all in one place. Ã Â It's a step up in
complexity over Scratch (because, like in "real" coding, kids actually have to type using correct
vocabulary and syntax), but it preserves the easy ability to create graphics, execute code, and
obtain debugging clues. Ã Â It's also simple to install MicroWorlds EX, and once installed,
kids don't need access to the Internet to code. Ã Â The book is stuffed full of fun projects
from games to simulations, and it comes with a free, downloadable trial of MicroWorlds EX -- 35
days. Kids who focus on one book Part each week will find they have sufficient time to sample key
concepts and complete the projects that most appeal to them. Ã Â If, by working through the
projects, kids find they love programming (and I hope they do!), then purchase of the book and use
of the trial will have motivated them to expand their horizons, trying new projects and also new
languages. Ã Â For kids who find they love MicroWorlds EX like I do, they can obtain a deep
discount on a forever version of the software ($29 as opposed to the standard $99). For kids who
want to craft projects in a free programming language, many of the ideas in the book can be

adapted for creation in Scratch and other Logo-based languages. Regardless of which programming language your young coders work in, I hope they find the project ideas presented in this little book fun, instructive, and motivational for writing their own code and developing their own cool projects.Ã Â My heart leaps when I see students bring the ideas out of their heads and into the world, creating digital artifacts through coding and physical ones through making. Ã Â It's an amazing time to be a kid, and I applaud the adults who are working hard to support this next generation of ingenious inventors!

I purchased this for my 11yr old daughter who is into computer technology and always wants to know more about computers. She kinda grumbled when she received it, but I am already seeing results that she is reading and understanding it. I believe this is a great book if you want to know the ins and outs of computer programming.

I'm excited for my son to use it, but somehow didn't realize that it will require us to buy a software license for continued use. To get started there is a 35 day/90 save Trial. After that, you have to buy a license for MicroWorld EX, which is the programming software that the lessons are based in. It looks like if you buy it right away, you can get the software download for $30, but if you wait too long, it will be as much as $99. We are waiting for our trial activation link to be sent so I can't speak to how it will all work out, but the book/lessons look great at first glance.

This book should really be called Microworlds EX for Dummies as you cannot do the exercises without downloading the software, which is NOT FREE. Yes, you get a 35 day free trial, but I don't see how you can finish the book's exercises in 35 days. So I am very disappointed with my purchase.

I've been working through the book with my seven-year-old. She's enjoying it and it has piqued her interest in coding. The text is nicely laid out and easy to understand, though at age seven, it helps to have a parent reading along side the kiddo. A good, fun introduction to coding.

Grandson loves this book

The book and related activities didn't hold my son's attention. I thought the book was well written and organized but it wasn't good enough for the intended audience.

My 10 year old daughter loves her new "Coding for Kids" book. It is clear, concise and easy for her to follow.

I purchased this wonderful book for my 11 year old son. He has had a tiny bit of exposure to Java coding for Minecraft during summer camp.He was a bit apprehensive at first, but after skimming the book, and placing some post-it notes on the projects he wanted to try, he decided to be 'brave' and dive in.45 minutes later, he was delighted at how easy the instructions were to follow, and he was successful in every attempt he made with the programs. I was thrilled to see the big smile on his face!He really liked how the programs 'correct' you when entering lines of code, if you have done it incorrectly. He said that saves a lot of time and helped him ultimately be more successful with the projects.What a nice way to get introduced to coding, something that I have no interest in. I feel guilty to write that, but I'm more at home with painting, hiking, or reading a great book. This is a world that my children love, and I'm happy I found a book that helps them.

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