

My First Coding Book Packed With Flaps And Lots More To Help You Code Without A Computer

The Big Book of Spot the Difference sharpens observation and concentration skills while it entertains with dozens of fun pairs of scenes and hundreds of differences to spot! With comical characters and playful illustrations, this is the perfect book for travel, vacation, rainy days and family-fun time.

Artificial Intelligence and Learning is a teaser in a series of books and pioneering book for kids on Artificial Intelligence (A.I.) which focuses on its chief concept: LEARNING. The My First A.I. Books Series introduces kids of all ages to the foundational concepts for Artificial Intelligence and the 4th Industrial/Human Revolution, AKA I4.0 or 4IR or IOT. Written by three global experts and active scientific researchers, Professors Fernando Buarque (Ph.D. in A.I. Imperial College London), Tshilidzi Marwala (Ph.D. in A.I. at University of Cambridge), and Nicky Roberts (Ph.D. in Mathematics Education at the University of Witwatersrand). This book and series are suitable for all kids starting their Artificial Intelligence journey. As a matter of fact, the future of humankind depends centrally on how A.I. will be produced and used. As such, little readers are encouraged to think and talk in an informed manner about A.I. topics. The story of this first book, sets the plot by delving into the evolution of human tools (up to the fourth human revolution), types of learning, the ingredients for adaptive computer programs (i.e. programs that are able to learn), and even provides a working definition of A.I. All the books of the series are packed with concepts and encourage inquiry. They aim to widen the kids' perspectives on, and also nurture their participation with, these new concepts and tools. All that in this amazing unfolding revolution - the Revolution of the Intelligence. The authors took care to include not only technical concepts, but humanistic and character-building values too. Thus, readers would acquire a good foundation for their future, which may even not be a technical one (but certainly will include A.I.). Ideally, this book should be read by the kids with an adult. It is handsomely complemented by five more books, which portrait five missions, detailing other chief functional A.I. concepts. In each mission the explorers are challenged to delve (and learn) five different ways of using A.I. on real-world problems. The other books in the My First A.I. Books Series are: -My First A.I. Book - Mission of Team-B is Searching -My First A.I. Book - Mission of Team-R is Predicting-My First A.I. Book - Mission of Team-I is Classifying-My First A.I. Book - Mission of Team-C is Optimizing-My First A.I. Book - Mission of Team-S is Interfacing

Coding for kids without a computer--an offline skill-building book for ages 5 to 7 Coding helps kids develop analytical thinking, problem-solving abilities, and beyond! In this exciting guide to coding for kids, your child will discover the core concepts of coding through colorful games and activities--without using a computer. These fun challenges can be done right inside the book or with everyday objects to help kids practice the same skills coders use, like writing clear instructions, recognizing patterns, and working efficiently. There's even a place for your beginner to invent their own codes! This coding for kids book features: Coding fundamentals--Practice algorithms, loops, conditionals, optimization, debugging, and variables with games that help kids think like a computer programmer. Meet the coder crew--Explore coding for kids with a whole cast of characters, including AI the helper, Pixel the creative expert, Lo the problem-solver, Bug the pattern-spotter, and their robot dog Spot the Bot! On and off the page--Sharpen skills with fun on-the-page puzzles and off-the-page activities that give kids a chance to practice in different ways. Set your little ones up for success with coding for kids that only requires a pencil, paper, and their imagination.

Preschoolers will enjoy hours of fun as they search for animals in a variety of habitats and learn to recognize words along the way. Big, brainy science for the littlest listeners. Accurate enough to satisfy an expert, yet simple enough for baby, this clever board book showcases the use of logic, sequence, and patterns to solve problems. Can Baby think like a coder to fix her train? Beautiful, visually stimulating illustrations complement age-appropriate language to encourage baby's sense of wonder. Parents and caregivers may learn a thing or two, as well! Author's Note: The goal of the Baby Loves Science books is to introduce STEM topics in a developmentally appropriate way. As a precursor to learning programming languages and syntax, Baby Loves Coding presents the concepts of sequencing, problem solving, cause and effect, and thinking step-by-step. Practicing these skills early creates a solid foundation for reading, writing, math and eventually, programming.

Get the perfect book to introduce young kids to the world of coding. An exciting fun-filled book to give them the perfect start. Ideal for ages 4-7. With this fun illustrated coding workbook, kids will get a head start at coding & become future experts in the STEM fields. Easy-to-understand tutorials in "First Coding Book For Kids by Kidlo" help create a strong foundation of offline coding. That's right - no computer required! The activities in this coding book for beginners are perfect for children of ages 4-7. With this book, curious little minds can learn the basics of coding from scratch & get acquainted with sequencing easily. They can take the first steps towards development of creative thinking, problem-solving & analytical skills with this visual guide! Colorful illustrations make the coding games very exciting to solve. If you are unable to solve a level, no worries! The solutions given at the back will help you out. After solving this book, your kids will be ready to take on languages like Scratch and Swift. The "First Coding Book For Kids by Kidlo" can be useful to understand essential coding concepts and give a playful introduction to programming. So boys and girls, go ahead & begin your coding journey! It won't be long before your baby says I love coding. Kidlo Coding is brought to you by Kidlo Coding Games for Kids, an award-winning app for teaching young learners the basics of coding.

Get your little one started on the right track with the Peter Pauper Primer My First BOOKS board book set! Four-book set includes My First COLORS, My First NUMBERS, My First 101 ANIMALS, My First 101 ANIMALS, My First 101 WORDS, all packed within a sturdy, colorful slipcase! What makes this board book set stand out? We use adorable illustrated characters to introduce important first concepts, and reinforce those concepts with full-color photographs to provide real-world images and context. Helps foster image and word recognition as well as speaking and motor skills. They're the perfect primers for babies and toddlers! Sturdy books have padded covers that little hands will find easy to grip and hold. Rounded corners help reduce board book wear. Bright and engaging full-color illustrations and photographs throughout each. 20 or 24 pages each. Each board book measures 6-1/2" square. Slipcase measures 6-1/2" wide x 6-3/4" high x 3-3/4" deep. Ages 0 and up.

My First Big Book of Coloring 2 is jumbo coloring book with almost 200 pages of coloring fun! Kids will love My First Big Book of Coloring 2, a jumbo follow-up book to the successful My First Big Book of Coloring, that's packed with almost 200 pages of fun! The appealing artwork-with its heavy, chunky black lines-are eye-catching and kid-friendly. This book is sure to engage little ones for hours!

A great introduction for young children to ever-popular topics, with charming pictures and simple text perfect for reading and talking about with young children. Topics covered include Our World, Space, Science, My Body, Animals, Dinosaurs and Long Ago. Divided into sections by topic, and fully indexed. Charming original artwork by artists including Lee Cosgrove and Tony Neal. Part of the engaging 'My First Book' series.

"Code is the 21st century literacy and the need for people to speak the ABCs of Programming is imminent." --Linda Liukas Meet Ruby--a small girl with a huge imagination. In Ruby's world anything is possible if you put your mind to it. When her dad asks her to find five hidden gems Ruby is determined to solve the puzzle with the help of her new friends, including the Wise Snow Leopard, the Friendly Foxes, and the Messy Robots. As Ruby stomps around her world kids will be introduced to the basic concepts behind coding and programming through storytelling. Learn how to break big problems into small problems, repeat tasks, look for patterns, create step-by-step plans, and think outside the box. With hands-on activities included in every chapter, future coders will be thrilled to put their own imaginations to work.

My First Coding Book Packed with Flaps and Lots More to Help you Code without a Computer! Penguin

Scratch 3.0 has landed! Stay ahead of the curve with this fully updated guide for beginner coders. Coding is not only a highly sought-after skill in our digital world, but it also teaches kids valuable skills for life after school. This book teaches important strategies for solving problems, designing projects, and communicating ideas, all while creating games to play with their friends. Children will enjoy the step-by-step visual approach that makes even the most difficult coding concepts easy to master. They will discover the fundamentals of computer programming and learn to code through a blend of coding theory and the practical task of building computer games themselves. The reason coding theory is taught through practical tasks is so that young programmers don't just learn how computer code works - they learn why it's done that way. With Coding Games in Scratch, kids can build single and multiplayer platform games, create puzzles and memory games, race through mazes, add animation, and more. It also supports STEM education initiatives and the maker movement. Follow Simple Steps - Improve Your Skills - Share Your Games! If you like playing computer games, why not create your own? Essential coding concepts are explained using eight build-along game projects. Coding Games In Scratch guides young coders step-by-step, using visual samples, easy-to-follow instructions, and fun pixel art. This coding book for kids has everything you need to build amazing Scratch 3.0 games, including thrilling racing challenges, zany platform games, and fiendish puzzles. Follow the simple steps to become an expert coder using the latest version of the popular programming language Scratch 3.0 in this new edition. Improve your coding skills and create your own games before remixing and customizing them. Share your games online and challenge friends and family to beat each other's scores! In this book, you will: - Learn about setting the scene, what makes a good game and playability - Discover objects, rules, and goals - Explore hacks and tweaks, camera angles, fine-tuning and controls - And much more 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 for kids are full of fun exercises with step-by-step guidance, making them the perfect introductory tools for building vital skills in computer programming. Add Coding Projects in Scratch and Coding Projects in Python to your collection.

Turn your R code into packages that others can easily download and use. This practical book shows you how to bundle reusable R functions, sample data, and documentation together by applying author Hadley Wickham's package development philosophy. In the process, you'll work with devtools, roxygen, and testthat, a set of R packages that automate common development tasks. Devtools encapsulates best practices that Hadley has learned from years of working with this programming language. Ideal for developers, data scientists, and programmers with various backgrounds, this book starts you with the basics and shows you how to improve your package writing over time. You'll learn to focus on what you want your package to do, rather than think about package structure. Learn about the most useful components of an R package, including vignettes and unit tests Automate anything you can, taking advantage of the years of development experience embodied in devtools Get tips on good style, such as organizing functions into files Streamline your development process with

devtools Learn the best way to submit your package to the Comprehensive R Archive Network (CRAN) Learn from a well-respected member of the R community who created 30 R packages, including ggplot2, dplyr, and tidyr

The bestselling author of *American Housewife* and *Southern Lady Code* returns with a viciously funny, deeply felt collection of essays on friendship among grown-ass women. When Helen Ellis and her lifelong friends arrive for a reunion on the Redneck Riviera, they unpack more than their suitcases: stories of husbands and kids; lost parents and lost jobs; powdered onion dip and photographs you have to hold by the edges; dirty jokes and sunscreen with SPF higher than they hair-sprayed their bangs senior year; and a bad mammogram. It's a diagnosis that scares them, but could never break their bond. Because women pushing fifty won't be pushed around. In these twelve gloriously comic and moving essays, Helen Ellis dishes on married middle-age sex, sobs with a theater full of women as a psychic exorcises their sorrows, gets twenty shots of stomach bile to the neck to get rid of her double chin, and gathers up the courage to ask, "Are you there, Menopause? It's Me, Helen." A book that reads like the best cocktail party of your life, *Bring Your Baggage and Don't Pack Light* is chockablock with fabulous characters: cat-lady plastic surgeons and waterpark Adonises; bridge ladies and poker players; platinum medallion fliers and Garage Sale Swindlers; forty-year-old divorcées; fifty-year-old new moms and still-young octogenarians. Alive with the sensational humor and ferocious love for her friends that won Helen Ellis legions of fans, this book has a raw vulnerability and an emotional generosity that takes this acclaimed author to a whole new level of accomplishment.

"The reigning queen of historical fiction" -- Fiona Davis, *New York Times* bestselling author of *The Lions of Fifth Avenue* The *New York Times* and *USA Today* bestselling author of *The Huntress* and *The Alice Network* returns with another heart-stopping World War II story of three female code breakers at Bletchley Park and the spy they must root out after the war is over. 1940. As England prepares to fight the Nazis, three very different women answer the call to mysterious country estate Bletchley Park, where the best minds in Britain train to break German military codes. Vivacious debutante Osla is the girl who has everything—beauty, wealth, and the dashing Prince Philip of Greece sending her roses—but she burns to prove herself as more than a society girl, and puts her fluent German to use as a translator of decoded enemy secrets. Imperious self-made Mab, product of east-end London poverty, works the legendary codebreaking machines as she conceals old wounds and looks for a socially advantageous husband. Both Osla and Mab are quick to see the potential in local village spinster Beth, whose shyness conceals a brilliant facility with puzzles, and soon Beth spreads her wings as one of the Park's few female cryptanalysts. But war, loss, and the impossible pressure of secrecy will tear the three apart. 1947. As the royal wedding of Princess Elizabeth and Prince Philip whips post-war Britain into a fever, three friends-turned-enemies are reunited by a mysterious encrypted letter--the key to which lies buried in the long-ago betrayal that destroyed their friendship and left one of them confined to an asylum. A mysterious traitor has emerged from the shadows of their Bletchley Park past, and now Osla, Mab, and Beth must resurrect their old alliance and crack one last code together. But each petal they remove from the rose code brings danger--and their true enemy--closer...

Don't just play computer games - help children build them with your own home computer! Calling all coders, this is a straightforward, visual guide to helping kids understand the basics of computer coding using Scratch and Python coding languages. Essential coding concepts like scripts, variables, and strings are explained using build-along projects and games. Kids can create online games to play like *Monkey Mayhem* and *Bubble Blaster*, draw mazes and shapes, build animations, and more using the step-by-step examples to follow and customize. Seven projects let kids (and their parents) practice the skills as they are learning in each section of the book. Kids get instant results, even when completely new to coding. Packed with visual examples, expert tips, a glossary of key terms, and extras such as profiles of famous coders,

Help Your Kids with Computer Coding lays a hands-on foundation for computer programming, so adults and kids can learn together. 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. User note: At home, all you need is a desktop or laptop with Adobe 10.2 or later, and an internet connection to download Scratch 2.0 and Python 3. Coding with Scratch can be done without download on <https://scratch.mit.edu>. Series Overview: DK's bestselling Help Your Kids With series contains crystal-clear visual breakdowns of important subjects. Simple graphics and jargon-free text are key to making this series a user-friendly resource for frustrated parents who want to help their children get the most out of school.

Perfect for budding computer whizzes ages 6-9 who are ready to move on from coding beginner projects in Scratch, this highly visual workbook is filled with challenges utilizing the free computer coding programming language. A great second step after DK's beginner Scratch workbooks, DK Workbooks: Scratch Challenge Workbook shows kids how to create even bigger and better projects in Scratch through fun, hands-on learning experiences, but with the same easy-to-follow directions and fun pixel art. 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 make their own music, build more intricate computer games, and even use their webcam to be a part of their own projects. 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 challenge. 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.

Before the Internet became widely known as a global tool for terrorists, one perceptive U.S. citizen recognized its ominous potential. Armed with clear evidence of computer espionage, he began a highly personal quest to expose a hidden network of spies that threatened national security. But would the authorities back him up? Cliff Stoll's dramatic firsthand account is "a computer-age detective story, instantly fascinating [and] astonishingly gripping" (Smithsonian). Cliff Stoll was an astronomer turned systems manager at Lawrence Berkeley Lab when a 75-cent accounting error alerted him to the presence of an unauthorized user on his system. The hacker's code name was "Hunter"—a mysterious invader who managed to break into U.S. computer systems and steal sensitive military and security information. Stoll began a one-man hunt of his own: spying on the spy. It was a dangerous game of deception, broken codes, satellites, and missile bases—a one-man sting operation that finally gained the attention of the CIA . . . and ultimately trapped an international spy ring fueled by cash, cocaine, and the KGB.

Little ones will love My First Big Book of Monsters, a jumbo coloring book packed with almost 200 pages of coloring fun! Children will love My First Big Book of Monsters, a follow-up book to the successful My First Big Book of Coloring. This book is packed with monsters and other fun creatures that kids can color. The appealing artwork, with its heavy, chunky black lines, is eye-catching and kid-friendly. This book is sure to engage little ones for hours!

Teach kids as young as 5 years old the basic programming skills necessary to code, including sequencing and loops, without a computer. It's never too early to learn computer coding. My First Coding Book is a playful introduction to offline coding and programming that will give young

children a head start. Filled with puzzles, mazes, and games to teach the basic concepts of sequences, algorithms, and debugging, this book will help children develop critical thinking, logic, and other skills to cement lifelong computer literacy, which is extremely valuable and sought-after in today's world. With its unique approach and colorful and creative imagery, My First Coding Book makes learning and fun one and the same and will have children playing their way to programming proficiency. 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.

Widely considered one of the best practical guides to programming, Steve McConnell's original CODE COMPLETE has been helping developers write better software for more than a decade. Now this classic book has been fully updated and revised with leading-edge practices—and hundreds of new code samples—illustrating the art and science of software construction. Capturing the body of knowledge available from research, academia, and everyday commercial practice, McConnell synthesizes the most effective techniques and must-know principles into clear, pragmatic guidance. No matter what your experience level, development environment, or project size, this book will inform and stimulate your thinking—and help you build the highest quality code. Discover the timeless techniques and strategies that help you:

- Design for minimum complexity and maximum creativity
- Reap the benefits of collaborative development
- Apply defensive programming techniques to reduce and flush out errors
- Exploit opportunities to refactor—or evolve—code, and do it safely
- Use construction practices that are right-weight for your project
- Debug problems quickly and effectively
- Resolve critical construction issues early and correctly
- Build quality into the beginning, middle, and end of your project

A book that transforms children's natural love and compassion for animals into positive action.

Learn how to program by diving into the R language, and then use your newfound skills to solve practical data science problems. With this book, you'll learn how to load data, assemble and disassemble data objects, navigate R's environment system, write your own functions, and use all of R's programming tools. RStudio Master Instructor Garrett Grolemund not only teaches you how to program, but also shows you how to get more from R than just visualizing and modeling data. You'll gain valuable programming skills and support your work as a data scientist at the same time. Work hands-on with three practical data analysis projects based on casino games

- Store, retrieve, and change data values in your computer's memory
- Write programs and simulations that outperform those written by typical R users
- Use R programming tools such as if else statements, for loops, and S3 classes
- Learn how to write lightning-fast vectorized R code
- Take advantage of R's package system and debugging tools
- Practice and apply R programming concepts as you learn them

Canada's beloved comic genius tells his own story for the first time. What is Rick Mercer going to do now? That was the question on everyone's lips when the beloved comedian retired his hugely successful TV show after 15 seasons—and at the peak of its popularity. The answer came not long after, when he roared back in a new role as stand-up-comedian, playing to sold-out houses wherever he appeared. And then Covid-19 struck. And his legions of fans began asking again: What is Rick Mercer going to do now? Well, for one thing, he's been writing a comic masterpiece. For the first time, this most private of public figures has turned the spotlight on himself, in a memoir that's as revealing as it is hilarious. In riveting anecdotal style, Rick charts his rise from highly unpromising schoolboy ("Rick still owes 15 dollars to the chocolate bar fundraiser" was one of the less brutal items on a typical report) to heights of TV fame, by way of an amazing break as a teenager when his one-man show, "Show Me the Button, I'll Push It. Or, Charles Lynch Must Die," became an overnight sensation—thanks in

part to a bizarre ambush by its target, Charles Lynch himself. That's one story you won't soon forget, and this book is full of them. There's the tale of how little Rick stole a tree from the neighbours that's set to become a new Christmas classic. There's Rick the aspiring actor—hitting the road as a new young punk in a vanload of hippies and appearing on stage in Shakespeare—and a wealth of behind-scenes revelations about *This Hour Has 22 Minutes*, *Made in Canada*, *Talking to Americans* and the coming of the mega-hit *Rick Mercer Report*. It's a life so packed with incident and laughter we can only hope that a future answer to "What is Rick Mercer going to do now?" is: "Write volume two."

Labeled illustrations and brief text introduce animals, equipment, and other things found on a farm. On board pages.

A fun, accessible guide to computers and coding for older children and curious adults. This fun and quirky book provides a fascinating introduction to the world of computer coding, organized into handy bite-sized chunks. Coding, now firmly part of the National Curriculum, is a huge subject and can seem slightly impenetrable, especially to parents, and that's where this book comes in. *Cool Coding* contains everything you need to know about computers and coding, from the very basics of binary code and how it works, to the myriad things that coding can actually do, to the brave new worlds of artificial intelligence, robots and cloud computing. It introduces the most popular coding programmes taught in schools, Scratch and Python, and shows how coding can be used to create websites, games and apps, and make robots and moving vehicles, with the help of nifty devices such as the Raspberry Pi. And if you've ever wondered what spaghetti code, duck typing, snakecase or The Internet of Things are, you'll find the answers here. Packed with playful illustrations and inspiring information on the amazing world of coding and computing, this book is the perfect introduction to this most essential of subjects.

Engineering is what brings machines to life. Little learners can discover more about engineering at home by reading the simple explanations and doing the beautifully illustrated activities on each page. Start a lifelong passion for STEM subjects and inspire children to, one day, contribute an invention of their own to the world.

"A simple, low-level, unplugged introduction to coding designed for young readers not yet ready for coding on computers. Beloved Disney characters draw in readers new to coding concepts."--

Go on dangerous missions and battle vicious creature with Fayth and her friends in the aftermath of a future ice age. Dive into this thrilling adventure series for children aged 7 and over. 14-year-old Fayth is a champion! Along with her friends, she races animals known as orgo to survive. But, when one of Fayth's friends is caught stealing, she has an awful choice to make... Let her friend face a fate worse than death with his captors, or agree to make a deadly journey delivering food supplies. Join Fayth, Ink and Megg as they embark on their first mission with their orgo companions. Find out if their skill at riding orgo will help Fayth and her friends succeed. Their lives depend on it! Discover the orgo in this gripping, action-packed story full of adventure and fantastic creatures! If you love *BEAST QUEST* & *ASTROSAURS*--you

will adore ORGO RUNNERS. What Readers Are Saying About 'Orgo Runners'... "This is an amazing story. I was gripped!" Edward, age 6 "Awesome!" Noah, age 7 "The book was amazing! It was creative and full of action." Reuben-Troy, age 10

This fun, friendly guide explains how computers work and what coding does - then shows you how to code your own stories and games on a tablet. The coding uses ScratchJr, a computer language designed especially for beginners, which is available to download for free. A perfect first introduction to computer coding. Entertaining projects with simple, step-by-step instructions. Includes helpful notes for grown-ups.

Starting a career in programming can be intimidating. Whether you're switching careers, joining a bootcamp, starting a C.S. degree, or learning on your own, Your First Year in Code can help, with practical advice on topics like code reviews, resume writing, fitting in, ethics, and finding your dream job.

Discover the mysteries of the Universe and journey to galaxies beyond our own in this fact-packed companion to space. From icy worlds and hot, fiery giants to the biggest telescopes and latest spacecraft, this book covers more than 40 profiles of the planets, stars, and objects in our universe. Find out all about our neighboring planets, from tiny Mercury to gigantic Jupiter. Discover what lies beyond our solar system and the stars we can see in the night sky. Learn about the latest space technology and when humans may finally land on Mars. Broken down by type, each object is presented in a clear, engaging way, with stunning images and bite-sized chunks of information. Detailed NASA photography brings the mysteries of outer space to life, while pronunciation guides help with tricky names, and a visual index gives a quick overview of all the key objects in the book. Filled with fascinating details for every young stargazer and budding astronaut, My Book of Stars and Planets is the perfect first reference book on space and the universe for kids.

Young children can discover the magic of making music with the real xylophone attached to the front of this charming book. Using the high-quality xylophone and clear, simple instructions, they can learn to play a selection of well-known tunes, including Hey Diddle Diddle, Old MacDonald and Twinkle Twinkle Little Star. Delightful illustrations help to bring each tune to life. A perfect introduction to music-making for little children.

Young readers will love to feel the different textures and hear the animal sounds in this interactive, sturdy board book designed for children ages 3 and up. Includes an on/off switch on the back cover to extend battery life. Touch, feel, and hear the animals in this interactive, sturdy board book. Young readers will love to explore this engaging book, packed with appealing photographs, fun facts, tactile textures, and exciting animal sounds! Press the touch-and-feels to hear five realistic animal sounds, with a button on the last page to play all five sounds again!

This engaging picture introduces little children to the wonders of science. Simple, friendly illustrations take you through a wide

range of subjects - from astronauts living in space to simple experiments you can try at home. Discover how a seed grows, why things float, what makes materials change and much more. Full of fascinating facts and important concepts that grownups and children can share and talk about together. Includes internet links to websites with video clips, games and activities for young children to find out more about science. Part of a series which also includes My First Outdoor Book (9781474943031) and My First Body Book (9781474915977).

Look for Freddie and his friends, surrounded by a variety of zany people and objects, in many interesting settings. Each scene includes a list of objects and characters to find.

Teach kids the concepts of coding in easy-to-understand language and help them develop games of their own with The Everything Kids' Scratch Coding Book! Understanding computer science is becoming a necessity in the modern age. As our world shifts towards becoming increasingly more technical and automated, the ability to code and understand computers has become one of the most valuable skills any child can have on the road to a successful life. More and more schools are recognizing this importance and have started to implement computer science and coding as core elements in their curriculums, right alongside math and history. The Everything Kids' Scratch Coding Book helps children get a head start on this new essential skill, with Scratch coding—a language designed by MIT specifically to help a younger audience learn to code. In no time, children will learn basic coding concepts, build fun games, and get a competitive edge on their classmates. This book encourages children to think analytically and problem-solve, while helping them develop an essential skill that will last them a lifetime.

A perfect introduction to coding for young minds! This updated step-by-step visual guide teaches children to create their own projects using Scratch 3.0. Suitable for complete beginners, this educational book for kids gives readers a solid understanding of programming. Teach them to create their own projects from scratch, preparing them for more complex programming languages like Python. Techy kids will familiarize themselves with Scratch 3.0 using this beginner's guide to scratch coding. Difficult coding concepts become fun and easy to understand, as budding programmers build their own projects using the latest release of the world's most popular programming language for beginners. Make a Dino Dance Party or create your own electronic birthday cards for friends and family. Build games, simulations, and mind-bending graphics as you discover the awesome things computer programmers can do with Scratch 3.0. This second edition of Coding Projects in Scratch uses a visual step-by-step approach to split complicated code into manageable, easy-to-digest chunks. Even the most impressive projects become possible. This book is an impressive guide that is perfect for anyone who wants to learn to code. Follow Simple Steps, Improve Your Skills & Share Your Creations! Follow the simple steps to become an expert coder using the latest version of the popular programming language Scratch 3.0 in this new edition. Create mind-bending illusions, crazy animations, and interactive artwork with this amazing collection of Scratch projects. Suitable for beginners and experts alike, this fabulous introduction to programming for kids has everything you need to learn how to code. You'll improve your coding skills and learn to create and customize your own projects, then you can share your games online and challenge friends and family to beat each other's scores! What's inside this kids' coding

book? - Simulations, mind-benders, music, and sounds - Algorithms, virtual snow, and interactive features - Different devices, operating systems, programming languages and more 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 for kids are full of fun exercises with step-by-step guidance, making them the perfect introductory tools for building vital skills in computer programming. Coding Projects in Scratch is one of three brilliant coding books for kids. Add Coding Games in Scratch and Coding Projects in Python to your collection.

Learn to think like a coder without a computer! Each of the fun craft activities included in this book will teach you about a key concept of computer programming and can be done completely offline. Then you can put your skills into practice by trying out the simple programs provided in the online, child-friendly computer language. Scratch. This crafty coding book breaks down the principles of coding into bite-sized chunks that will get you thinking like a computer scientist in no time. Learn about loops by making a friendship bracelet, find out about programming by planning a scavenger hunt, and discover how functions work with paper fortune tellers. Children can then use their new knowledge to code for real by following the clear instructions to build programs in Scratch 3.0. Perfect for kids aged 7-9, the various STEAM activities will help teach children the crucial skills of logical thinking that will give them a head-start for when they begin programming on a computer. Famous scientist pages teach children about coding pioneers, such as Alan Turing and Katherine Johnson, and topic pages, such as the Internet, give kids a wider understanding of the subject. Written by computer science expert Kiki Protsman, How to be a Coder is so much fun, kids won't realize they're learning!

Looking for a reliable way to learn how to program on your own, without being overwhelmed by confusing concepts? Head First Programming introduces the core concepts of writing computer programs -- variables, decisions, loops, functions, and objects -- which apply regardless of the programming language. This book offers concrete examples and exercises in the dynamic and versatile Python language to demonstrate and reinforce these concepts. Learn the basic tools to start writing the programs that interest you, and get a better understanding of what software can (and cannot) do. When you're finished, you'll have the necessary foundation to learn any programming language or tackle any software project you choose. With a focus on programming concepts, this book teaches you how to: Understand the core features of all programming languages, including: variables, statements, decisions, loops, expressions, and operators Reuse code with functions Use library code to save time and effort Select the best data structure to manage complex data Write programs that talk to the Web Share your data with other programs Write programs that test themselves and help you avoid embarrassing coding errors We think your time is too valuable to waste struggling with new concepts. Using the latest research in cognitive science and learning theory to craft a multi-sensory learning experience, Head First Programming uses a visually rich format designed for the way your brain works, not a text-heavy approach that puts you to sleep.

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