

Python For Kids A Playful Introduction To Programming

Build your own computer games with Scratch 3! Learn how to make fun games with Scratch--a free, beginner-friendly programming language from the MIT Media Lab. Create mazes, road-crossing games, and two-player games that keep score. Colorful pictures and easy-to-follow instructions show you how to add cool animations and sound effects to your games. You'll have hours of fun catching snowflakes, gobbling up tacos, and dodging donuts in space--while learning how to code along the way! Covers Scratch 3

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.

With more than 100 million players around the world, Minecraft is one of the most popular video games of all time. Its unique design encourages players to use their creativity and problem solving skills to build entire worlds from scratch. In this book, readers will learn all about MINECON, the annual convention of Minecraft players and game designers where big things are always sure to happen. Includes table of contents, glossary, and index--as well as sources for further reading.

For kids and beginners of all ages, this picture book teaches you how to code in the Python programming language through an illustrated story. Learning Python has never been this fun...or fast!

Learn Python the Fun Way by Completing Activities and Solving Puzzles

Java Programming for Kids

Create Interactive Art with Code

A Day in Code- Python

A Playful Introduction to Swift

Bite-Size Python

Explains how to leverage the revolutionary Raspberry Pi computer in order to learn the versatile Python programming language. Original.

Python for KidsA Playful Introduction To ProgrammingNo Starch Press

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 Co 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 to 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 illustrations, this 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.

Python is a powerful, expressive programming language that's easy to learn and fun to use! But books about learning to program in Python can be kind of dull, gray, and boring, and that's no fun. This book brings Python to life and brings you (and your parents) into the world of programming. The ever-patient Jason R. Briggs will guide you through the basics as you experiment with unique (and often quirky) programming puzzles designed to stretch your brain and strengthen your understanding. By the end of the book you'll have programmed two complete games: a clone of the famous Pong and "Maze Exit"—a platform game with jumps, animation, and much more. As you strike out on your programming adventure, you'll learn how to: –Use fundamental data structures like lists, tuples, and maps –Use code with functions and modules –Use control structures like loops and conditional statements –Draw shapes and patterns with Python's turtle module –Create games, animations, and other graphical user interfaces

should serious adults have all the fun? Python for Kids is your ticket into the amazing world of computer programming. For kids ages 10+ (and their parents) The code in this book runs on almost Linux, even an OLPC laptop or Raspberry Pi!

Coding iPhone Apps for Kids

Learn to Program with Minecraft

Learn to Code in Python Through an Illustrated Story (for Kids and Beginners)

The Crazy Careers of Video Game Designers

My First Coding Book

Learn to Code and Create Your Own Cool Games!

You've bested creepers, traveled deep into caves, and maybe even gone to The End and back—but have you ever transformed a sword into a magic wand? Built a palace in the blink of an eye? Des color-changing disco dance floor? In Learn to Program with Minecraft®, you'll do all this and more with the power of Python, a free language used by millions of professional and first-time programmers with some short, simple Python lessons and then use your new skills to modify Minecraft to produce instant and totally awesome results. Learn how to customize Minecraft to make mini-games, buildings, and turn boring blocks into gold. You'll also write programs that: –Take you on an automated teleportation tour around your Minecraft world –Build massive monuments, pyramids, forests a snap! –Make secret passageways that open when you activate a hidden switch –Create a spooky ghost town that vanishes and reappears elsewhere –Show exactly where to dig for rare blocks cascade of flowers (or dynamite if you're daring!) follows your every move –Make mischief with dastardly lava traps and watery curses that cause huge floods Whether you're a Minecraft megafa you'll see Minecraft in a whole new light while learning the basics of programming. Sure, you could spend all day mining for precious resources or building your mansion by hand, but with the power those days are over! Requires: Windows 7 or later; OS X 10.10 or later; or a Raspberry Pi. Uses Python 3

Python is a powerful, expressive programming language that's easy to learn and fun to use! But books about learning to program in Python can be kind of dull, gray, and boring, and that's no fun for Kids brings Python to life and brings you (and your parents) into the world of programming. The ever-patient Jason R. Briggs will guide you through the basics as you experiment with unique (and hilarious) example programs that feature ravenous monsters, secret agents, thieving ravens, and more. New terms are defined; code is colored, dissected, and explained; and quirky, full-color illustrations on the lighter side.Chapters end with programming puzzles designed to stretch your brain and strengthen your understanding. By the end of the book you'll have programmed two complete games: the famous Pong and "Mr. Stick Man Races for the Exit"--a platform game with jumps, animation, and much more.As you strike out on your programming adventure, you'll learn how to:-Use fundamental structures like lists, tuples, and maps-Organize and reuse your code with functions and modules-Use control structures like loops and conditional statements-Draw shapes and patterns with Python-Create games, animations, and other graphical wonders with tkinterWhy should serious adults have all the fun? Python for Kids is your ticket into the amazing world of computer programming.For (and their parents)

Coding for kids is cool with Raspberry Pi and this elementary guide Even if your kids don't have an ounce of computer geek in them, they can learn to code with Raspberry Pi and this wonderful book for 11- to 15-year-olds and assuming no prior computing knowledge, this book uses the wildly successful, low-cost, credit-card-sized Raspberry Pi computer to explain fundamental computing concepts that will enjoy going through the book's nine fun projects while they learn basic programming and system administration skills, starting with the very basics of how to plug in the board and turn it on. The book includes a lively and informative video to reinforce the lessons. It's perfect for young, eager self-learners—your kids can jump in, set up their Raspberry Pi, and go through the lessons on their own. Anne Philbin, a high school teacher of computing who advises the U.K. government on the revised ICT Curriculum Teaches 11- to 15-year-olds programming and system administration skills using Python. Features 9 fun projects accompanied by lively and helpful videos Raspberry Pi is a \$35/£25 credit-card-sized computer created by the non-profit Raspberry Pi Foundation; over a million have been sold. Children and children have fun and learn computing skills at the same time with Adventures in Raspberry Pi.

Program your own Raspberry Pi projects Create innovative programs and fun games on your tiny yet powerful Raspberry Pi. In this book, electronics guru Simon Monk explains the basics of Raspberry Pi application development, while providing hands-on examples and ready-to-use scripts. See how to set up hardware and software, write and debug applications, create user-friendly interfaces, and interface with other electronics. Do-it-yourself projects include a hangman game, an LED clock, and a software-controlled roving robot. Boot up and configure your Raspberry Pi Navigate files, folders, and menus Create simple programs using the IDLE editor Work with strings, lists, and functions Use and write your own libraries, modules, and classes Add Web features to your programs Develop interactive games with Python interface with devices through the GPIO port Build a Raspberry Pi Robot and LED Clock Build professional-quality GUIs using Tkinter

Investigating the Toughest Questions about Jesus

Coding Projects in Python

Coding for Kids

Computer Coding Python Projects for Kids

Learn to Code with 50 Awesome Games and Activities

MINECON

In this exciting title, readers will learn about basic robot components and how they are used to build various robots for different purposes. "Makers and Shakers" sidebars introduce the world's greatest robot designers and explain how they came to create their exciting inventions. Step-by-step Maker projects let readers put their skills to use as they build amazing robotic creations

Introduce children to the popular Python programming language through relatable examples and fun projects! Python has now surpassed Java as the most commonly used programming language. As the language rises in popularity, this complete guide can teach basic Python concepts to kids with its simple, friendly format. Bite-Size Python: An Introduction to Python Programming provides children with a foundation in the Python language. This unique book shares knowledge through easy-to-understand examples, fast exercises, and fun projects! As children learn, their parents, caregivers, and instructors can also join in their discoveries. Bite-Size Python is ideal for those who are new to programming, giving kids ages 9 and up a beginners' approach to learning one of the most important programming languages. Gives an overview of Python Provides exciting programming projects Offers instruction on how to download and install Python Presents key programming language concepts Simplifies

technical definitions With this playful guide to learning Python, readers can try out activities on their computers for a hands-on learning experience. The artwork in Bite-Size Python represents children of various backgrounds, so any child who picks up this book will be empowered to learn and young readers will love showing their projects to friends and family!

Learn to use the Python language to create programs of all kinds. Author Jason Cannon will guide you from complete unfamiliarity with Python to creating practical applications. With Python, lack of experience isn't an obstacle to programming language mastery. This updated and expanded second edition of Book provides a user-friendly introduction to the subject, Taking a clear structural framework, it guides the reader through the subject's core elements. A flowing writing style combines with the use of illustrations and diagrams throughout the text to ensure the reader understands even the most complex of concepts. This succinct and enlightening overview is a required reading for all those interested in the subject . We hope you find this book useful in shaping your future career & Business.

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.

Non-Programmers Tutorial For Python 2 and 3

Programming the Raspberry Pi: Getting Started with Python

A Playful Introduction to Programming

A Playful Introduction to Programming - Handwriting Practice Book

Python For Kids For Dummies

A Playful Guide to Coding

Computer Coding Python for Kids has all you need to master Python - one of the world's most popular computer programming languages. Python is easier than other professional coding languages yet no less powerful. Computer Coding Python for Kids uses a hands-on approach to show it how works, with step-by-step projects that build knowledge gradually, from simple functions to building a space treasure game, kids will not only learn essential coding skills but have fun as they learn. Plus there are tips to personalise and adapt each project to encourage creative thinking. Just by following the steps and kids will be building crazy games and handy apps in no time. Learn the basics of Mindstorms, from building your first robot to programming its first movements.

Scratch is a fun, free, beginner-friendly programming environment where you connect blocks of code to build programs. While most famously used to introduce kids to programming, Scratch can make computer science approachable for people of any age. Rather than type countless lines of code in a cryptic programming language, why not use colorful command blocks and cartoon sprites to create powerful scripts? In Learn to Program with Scratch, author Majed Marji uses Scratch to explain the concepts essential to solving real-world programming problems. The labeled, color-coded blocks plainly show each logical step in a given script, and with a single click, you can even test any part of your script to check your logic. You'll learn how to: -Harness the power of repeat loops and recursion -Use if/else statements and logical operators to make decisions -Store data in variables and lists to use later in your program -Read, store, and manipulate user input -Implement key computer science algorithms like a linear search and bubble sort Hands-on projects will challenge you to create an Ohm's law simulator, draw intricate patterns, program sprites to mimic line-following robots, create arcade-style games, and more! Each chapter is packed with detailed explanations, annotated illustrations, guided examples, lots of color, and plenty of exercises to help the lessons stick. Learn to Program with Scratch is the perfect place to start your computer science journey, painlessly.

Uses Scratch 2

Processing is a free, beginner-friendly programming language designed to help non-programmers create interactive art with code. The SparkFun Guide to Processing, the first in the SparkFun Electronics series, will show you how to craft digital artwork and even combine that artwork with hardware so that it reacts to the world around you. Start with the basics of programming and animation as you draw colorful shapes and make them bounce around the screen. Then move on to a series of hands-on, step-by-step projects that will show you how to: -Make detailed pixel art and scale it to epic proportions -Write a maze game and build a MaKey MaKey controller with fruit buttons -Play, record, and sample audio to create your own soundboard -Fetch weather data from the Web and build a custom weather dashboard -Create visualizations that change based on sound, light, and temperature readings With a little imagination and Processing as your paintbrush, you'll be on your way to coding your own gallery of digital art in no time! Put on your artist's hat, and begin your DIY

journey by learning some basic programming and making your first masterpiece with The SparkFun Guide to Processing. The code in this book is compatible with Processing 2 and Processing 3.

Maker Projects for Kids Who Love Robotics

Mindstorms: Level 3

Learning Python with Raspberry Pi

A Playful Introduction To Programming

Python for Kids

Transform Your World with the Power of Python

JavaScript is the programming language of the Internet, the secret sauce that makes the Web awesome, your favorite sites interactive, and online games fun! JavaScript for Kids is a lighthearted introduction that teaches programming essentials through patient, step-by-step examples paired with funny illustrations. You'll begin with the basics, like working with strings, arrays, and loops, and then move on to more advanced topics, like building interactivity with jQuery and drawing graphics with Canvas. Along the way, you'll write games such as Find the Buried Treasure, Hangman, and Snake. You'll also learn how to: -Create functions to organize and reuse your code -Write and modify HTML to create dynamic web pages -Use the DOM and jQuery to make your web pages react to user input -Use the Canvas element to draw and animate graphics -Program real user-controlled games with collision detection and score keeping With visual examples like bouncing balls, animated bees, and racing cars, you can really see what you're programming. Each chapter builds on the last, and programming challenges at the end of each chapter will stretch your brain and inspire your own amazing programs. Make something cool with JavaScript today! Ages 10+ (and their parents!)

Learn how to use sensors to control a robot's movements in Mindstorms, from following lines to recognizing obstacles.

Learn how to code in Python by building and playing your own computer games, from mind-bending brainteasers to crazy action games with explosive sound effects and 3D graphics. Whether you're a seasoned programmer or a beginner hoping to learn Python, you'll find Computer Coding Python Games for Kidsfun to read and easy to follow. Each chapter shows how to construct a complete working game in simple numbered steps. Using freely available resources, such as PyGame Zero and Blender, you can add animations, music, scrolling backgrounds, 3D scenery, and other exciting professional touches. After building the game, find out how to adapt it to create your own personalised version with secret hacks and cheat codes! Along the way, you'll master the key concepts that programmers need to write code - not just in Python but in all programming languages. Find out what bugs, loops, flags, strings, tuples, toggles, and turtles are. Learn how to plan and design the ultimate game - and then play it to destruction as you test and debug it. Before you know it, you'll be a coding genius!

Audisee® eBooks with Audio combine professional narration and sentence highlighting for an engaging read aloud experience! You might think that working in the video game industry is all fun and, well...games. Jobs like combat designer and animator sound pretty exciting. But do you know what it really takes to do one of these jobs? Do you have the skills? The knowledge? Are you ready to work hard? Game designers create the images, sounds, and action that gamers enjoy. Find out if you can handle a job in this fast-paced industry.

Mindstorms: Level 1

A Parent-Friendly Guide to Python Programming

Computer Coding Python Games for Kids

Teach Your Kids to Code

A unique step-by-step visual guide, from binary code to building games

Learn to Program with Scratch

Teach Your Kids to Code is a parent's and teacher's guide to teaching kids basic programming and problem solving using Python, the powerful language used in college courses and by tech companies like Google and IBM. Step-by-step explanations will have kids learning computational thinking right away, while visual and game-oriented examples hold their attention. Friendly introductions to fundamental programming concepts such as variables, loops, and functions will help even the youngest programmers build the skills they need to make their own cool games and applications. Whether you've been coding for years or have never programmed anything at all, Teach Your Kids to Code will help you show your young programmer how to: -Explore geometry by drawing colorful shapes with Turtle graphics -Write programs to encode and decode messages, play Rock-Paper-Scissors, and calculate how tall someone is in Ping-Pong balls -Create fun, playable games like War, Yahtzee, and Pong -Add interactivity, animation, and sound to their apps Teach Your Kids to Code is the perfect companion to any introductory programming class or after-school meet-up, or simply your educational efforts at home. Spend some fun, productive afternoons at the computer with your kids—you can all learn something!

The Ruby programming language is perfect for beginners: easy to learn, powerful, and fun to use! But wouldn't it be more fun if you were learning with the help of some wizards and dragons? Ruby Wizardry is a playful, illustrated tale that will teach you how to program in Ruby by taking you on a fantastical journey. As you follow the adventures of young heroes Ruben and Scarlet, you'll learn real programming skills, like how to: –Use fundamental concepts like variables, symbols, arrays, and strings –Work with Ruby hashes to create a programmable breakfast menu –Control program flow with loops and conditionals to help the Royal Plumber –Test your wild and crazy ideas in IRB and save your programs as scripts –Create a class of mini-wizards, each with their own superpower! –Organize and reuse your code with methods and lists –Write your own amazing interactive stories using Ruby Along the way, you'll meet colorful characters from around the kingdom, like the hacker Queen, the Off-White Knight, and Wherefore the minstrel. Ruby Wizardry will have you (or your little wizard) hooked on programming in no time. For ages 10+ (and their parents!)

Python for beginners - you'll learn how to build amazing graphics, fun games, and useful apps using Python, an easy yet powerful free programming language available for download. A perfect introduction to Python coding for kids ages 10 and over who are ready to take the next step after Scratch - all they need is a desktop or laptop, and an internet connection to download Python 3. Using fun graphics and easy-to-follow instructions, this straightforward, visual guide shows young learners how to build their own computer projects using Python. Step-by-step instructions teach essential coding basics like loops and conditionals, and outline 14 fun and exciting projects. Included is a script that cracks secret codes, a quiz to challenge family and friends, a matching game, and more. When they feel more confident, kids can think creatively and use the tips and tricks provided to personalize and adapt each project. The simple, logical steps in Coding Projects in Python are fully illustrated with fun pixel art and build on the basics of coding. Kids will eventually have the skills to build whatever kind of project they can dream up - the only limit is your imagination! Create, Remix and Customize! Create crazy games, crack fiendish codes, and compose crafty quizzes with this amazing collection of Python projects. Suitable for beginners and experts alike, Coding Projects in Python has everything enthusiastic coders need. Follow the simple steps to learn how to write code in this popular programming language and improve your programming skills, while you learn to create, remix, and customize your own projects. The material in this educational book is example based and the colors and humor keep children engaged while they learn to code. If your child is ready for the next step after mastering Scratch, this is the book to get! Inside this guide, you will learn about: - Starting with Python and first steps - Creating cool graphics and playful apps - Getting acquainted with games in Python 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 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 Python is the third in an awesome coding book series for kids. Add Coding Projects in Scratch and Coding Games in Scratch to your collection.

YouTube Channel guides students as they conceive and maintain their own YouTube channel for their friends and community. The considerate text includes easy-to-follow lists and will hold the readers' interest, allowing for successful mastery and comprehension. Written with a high interest level to appeal to a more mature audience, these books maintain a lower level of complexity with clear visuals to help struggling readers along. A table of contents, glossary with simplified pronunciations, and index all enhance achievement and comprehension.

Youtube Channel

The Case for Christ Young Reader's Edition

The SparkFun Guide to Processing

Python: A Simple & Funny Introduction to Programming for Beginners. Learn with Guided Activities and Build Your Animations and Games

Minecraft: MMORPG

Computer Coding for Kids

The second edition of the best-selling Python for Kids—which brings you (and your parents) into the world of programming—has been completely updated to use the latest version of Python, along with tons of new projects! Python is a powerful, expressive programming language that 's easy to learn and fun to use! But books about learning to program in Python can be dull and gray—and that 's no fun for anyone. Python for Kids brings Python to life and brings kids (and their parents) into the wonderful world of programming. Author Jason R. Briggs guides readers through the basics, experimenting with unique (and often hilarious) example programs that feature ravenous monsters, secret agents, thieving ravens, and more. New terms are defined; code is colored, dissected, and explained; and quirky, full-color illustrations keep things fun and engaging throughout. Chapters end with programming puzzles designed to stretch the brain and strengthen understanding. By the end of the book, young readers will have programmed two complete games: a clone of the famous Pong, and “ Mr. Stick Man Races for the Exit ” —a platform game with jumps, animation, and much more. This second edition has been completely updated and revised to reflect the latest Python version and programming practices, with new puzzles to inspire readers to take their code farther than ever before. Why should serious adults have all the fun? Python for Kids is the ticket into the amazing world of computer programming.

The kid-friendly way to learning coding with Python Calling all wanna-be coders! Experts point to Python as one of the best languages to start with when you're learning coding, and Python For Kids For Dummies makes it easier than ever. Packed with approachable, bite-sized projects that won't make you lose your cool, this fun and friendly guide teaches the basics of coding with Python in a language you can understand. In no time, you'll be installing Python tools, creating guessing games, building a geek speak translator, making a trivia game, constructing a Minecraft chat client, and so much more.

Whether you don't have the opportunity to take coding classes at school or in camp—or just simply prefer to learn on your own—Python For Kids For Dummies makes getting acquainted with this popular coding language fast and easy. It walks you step-by-step through basic coding projects and provides lots of hands-on tasks that give you a sweet sense of accomplishment when you complete them. What's

not to love about that? Navigate the basics of coding with the Python language Create your own applications and games Find help from other Python users Expand your technology skills with Python If you're a pre-to-early-teen looking to add coding skills to your creativity toolbox, Python For Kids For Dummies is your sure-fire weapon for getting up and running with one of the hottest programming languages around.

Is Jesus real? Was he actually born in a stable? Did he really come back from the dead? Aren't all the stories in the Bible about Jesus just that ... stories? Kids ages 8 – 12 can join in this incredible search for the truth about Jesus, including the answers that changed the life of investigative reporter and international bestselling author Lee Strobel. Here's a book that finally answers the most important questions about the existence, life, death, and resurrection of Jesus. Will Lee Strobel's findings bring Christianity's claims about Jesus tumbling down like a house of cards, or prove the facts support what Christians believe? The Case for Christ Young Reader's Edition is: Written specifically for readers ages 8 – 12, and presented in a way that is logical and easy to understand Based on the adult edition, which has sold over 5 million copies Perfect for encouraging a child's faith, and is also ideal for homeschool use or as a first communion gift for boys or girls Packed full of well-researched, reliable, and eye-opening investigations of some of the toughest questions kids have about Christianity Contains discussion questions and room for kids to write out their thoughts Full of the evidence about Jesus that rocked the world of atheist investigative reporter Lee Strobel A sturdy hardcover book with a place-keeping ribbon Like Strobel, you will be amazed at the evidence—how much there is, how strong it is, and what it says. The facts are in. What will your verdict be in The Case for Christ? The Case for Christ Young Reader's Edition is perfect for: Homeschool, church libraries, and middle-school church education classes Encouraging a child's faith development Unpacking biblical principles in a way anyone can understand Also check out The Case for Heaven Young Reader's Edition!

Are you looking to start coding? Or teach kids how to code? This book on beginner Python coding can solve your problem. For the last couple of years, the news keeps talking about the digital economy and how everyone needs programmers. It seems like everyone wants to learn how to code. However, it is not that easy. Coding is a skill; and like any skill it takes time to learn. Like any skill, the younger you start; the better you get. From my personal experience with coding and also with teaching young kids how to code, let me tell you that coding is a lot of fun and extremely gratifying. It teaches you how to organize, think logically, communicate, work in teams and be more creative. However, programming can be hard to learn. Especially if you start reading advanced books. You need a step-by-step guide to get started. This book starts off with the very basics; how to install the Python software, set up and write your first lines of code. There are exercises at the end of each chapter that can test your new found knowledge and move you ahead. This kind of project based learning is great to get you moving and confident. Here is just a fraction of what's inside: Why Python over other Programming Languages? The best way to start - Python Programming for beginners The turtle graphics of your dreams - master the fastest way to create outstanding graphic images What are the most important functions of Python Language, and how to master them fast? Game programming - probably the most fascinating chapter for your kids to learn! What Python Coding Games are the easiest to create for beginners? How errors to avoid? Every upcoming Python Programmer should read this chapter! Much much more... So don't wait, scroll up, click on "Add to Cart" and Start Learning!

An Introduction to Python Programming

The Complete Guide Python Programming for Kids, Learn to Code with Games

JavaScript for Kids

Ruby Wizardry

Adventures in Raspberry Pi

Are you looking for a guide that will make young programmers understand the Python language? If yes, then read on! Computer coding teaches kids how to reason, think creatively, and work collaboratively. With this book, kids will start coding step-by-step using Python, an easy but powerful programming language, seeing the results of their coding in real-time. By following the simple instructions, they will learn how to write code improving their programming skills while learning how to create, remix and customize their own projects. All kids will need is a computer, an internet connection ...and this book! This beginner's guide includes: What Python is and how to install it Know and learn how to use its functions Build your first game And much more! Coding for Kids - Python: a perfect introduction to Python coding for kids from 10 years old! Want to know more about this book? Click the "Buy now" button!

With more than 100 million players around the world, Minecraft is one of the most popular video games of all time. Its unique design encourages players to use their creativity and problem solving skills to build entire worlds from scratch. In this book, readers will discover how creative players have built a massively-multiplayer online version of Minecraft where huge groups of players can explore and create together. Includes table of contents, glossary, and index--as well as sources for further reading.

Learning Python just got fun for kids! Learning to code is just like playing a new sport or practicing an instrument--just get started! From the basic building blocks of programming to creating your very own code, this book teaches essential Python skills to kids ages 10 and up with 50 fun and engaging activities. Master fundamental functions, create code blocks, and draw and move shapes with the turtle module--these interactive lessons offer step-by-step guidance to make computer programming entertaining to future coders. You can even see the results of your coding in real time! With helpful hacks and screenshots for guidance, the only question that Coding for Kids: Python leaves unanswered is: what will you build next? Coding for Kids: Python includes: Game-based learning--Kids study coding concepts by putting them into practice

with 50 innovative exercises. Creative projects-- Coding for Kids: Python encourages kids to think independently, modify code, and express their creativity with every lesson. Easy-to-follow guidance--Straightforward directions and tips keep coders engaged every step of the way. Give the technologists of tomorrow the gift of fluently coding while having tons of fun with Coding for Kids: Python.

Apple's Swift is a powerful, beginner-friendly programming language that anyone can use to make cool apps for the iPhone or iPad. In Coding iPhone Apps for Kids, you'll learn how to use Swift to write programs, even if you've never programmed before. You'll work in the Xcode playground, an interactive environment where you can play with your code and see the results of your work immediately! You'll learn the fundamentals of programming too, like how to store data in arrays, use conditional statements to make decisions, and create functions to organize your code—all with the help of clear and patient explanations. Once you master the basics, you'll build a birthday tracker app so that you won't forget anyone's birthday and a platform game called Schoolhouse Skateboarder with animation, jumps, and more! As you begin your programming adventure, you'll learn how to: -Build programs to save you time, like one that invites all of your friends to a party with just the click of a button! -Program a number-guessing game with loops to make the computer keep guessing until it gets the right answer -Make a real, playable game with graphics and sound effects using SpriteKit -Challenge players by speeding up your game and adding a high-score system Why should serious adults have all the fun? Coding iPhone Apps for Kids is your ticket to the exciting world of computer programming. Covers Swift 3.x and Xcode 8.x. Requires OS X 10.11 or higher.

An Introduction to Programming for Kids

Python for Kids, 2nd Edition

Introduction to Python for Kids

25 Scratch 3 Games for Kids

Mindstorms: Level 4

Coding for Kids - Python

Get comfortable with Python, the most popular programming language used right now in machine learning and data science. This book is the perfect blend of education and fun for kids 8 years and above looking to learn one of the easiest languages to develop programs with, most everything from websites to desktop apps to games to AI. It will include 4 big projects (or capstone projects): 3 games with Turtle, Tkinter and Pygame and a desktop app with Tkinter The book starts with an overview of basic programming concepts such as variables, numbers and strings, while creating fun, personalized mini projects like "Print your Name" and "Is your mom tipping enough". It then dives right into Turtle, a Python library custom-made for kids, where they'll learn how to draw, animate, automate and eventually make colorful mini projects based on the Python concepts learned. Once they have built a foundation in programming and the Python language, they will learn all about building desktop apps with Tkinter and games with Pygame. There is also an entire chapter dedicated to more fun puzzles and activities that come with a step-by-step solution, and another chapter with cool ideas for more puzzles and a section that gives them advice on where they can go from there. By the end of this book, kids will learn Python from the inside-out while creating projects that they can showcase. They will develop problem-solving skills along with programming skills while doing the puzzles and activities described in the book. What You'll Learn Gain a gentle, but thorough introduction into the world of programming and Python Create programs and solve problems with core Python concepts Build mini projects and capstone projects (showcase worthy) with Turtle, Tkinter an Pygame Develop programming skills while doing the puzzles and activities described in the book Who This Book Is For Kids 8 years and above.

This illustrated book teaches kids to write computer programs. Kids will learn basics of programming while creating such computer games as Tic-Tac-Toe, Ping-Pong and others. This book can be useful for three categories of people: kids from 10 to 18 years old, school computer teachers, parents who want to teach their kids programming.

Explore MIndstorms and a robot's abilities deeper, from programming a series of movements to collecting and analyzing robot data.

A Visual Introduction to Programming with Games, Art, Science, and Math

Packed with Flaps and Lots More to Help you Code without a Computer!

The Everything Kids' Scratch Coding Book