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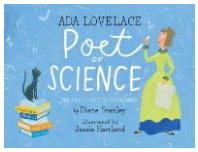
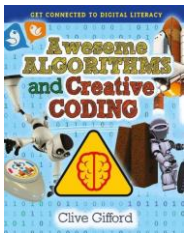
CODING FOR KIDS

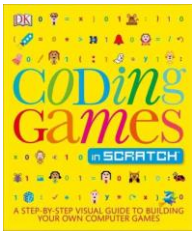
These great books will help you learn the basics of computer coding using programs like Scratch, Python, HTML and more!



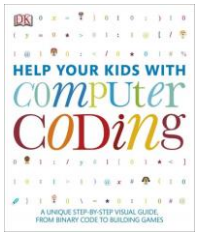
Ada Lovelace, Poet of Science: The First Computer Programmer by Diane Stanley
A fascinating look at Ada Lovelace, the pioneering computer programmer and the daughter of the poet Lord Byron.
(JB LOVELACE)



Awesome Algorithms and Creative Coding by Clive Gifford.
This book explores how computers work and explains how to think in a logical way. The bright and engaging design guides readers through clear explanations of binary code, simple algorithms, and computer language. With real-life examples, students learn about the development of coding using simple decision-making processes.
(J005 GIF)



Coding Games in Scratch by Jon Woodcock.
Coding computer programs is one of the most valuable skills for anyone to have. Written for children with little to no coding experience, *Coding Games in Scratch* guides children through building platform games, puzzles, racers, and 3-D action games.
(J005.133 WOO)



Help Your Kids with Computer Coding: A Unique Step-by-step Visual Guide, from Binary Code to Building Games by Carol Vorderman, Jon Woodcock, Sean McManus, Craig Steele, Claire Quigley, and Daniel McCafferty.
Provides parents with step-by-step instructions for helping children learn the basics of computer programming, with simple projects and exercises and information about coding in Scratch and Python.
(J005.133 VOR)

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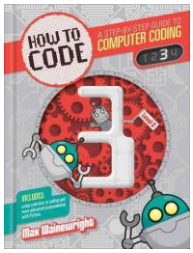
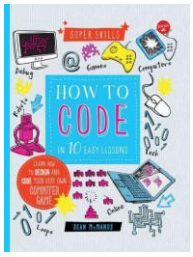
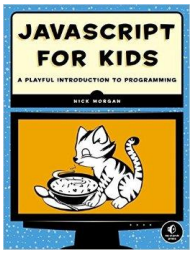


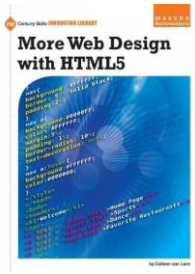
How to Code 3: A Step-by-step to Computer Coding by Max Wainewright.
Takes coding further by showing how to use selection in coding ('if' statements), and how to use more sophisticated languages like Python.
(J005.13 WAI)



How to Code in 10 Easy Lessons by Sean McManus.
From writing simple coding instructions using Scratch software, to learning the coding skills to create your own computer game and even design your own website, this book leads the way. By breaking this daunting subject down into the 10 "super skills" needed, young readers can get familiar with computer coding and build on their skills as they progress through the book.
(J005.13 MCM)



Javascript for Kids: A Playful Introduction to Programming by Nick Morgan.
An introduction to the JavaScript language uses kid-friendly examples to teach essential programming logic, covering such topics as strings, arrays, and loops while explaining how to modify elements with jQuery.
(J005.133 MOR)



More Web Design with HTML5 by Colleen van Lent.
Offers information on improving web pages with HTML5, including such concepts as internal styling and the importance of an effective navigation bar.
(J006.74 VAN)

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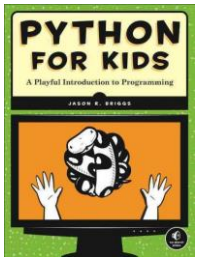
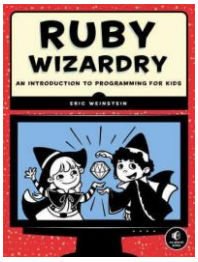
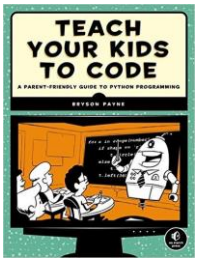


Python for Kids: A Playful Introduction to Programming by Jason R. Briggs.
Introduces the basics of the Python programming language, covering how to use data structures, organize and reuse code, draw shapes and patterns with turtle, and create games and animations with tkinter.
(J005.133 BRI)



Ruby Wizardry: An Introduction to Programming for Kids by Eric Weinstein.
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.
(J005.133 WEI)

Super Scratch Programming Adventure! by The LEAD Project
By dragging together colorful blocks of code, kids can learn computer programming concepts and make cool games and animations ... They'll create projects inspired by classic arcade games that can be programmed (and played) in an afternoon.
(J005.13 SUP)



Teach Your Kids to Code: A Parent-friendly Guide to Python Programming by Bryson Payne.
A guide to teaching basic programming skills for parents and teachers, with step-by-step explanations, visual examples, and exercises. Covers programming concepts including loops, lists, functions, and variables, and how to build games and applications.
(J005.13 PAY)

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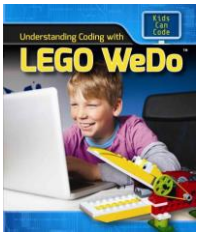
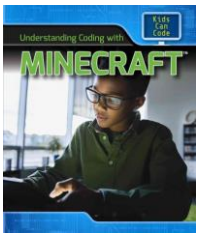
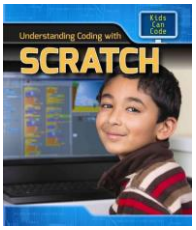


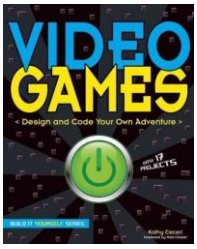
Understanding Coding with Lego WeDo by Patricia Harris.
Discusses how to build LEGO robots, how to use WeDo software to control them, what the rules are, and how to begin coding.
(J005.13 HAR)



Understanding Coding with Minecraft by Patricia Harris.
Kids love exploring and building within Minecraft's mind-bogglingly large environments. This game allows users to practice STEM skills while having fun. One of its greatest strengths is its ability to teach coding principles with redstone blocks. These blocks can be used to make exciting machines and devices in Minecraft's virtual world. With this volume, readers will learn the logic and technology behind coding with Minecraft.
(J005.13 HAR)



Understanding Coding with Scratch by Patricia Harris.
Scratch is an exciting and easy-to-learn coding program for people of all ages. Instead of lines of text, users code by dragging and dropping colorful, stackable blocks to create animations. With this colorful, intuitive, and simple application, even new Scratch users will begin to understand the logic behind coding in just minutes! Coding examples and photographs of age-appropriate students help readers feel at ease with STEM concepts.
(J005.13 HAR)



Video Games: Design and Code Your Own Adventure by Kathy Ceceri.
Using a familiar, high-interest subject, Video Games introduces foundation subjects such as geometry, physics, probability, and psychology in a practical framework. Building Tetris pieces out of Rice Krispie Treats and designing board games are some of the hands-on projects that engage readers' building skills, while writing actual game code opens digital doors readers may not have known existed.
(J005.13 CEC)

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The Women Who Launched the Computer Age by Laurie Calkhoven

A true story of six women who programmed the ENIAC computer as part of a secret WWII mission. They learned to program the computer without any software, instructions or tools. (J004.092 CAL)