C For Kids Code Babies

CODING FOR KIDS . . . Because it's never too early to start developing! Coding and web-design skills are becoming more and more important in our technological world. These concept books will familiarize young ones with the kind of shapes and colors that make up web-based programming language and give them the head start they need. C++ for Kids gives the youngest children an understandable introduction to this general purpose programming language. This beautiful book is a colorful introduction to coding and the web.

A heart based book that inspires children to be kind, compassionate, and loving to people and the planet.

Computer coding and programming are firmly back on the agenda as key skills for children to start learning, but parents may find it difficult to help them with the task and with their homework. Help Your Kids With Computer Coding is here to help. This is a unique step-by-step guide, perfect for kids and parents interested in computer programming and how computers work. It's no longer enough to just know how to use computer programs; kids need to know how a computer really works. Avoiding complicated computer jargon, Help Your Kids With Computer Programming uses simple, clear examples to show how programming works. Step-by-step explanations make the complex art of programming clear, teaching the basics of JavaScript, Python,

and C++. It also builds to more advanced projects where children can begin to build their own games, apps, 3-D models, animations, and websites. Help Your Kids With Computer Coding is ideal for parents whose kids are taking their first steps into programming or are already interested and hungry to learn more.

Show your little ones how to display HTML elements properly with CSS (Cascading Style Sheets) and familiarize them with the visual patterns and symbols that make up the essential building blocks of the web.

"A 22-volume, highly illustrated, A-Z general encyclopedia for all ages, featuring sections on how to use World Book, other research aids, pronunciation key, a student guide to better writing, speaking, and research skills, and comprehensive index"--

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.

"Based on groundbreaking research that has the power to change the lives of countless children--and the adults who love them." --Susan Cain, author of Quiet: The Power of Introverts. A book that offers hope and a pathway to success for parents, teachers, psychologists, and child development experts coping with difficult children. In Tom Boyce's extraordinary new book, he explores the "dandelion" child (hardy, resilient, healthy), able to survive and flourish under most circumstances, and the "orchid" child (sensitive, susceptible, fragile), who, given the right support, can thrive as much as, if not more than, other children. Boyce writes of his pathfinding research as a developmental pediatrician working with troubled children in child-development research for almost four decades, and explores his major discovery that reveals how genetic make-up and environment shape behavior. He writes that certain variant genes can increase a person's susceptibility to depression, anxiety, attention deficit hyperactivity disorder, and antisocial, sociopathic, or violent behaviors. But rather than seeing this "risk" gene as a liability, Boyce, through his daring research, has recast the way we think of human frailty, and has shown that while these "bad" genes can create problems, they can also, in the right setting and the right environment, result in producing children who not only do better than before but far exceed their peers. Orchid children, Boyce makes clear, are not failed dandelions; they are a different category of child, with special sensitivities and strengths, and need to be nurtured and taught in special ways. And in The Orchid and the Dandelion, Boyce shows us how to

understand these children for their unique sensibilities, their considerable challenges, their remarkable gifts.

Ferdinand likes to sit quietly and smell the flowers, but one day he gets stung by a bee and his snorting and stomping convince everyone that he is the fiercest of bulls.

Follow the real lives of seven kids from Italy, Japan, Iran, India, Peru, Uganda, and Russia for a single day! In Japan Kei plays Freeze Tag, while in Uganda Daphine likes to jump rope. But while the way they play may differ, the shared rhythm of their days—and this one world we all share—unites them. This genuine exchange provides a window into traditions that may be different from our own as well as a mirror reflecting our common experiences. Inspired by his own travels, Matt Lamothe transports readers across the globe and back with this luminous and thoughtful picture book.

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.
"Featuring ASL signs plus fun songs and activities"--Cover.
"Can Ryder and his heroic team save Adventure City from the meddling Mayor Humdinger in their greatest rescue ever?"--
Adoption is one of the oldest social institutions. Nevertheless, adoption still raises highly emotive issues because of its fundamental implications for the familial ties. This publication provides a solid foundation for furthering research on child adoption and, more specifically, on the demographic factors that shape the demand for and the availability of adoptable children. The focus of this report is on the nexus between adoption policies and trends at the national and global levels. Understanding adoption policies and their origins is all the more important today because, as adoption has become global, inconsistencies among the legal principles and traditions regarding adoption in different countries are increasingly coming to the fore.--Publisher'sdescription.
CODING FOR KIDS . . . Because it's never too early to start developing! Coding and web-design skills are becoming more and more important in our technological world. These concept books will familiarize young ones with the kind of shapes and colors that make up web-based programming language and give them the head start they need. You're never too young to be standards compliant! Show your little ones how to add function to a web page with JavaScript and familiarize them with the variables and events that make up the essential building blocks of the web.

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.

A guide for parents offers advice on how to know if a late-talking child has a speech delay or disorder, providing coverage of such topics as the warning signs of a serious disorder, finding a therapist, working with an educational system, and at-home speech exercises. Reprint. 15,000 first printing.

From coding languages and hardware to cyberbullying and gaming, this comprehensive homework helper for kids and parents covers the essentials of computer science. This unique visual study guide examines the technical aspects

of computers, such as how they function, the latest digital devices and software, and how the Internet works. It also builds the confidence of parents and kids when facing challenges such as staying safe online, digital etiquette, and how to navigate the potential pitfalls of social media. Jargon-free language helps to explain difficult and potentially dread-inducing homework such as hacking, "big data" and malware, while colorful graphics help makes learning about the world of computer science exciting. Whether at home or school, this clear and helpful guide to computer science is the tool you need to be able to support students with confidence. 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. All children bring forth the blessings of angels. They light our lives and colour our experiences. This books intention is to help children recognise the blessing to the world that they are. So they may discover the peace that dwells within and walk through life knowing the grace, beauty and gift of their presence. Empowered children prosper our planet with love, laughter, kindness and inspiration. Kindling awareness of the inner light shining bright within all beings. Beautiful smiles from happy kids, light up the lives of all who share in their magic. Bedtime stories for

kids and kids picture books are a gentle way to share nurturing wisdom. Radiating inner peace, children become strong and vibrant sharing their joy, creativity and compassionate natures with the world. This bedtime story is created with the intention that your child may adventure within to find happiness and discover the confidence and courage to shine bright Books for kids can be the catalyst for your child to develop healthy self-esteem and self-confidence. Everything we read and watch has the power to transform our lives so let's embrace children's books that encourage compassion, self-love and kindness. Children's books encourage healthy development of early readers and high self-esteem so that your child may live a joyous life filled with happiness and bliss. This is a wonderful kids picture book for beginning and early readers. Filled with bright, enchanting illustrations for younger readers This kids book is especially great for conscious kids, and parents who wish to encourage their children to embrace themselves and shine bright as can be Positive bedtime story for kids Excellent for beginning and early readers Short Moral stories for kids Read aloud Loving bedtime story Inspirational stories for kids Spiritual adventure This is a great inspirational bedtime story to share with friends and family. Encouraging: Self-Confidence & Self-Esteem Mindfulness Meditation Inner Calm Happiness and Joy Compassion World Peace Positive Thinking and Affirmations Love Scroll

up and click 'buy' and spend some quality time with your child
#1 NEW YORK TIMES BESTSELLER • In Sapiens, he explored our past. In Homo Deus, he looked to our future. Now, one of the most innovative thinkers on the planet turns to the present to make sense of today's most pressing issues. "Fascinating . . . a crucial global conversation about how to take on the problems of the twenty-first century."—Bill Gates, The New York Times Book Review NAMED ONE OF THE BEST BOOKS OF THE YEAR BY FINANCIAL TIMES AND PAMELA PAUL, KQED How do computers and robots change the meaning of being human? How do we deal with the epidemic of fake news? Are nations and religions still relevant? What should we teach our children? Yuval Noah Harari's 21 Lessons for the 21st Century is a probing and visionary investigation into today's most urgent issues as we move into the uncharted territory of the future. As technology advances faster than our understanding of it, hacking becomes a tactic of war, and the world feels more polarized than ever, Harari addresses the challenge of navigating life in the face of constant and disorienting change and raises the important questions we need to ask ourselves in order to survive. In twenty-one accessible chapters that are both provocative and profound, Harari builds on the ideas explored in his previous books, untangling political, technological, social, and existential issues and offering advice on how

to prepare for a very different future from the world we now live in: How can we retain freedom of choice when Big Data is watching us? What will the future workforce look like, and how should we ready ourselves for it? How should we deal with the threat of terrorism? Why is liberal democracy in crisis? Harari's unique ability to make sense of where we have come from and where we are going has captured the imaginations of millions of readers. Here he invites us to consider values, meaning, and personal engagement in a world full of noise and uncertainty. When we are deluged with irrelevant information, clarity is power. Presenting complex contemporary challenges clearly and accessibly, 21 Lessons for the 21st Century is essential reading. "If there were such a thing as a required instruction manual for politicians and thought leaders, Israeli historian Yuval Noah Harari's 21 Lessons for the 21st Century would deserve serious consideration. In this collection of provocative essays, Harari . . . tackles a daunting array of issues, endeavoring to answer a persistent question: 'What is happening in the world today, and what is the deep meaning of these events?'"—BookPage (top pick)

C++ for KidsSterling Children's Books

How can teachers make sure that all students gain the reading skills they need to be successful in school and in life? In this book, Karen Tankersley describes the

six foundational "threads" that students need to study in order to become effective readers: phonemic awareness, phonics and decoding, vocabulary, fluency, comprehension, and higher-order processing. For each area, the author explains how students acquire the reading skills they need and offers a series of skill-building strategies and activities that teachers can use in the classroom. Although reading is perhaps most intensely taught in the kindergarten and 1st-grade classrooms, Tankersley emphasizes that helping students become lifelong readers is a task for all teachers, including content-area teachers in middle and high schools. The Threads of Reading addresses key questions about literacy, such as * What makes a difference in reading achievement? * How much reading time is enough? * How can teachers use writing to build reading skills? * How can teachers help students make meaning from their reading? The strategies in this book address many situations, from individual instruction to small- or large-group instruction, from kindergarten to high school. Teachers will appreciate the multitude of activities provided, and administrators will learn to better evaluate the reading programs in place in their districts and schools. Grounded in both research and "teacher lore" from actual classrooms, this book is a solid guide to helping students become lifelong readers. Note: This product listing is for the Adobe Acrobat (PDF) version of the book.

In 1940, when the Nazis reach their Norwegian village, twelve-year-old Peter and his friends use their sleds to transport gold bullion to the secret harbor where Peter's uncle waits to take it to the United States for safekeeping.

A guide for kids who want to learn coding Coding is quickly becoming an essential academic skill, right up there with reading, writing, and arithmetic. This book is an ideal way for young learners ages 8-13 who want more coding knowledge than you can learn in an hour, a day, or a week. Written by a classroom instructor with over a decade of experience teaching technology skills to kids as young as five, this book teaches the steps and logic needed to write code, solve problems, and create fun games and animations using projects based in Scratch and JavaScript. This 2nd Edition is fully updated to no longer require any limited-time software downloads to complete the projects. Learn the unique logic behind writing computer code Use simple coding tools ideal for teaching kids and beginners Build games and animations you can show off to friends Add motion and interactivity to your projects Whether you're a kid ready to make fun things using technology or a parent, teacher, or mentor looking to introduce coding in an eager child's life, this fun book makes getting started with coding fun and easy!

The ScratchJr Coding Cards are a deck of 75 activity cards covering fun and

exciting projects designed to educate young children with the visual programming language, ScratchJr. ScratchJr is a free, introductory computer programming language that runs on iPads, Android tablets, Amazon tablets, and Chromebooks. Derived from Scratch, the wildly popular programming language used by millions of kids worldwide, ScratchJr helps even younger children (5 to 7 years old) create their own playful animations, interactive stories, and dynamic games. The ScratchJr Coding Cards encourage kids to think creatively and systematically while developing computational thinking skills. Kids will learn powerful ideas about computer science by using ScratchJr programming blocks to make characters move, jump, dance, sing, and more. As they work through the deck, they will become creative thinkers and problem solvers. Written by the ScratchJr co-creator, Prof. Marina Umaschi Bers, and Dr. Amanda Sullivan, the exercises in ScratchJr Coding Cards will encourage kids to develop coding skills as well as foundational concepts for literacy, math, planning, and problem-solving, all while having fun. The cards are created using the pedagogical approach developed by Prof. Bers to teach coding in a playful way to young children.
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technological world. These concept books will familiarize young ones with the kind of shapes and colors that make up web-based programming language and give them the head start they need. ABC, 1 2 3 . . . HTML! Just as kids learn the alphabet or numbers, it's important for them to learn HTML. This colorful introduction teaches the rudiments of this language--including markup code and letter forms--and helps prepare them for our digital age.

Introduce your toddler to camping with this colorful alphabet primer featuring themes from the great outdoors. An engaging collection of 26 illustrations featuring campground favorites from Campfires and Hammocks to S'mores and Wildlife. Illustrator Greg Paprocki's popular BabyLit alphabet board books feature his classically retro midcentury art style that's proven to be a hit with both toddlers and adults. Discover new details in each illustration with every successive reading. Greg Paprocki works full-time as an illustrator and book designer. He has illustrated several Curious George books, as well as previous books in the Little Leonardo series, the BabyLit alphabet book series, and The Big Book of Superheroes for Gibbs Smith. He resides in Lincoln, Nebraska.

Comics! Games! Programming! Now updated to cover Scratch 3. Scratch is the wildly popular educational programming language used by millions of first-time learners in classrooms and homes worldwide. By dragging together colorful

blocks of code, kids can learn computer programming concepts and make cool games and animations. The latest version, Scratch 3, features an updated interface, new sprites and programming blocks, and extensions that let you program things like the micro:bit. In Super Scratch Programming Adventure!, kids learn programming fundamentals as they make their very own playable video games. They'll create projects inspired by classic arcade games that can be programmed (and played!) in an afternoon. Patient, step-by-step explanations of the code and fun programming challenges will have kids creating their own games in no time. This full-color comic book makes programming concepts like variables, flow control, and subroutines effortless to absorb. Packed with ideas for games that kids will be proud to show off, Super Scratch Programming Adventure! is the perfect first step for the budding programmer. Covers Scratch 3 Have big dreams? Kick start them with JavaScript! If we've learned one thing from the Millennial generation, it's that no one is too young to make history online. JavaScript For Kids For Dummies introduces pre-teens and early teens alike to the world of JavaScript, which is an integral programming language that drives the functionality of websites and apps. This informative, yet engaging text guides you through the basics of coding with JavaScript, and is an essential resource if you want to expand your technology skills while following easy, step-

by-step instructions. Through small, goal-oriented projects, you learn key coding concepts, while actually creating apps, games, and more. This hands-on experience, coupled with the presentation of ideas in a simple style, allows you to both learn and retain JavaScript fundamentals. JavaScript has been heralded as 'the programming language of the web,' and many kids are interested in learning how to use it; however, most schools don't offer coding classes at this level, and most families can't afford the high cost of coding classes through a summer camp. But this can't stop you from developing your JavaScript coding skills! This fun text is all you need to get started on your JavaScript journey. Explore the basics of JavaScript through the creation of a calculator app Deepen your understanding of HTML, arrays, and variables by building a grocery shopping app Learn conditional logic through the development of a choose your own adventure game Discover loops and strings by creating a lemonade stand app and MadLibs-style game JavaScript For Kids For Dummies brings pre-teens and early teens into the world of coding by teaching them one of the key Web design languages.

London : 1940. As bombs rain down ont he city, little Eric forms an extraordinary friendship with a huge gorilla: Gertrude. But when the zoo becomes dangerous Eric must go on a adventure to rescue Gerturde... and save the day.

A lyrical picture book debut from #1 New York Times bestselling author and presidential inaugural poet Amanda Gorman and #1 New York Times bestselling illustrator Loren Long "I can hear change humming In its loudest, proudest song. I don't fear change coming, And so I sing along." In this stirring, much-anticipated picture book by presidential inaugural poet and activist Amanda Gorman, anything is possible when our voices join together. As a young girl leads a cast of characters on a musical journey, they learn that they have the power to make changes—big or small—in the world, in their communities, and in most importantly, in themselves. With lyrical text and rhythmic illustrations that build to a dazzling crescendo by #1 New York Times bestselling illustrator Loren Long, Change Sings is a triumphant call to action for everyone to use their abilities to make a difference.

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web.

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.

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 anyone. Python 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 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 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: a clone of 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 data 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's turtle module –Create games, animations, and other graphical wonders with tkinter Why 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 anything: Windows, Mac, Linux, even an OLPC laptop or Raspberry Pi!

The purpose of the child maltreatment uniform definitions and recommended data elements is to present a definition of child maltreatment, its associated terms, and recommended data elements for voluntary use by individuals and organizations in the public health community. The definitions and data elements are intended to promote and improve consistency of child maltreatment surveillance for public health practices. It is designed to be used by state and local health department staff to assist in and provide a framework for the collection of public health surveillance data on child maltreatment. The definitions included in the document draw upon definitions that are currently in use in the literature and were adapted in collaboration with a panel of experts on child maltreatment and public health surveillance. The definitions and data elements

are designed be flexible tools for developing an ongoing surveillance system. Agencies that use the document can modify data elements to fit their system. This document is the third in a series of Uniform Definitions and Recommended Data Elements which includes: Intimate Partner Violence Surveillance: Uniform Definitions and Recommended Data Elements and Sexual Violence Surveillance: Uniform Definitions and Recommended Data Elements.

A hands-on, application-based introduction to machine learning and artificial intelligence (AI) that guides young readers through creating compelling AI-powered games and applications using the Scratch programming language. Machine learning (also known as ML) is one of the building blocks of AI, or artificial intelligence. AI is based on the idea that computers can learn on their own, with your help. Machine Learning for Kids will introduce you to machine learning, painlessly. With this book and its free, Scratch-based, award-winning companion website, you'll see how easy it is to add machine learning to your own projects. You don't even need to know how to code! As you work through the book you'll discover how machine learning systems can be taught to recognize text, images, numbers, and sounds, and how to train your models to improve their accuracy. You'll turn your models into fun computer games and apps, and see what happens when they get confused by bad data. You'll build 13 projects

step-by-step from the ground up, including: • Rock, Paper, Scissors game that recognizes your hand shapes • An app that recommends movies based on other movies that you like • A computer character that reacts to insults and compliments • An interactive virtual assistant (like Siri or Alexa) that obeys commands • An AI version of Pac-Man, with a smart character that knows how to avoid ghosts NOTE: This book includes a Scratch tutorial for beginners, and step-by-step instructions for every project. Ages 12+

Babies enjoy having fun book was made for kid ages from newborn to 5 years old. This is a picture book with a variety of colorful pictures made for children to enjoy. This book can be used as a show and tell experience as you take the time to read along with the child. Babies really do enjoy having special moments with their parents, so what better way of getting this done than taking this book to show them all the different things that they will one day be able to do themselves as they grow up. This book can be a treasure for years to come and your little one will one day be able to read and share with you all by themselves. Get started with your newborn or kid who is waiting to have some special time with them. If you find that you have really enjoyed having this children picture as a part of your library then do me the favor and leave me your best rating in the Kindle bookstore, I would greatly appreciate your act of kindness for me as a

publisher. Thank YouLorraine Best

One of NPR's Top 100 Book for Young Readers "Reading it is almost like reading Howard Zinn's A People's History of the United States, but for two-year olds—full of pictures and rhymes and a little cat to find on every page that will delight the curious toddler and parents alike."—Occupy Wall Street A is for Activist is an ABC board book written and illustrated for the next generation of progressives: families who want their kids to grow up in a space that is unapologetic about activism, environmental justice, civil rights, LGBTQ rights, and everything else that activists believe in and fight for. The alliteration, rhyming, and vibrant illustrations make the book exciting for children, while the issues it brings up resonate with their parents' values of community, equality, and justice. This engaging little book carries huge messages as it inspires hope for the future, and calls children to action while teaching them a love for books.

Kids can take their first steps towards becoming expert computer programmers with this fully-updated guide to coding for beginners. They'll master Scratch 3.0, the brand-new version of the world's most popular coding language for beginners. This will let them discover what makes a computer work while learning how to build their own computer programs and games. Once they're Scratch experts, it's onto the more complex Python programming language to delve even

deeper into the technology that surrounds us every day. Computer Coding for Kids uses a simple, visual layout to guide budding programmers step by step through the ins and outs of computer code, from algorithms to variables, even showing them how to find and fix bugs in their code. Before you know it, they'll be creating their own programs from scratch. It doesn't stop there, though. If Scratch and Python have got them hooked, there's a peek at binary and JavaScript to show them where their coding career could be heading next. This book also lifts the lid on computers and shows young readers the chips and processors that make technology come to life. Fully illustrated with funny and informative graphics, Computer Coding for Kids makes even the most difficult aspects of coding fun and easy to understand.

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