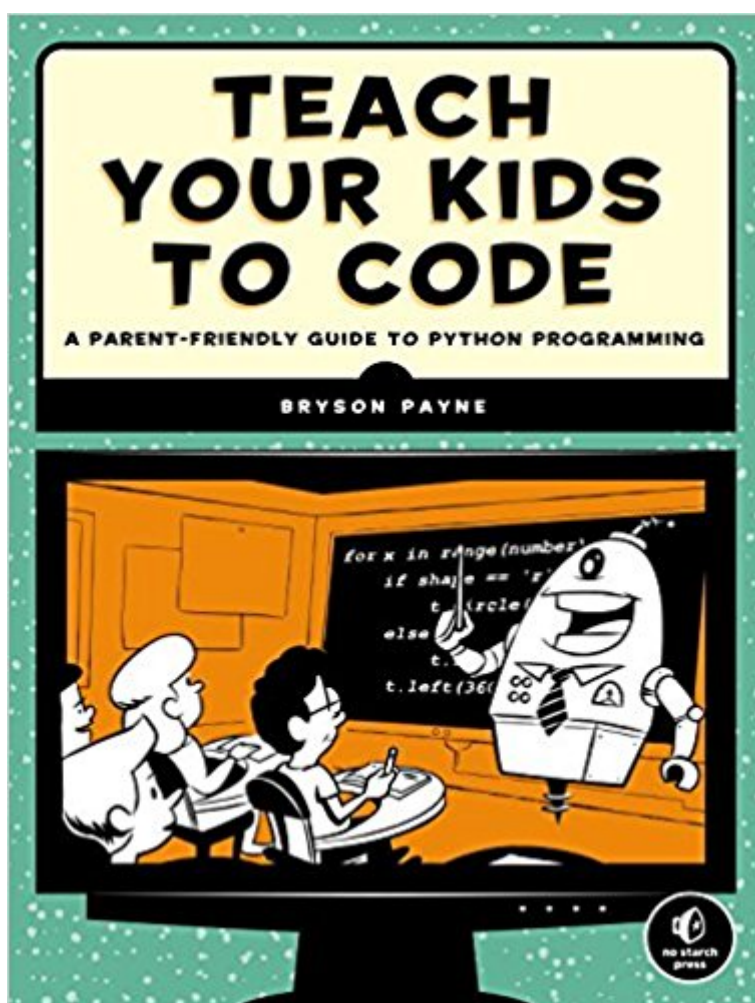


The book was found

Teach Your Kids To Code: A Parent-Friendly Guide To Python Programming



Synopsis

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!"

Book Information

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Programming > Introductory & Beginning

Age Range: 10 and up

Grade Level: 5 - 7

Customer Reviews

Why teach your kids to code? Computer programming, or coding, is a crucial skill every child

should be learning. From 3D printers, to mobile apps, to robots, to drones that deliver pizza, the world around us relies on code more than ever before. Coders get to solve problems and do interesting, fulfilling work, and the time to start learning to code is now! Whether you want to build an app, a game, or a self-driving car, the power of coding is right at your fingertips. All the programming tools in Teach Your Kids to Code are free to download, and all the source code for every chapter is free to download from the No Starch Press web site. I began introducing my two sons to programming when they were two and four, and I encouraged them to have fun by changing small parts of each program, like the colors, shapes, sizes and locations of objects on the screen. You can learn to program alongside your student, and take time to try new things as you go. Learning to code is the pathway to an inspiring pastime and better career opportunities. Start coding today.

"A straightforward, crystal-clear guide to programming in Python...Sophisticated concepts and serious programming make for an easy, enjoyable game for families." --Kirkus Reviews
"My grade 8 students won't give the book back! They love it!" --Brian Aspinall, K-8 Teacher, Dork, Coach, Blogger, TEDx Speaker
"It's so straightforward that you could easily hand this book to a child in upper elementary school or beyond and have them teach themselves. A win in my book when it comes to summer activities." --Mel Ford, BlogHer
"The graphics are impressive, the games are fun, and the explanations are clear and encouraging." --Sandra Henry-Stocker, IT World
"An excellent guide to learn Python." --Tim Slavin, Kids, Code, and Computer Science Magazine
"A straightforward, crystal-clear guide to programming in Python...Sophisticated concepts and serious programming make for an easy, enjoyable game for families." --Kirkus Reviews
"Kid coders who have mastered the likes of Scratch, or older students who are math inclined and want to learn how to code, will find a worthy choice in Payne's guide to Python programming." --School Library Journal

Short, colorful apps and games will have your student programming in Python right away, for PC, Mac and Linux! This is the kind of book you can enjoy with your kids! Code your own apps and games in Python for Mac, PC, or Linux, from pre-K to college level Draw colorful spirals and shapes with Turtle graphics in Python, and more advanced apps using Pygame Create fun, playable games like War, Yahtzee, Rock-Paper-Scissors, and Pong Build interactive apps that respond to user input and mouse clicks Master variables, loops and functions to prepare for more advanced programming or a better career. Give Your Kids a Huge Advantage in a High-Tech World Packed with fun

examples, colorful graphics, and easy-to-follow plain English instruction, *Teach Your Kids to Code* is the book parents and kids, teachers and students can enjoy together, as they build one of the top job skills of the 21st century! Python is a great first language for beginners, but it's powerful enough to be used in companies from Google to . I designed this book to be easily understood by absolute beginners, with example code I used with my own pre-schoolers all the way through the apps I teach to college freshmen. Whether you're an IT professional, or have no programming experience at all, you and your student can learn to code in Python. Quick, five- to ten-line examples will get you coding your own apps from scratch in minutes. Over 80 sample programs will give you the practice you need to master the powerful new skill of coding in Python.

A word of warning to teachers using this book. Make sure you are running Python 3.x (3.0-3.5.0) otherwise some the code will not run and you will get errors. For example the code examples in the first chapter using the input will not work in Python 2.7 unless it is changed to raw_input. The author assumes all readers will be using the Python 3.0-3.5.0.

It's extremely well written, and I believe it's one of those rare volumes that's great for anyone wanting to learn to code. The title belies the fact that this book can be used by children, parents, teachers, and even college students. My full review is linked here, <http://opensource.com/education/15/9/review-bryson-payne-teach-your-kids-code>

As an educator who has taught computer programming for a variety of years, I am always on the look out for new, fun books that could be potentially helpful to my students, especially when it comes to learning Python! Often times, I've found that the books that are designed for "kids" are usually excellent for adults as well, as the training tends to be superior in the way that the basic fundamental concepts are presented and taught. Here's what's good about this book:- Beautifully illustrated book (in full color) that's attractive to both young (and older) learners! ;-)- Keeps the programs simple (a few lines in length) in order to illustrate the concepts being taught.- Teaches students to create "visual" applications much earlier than most books programming do. Here's what's not so good:- The book is supposed to be aimed at teaching young "kids" to code, but its technical requirements are far more appropriate for an older adult. About 90% of this book is dedicated to drawing (via math equations) geometric spirals, circles, patterns, and smiley faces. It requires kids to have an understanding of geometric angles, modulus, order of operations, etc. If you're not a math "aficionado", you might find this book to be a bit difficult to enjoy, to say it kindly.- Tends to

introduce advanced concepts a bit too fast, such as lists (arrays), methods, instantiated objects, ranged loops, etc. in chapter 2, when in chapter 1, they had just learned how to create a simple variable and print the words "Hello, world" onto the computer's screen. Over all, it's an interesting book. It has strong potential, but I think it should be renamed to "Teach Your Kids to Draw, using Math."

It's extremely well written, and I believe it's one of those rare volumes that's great for anyone wanting to learn to code. I have read a number of introductory texts about Python that were intended to make it seem easy to master, but this book simplifies that process while at the same time providing everyone with wonderful designs that invite the learner to experiment with iterations of the code snippets. At the end of each chapter, there are programming challenges that encourage the student to apply the skills learned in that chapter. Having working examples of the code helped me to spot typographical errors in my coding that otherwise would have taken countless minutes and hours to figure out. In addition to that, the coding examples invite the student to experiment with code. Later this year, I plan to teach a coding class in our local library, and this book has given me the tools and the confidence to move forward with those plans.

My son learned scratch programming all last year. This was a great next step (he is 10 and homeschooling in the 4th grade). He really enjoys the graphical and interactive programs he's writing in Python. I like that he is learning with a real, marketable language. It is very kid-friendly, with easy-to-follow instructions and code samples.

I develop mobile applications, and program all day long. My daughter is 11, and wanted to get into programming. After some research, I found this book. It is an excellent guide, and extremely readable. It breaks code down to basic elements to teach children. My daughter sat down and started reading and doing these exercises as soon as we downloaded it onto her kindle. She loved it! She has worked through the whole book in just a few weeks! I would recommend this to any parent who was looking to develop coding and programming skills in children.

Easy to read, without Making your kids feeling dumb. Needs a little more coding walk thoughts, but a really great start

Bought this book for several reasons. First, I've been meaning to add Python to my language

arsenal for a while now. Second, it should make for a nice learning language for the kids based on what I've read and heard about the language. I've been a computer nerd for over 20 years now. Both my kids have their own PC clones (showing my age with just that comment). All three of our computers are "frankenstien" boxes with used, upgraded, and traded parts. They enjoyed learning about the inner working of the machine hardware. This should be another great adventure learning about software. I chose this book because Mr. Payne was one of my first computer science teachers in college back in 2001. His teaching style adds layers of complexity so that you don't feel overwhelmed and it all just starts to make sense. Thumbing through the book, I can see he's applied that same principle here. I'm looking forward to what the kids think about it. I'll update this review after we've gone through it. I'll probably struggle with keeping this one for the bookshelf or passing it along to my nephews.

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