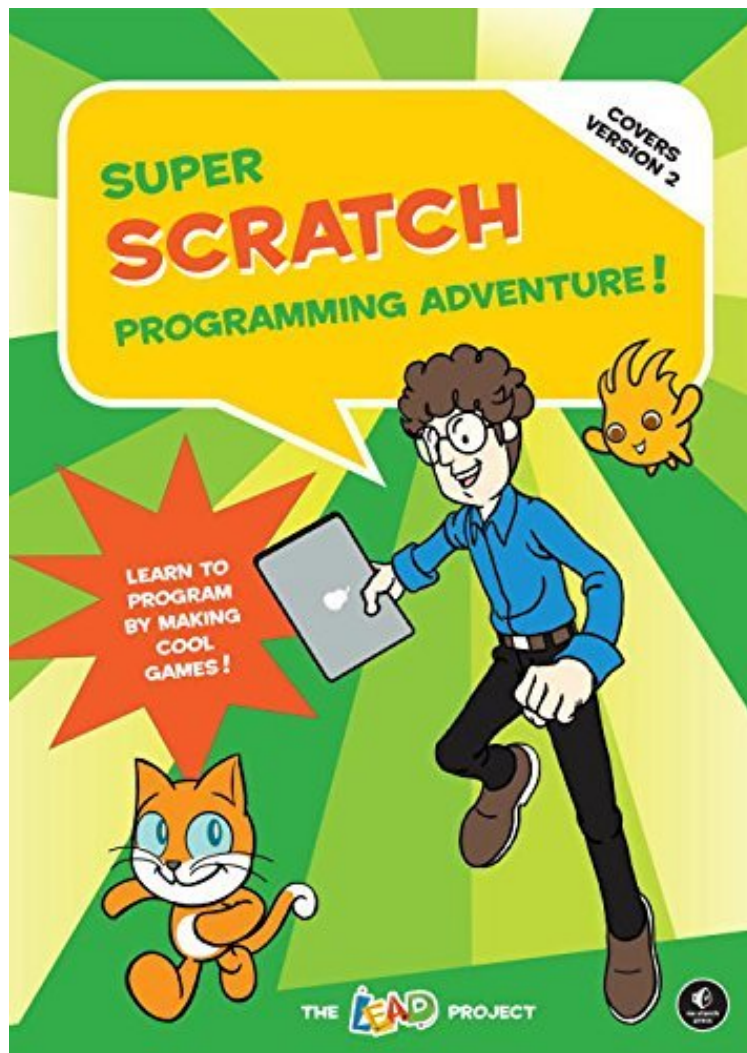


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Super Scratch Programming Adventure! (Covers Version 2): Learn to Program by Making Cool Games (Covers Version 2)

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Project The : Super Scratch Programming Adventure! (Covers Version 2): Learn to Program by Making Cool Games (Covers Version 2) before purchasing it in order to gage whether or not it would be worth my time, and all praised Super Scratch Programming Adventure! (Covers Version 2): Learn to Program by Making Cool Games (Covers Version 2):

35 of 37 people found the following review helpful. Hit the "I wanna make my own games!" market head-onBy Margot VigeantMother of an 11yo son here. He said "I'd really like to learn to program so I can make my own

games. Can I do that?" I considered the following before discovering this book (via BoingBoing) - Alice (what, until recently, we used at my University); Mindstorms (modified LabVIEW); actual old-school command-line BASIC or similar ('cause that's what I speak). However, Alice spends way too much time in the uncanny valley, Mindstorms takes a while to debug (run, watch the robot hit a wall, troubleshoot, debug, run.....), doesn't really get you to games and is also very abstract, and I wanted something he could do on his own without my help. Enter Super Scratch - this language and this book are aimed precisely at kids who are out to create games. It's games from page 1, you can see the programmer's self-efficacy grow immediately. My son spun off on his own after lesson ~4, saying he 'sees how it works' now. He's still working his way through the book, but he's doing 'jazz' on top of the lessons. It's cool. This is a good introduction to algorithmic thinking and common structures like "while" loops. An amusing by-product is that my son has said he prefers designing board-games now, as the instructions don't have to be as precise for humans as for machines. He gets it! Yes, we could have used free online resources to learn Scratch, but having it laid out in a logical, appropriately paced, and non-distracting manner is a plus for the book over the Internet. Further, he enjoys the self-consciously cheesy story lines that frame the problems. That being said, I don't think I'd use this book with anyone over the age of 12 (at least until they're 20 and can appreciate irony better).

0 of 0 people found the following review helpful. Great Book but NOT COMPATIBLE WITH KINDLE PAPER WHITE. By Steven Harlow Although my 11-yr-old daughter and I love this book for its great brilliantly colorful illustrations, clarity and detail, I can only give this four stars because it is incompatible with my Kindle Paper White and we thus have to read it on a Kindle For PC, which takes 30 seconds to load a new page. So if you don't already own a Kindle Fire, you will be forced to either suffer through reading at a snail's pace on Kindle for PC, or add a Kindle Fire to your cart and pay the additional \$90 - \$120 for a compatible reader., buy a paperback version instead and wait for the snail mail. As it turns out, having begun reading the book on the PC, she requested the hardcopy to bring to Computing class at school as she doesn't want to have to waste time learning how to use the Kindle Fire just to read the book and she wouldn't be able to read the ebook on the school computer.. So for now we are reading it by PC, until the book arrives (and the Kindle Fire I ordered as well).

8 of 8 people found the following review helpful. Not for the Currently On-Line Version of Scratch By Athena and Jason This book is excellently done but should be clearly marked as being for the previous version of Scratch, not the current version. Scratch 2.0 is so different that about half of the book is inapplicable. It is possible to download Scratch 1.0 and use the book, but the new version is so much better that that would be silly.

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 2, brings the language right into your web browser, with no need to download software. 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. Now Updated for Scratch 2 The free Super Scratch Educator's Guide provides commentary and advice on the book's games suitable for teachers and parents. For Ages 8 and Up

"Reveals the power of this deceptively simple programming language...A fun way to learn how to program Scratch, even for adults." Boing Boing About the Author The Learning through Engineering, Art, and Design (LEAD) Project is an educational initiative established to encourage the development of creative thinking through the use of technology. Created by The Hong Kong Federation of Youth Groups in collaboration with the MIT Media Lab, the LEAD project promotes hands-on, design-based activities to foster innovation, problem solving skills, and technical literacy.