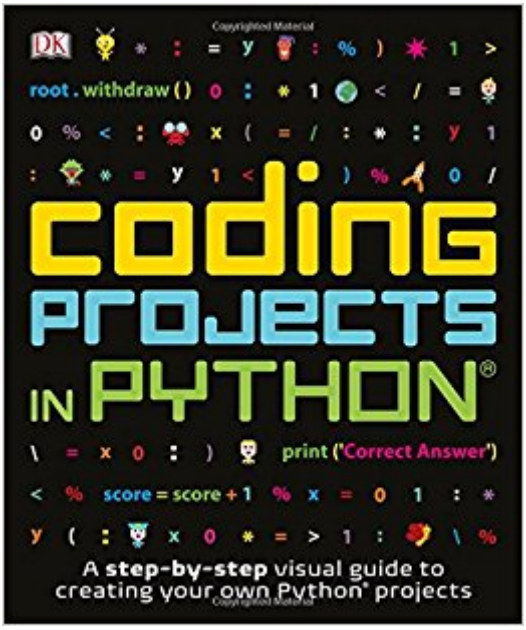
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Coding Projects In Python



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Synopsis

Using fun graphics and easy-to-follow instructions, this straightforward, this visual guide shows young learners how to build their own computer projects using Python, an easy yet powerful free programming language available for download.Perfect for kids ages 10 and over who are ready to take a second step after Scratch, Coding Projects in Python teaches kids how to build amazing graphics, fun games, and useful apps. All they need is a desktop or laptop, and an Internet connection to download Python 3.Step-by-step instructions teach essential coding basics like loops and conditionals, and outline 14 fun and exciting projects, including a script that cracks secret codes, a quiz to challenge family and friends, a matching game, and much more. When they are feeling 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, so kids can have the skills to build whatever kind of project they can dream up.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.

Book Information

Paperback: 224 pages
Publisher: DK Children (June 6, 2017)
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Shipping Weight: 1.5 pounds (View shipping rates and policies)
Average Customer Review: 4.5 out of 5 stars 7 customer reviews
Best Sellers Rank: #27,861 in Books (See Top 100 in Books) #11 inÃ Â Books > Children’s Books > Computers & Technology > Programming #43 inÃ Â Books > Computers & Technology > Programming > Languages & Tools > Python #71 inÃ Â Books > Computers & Technology > Programming > Web Programming
Age Range: 9 - 12 years
Grade Level: 4 - 7

Customer Reviews

Robot Builder Python's turtle module lets you move a robot 'turtle' around the screen, drawing pictures with a pen as it goes. In this project, you'll program the turtle to build more robots or at least pictures of robots! View larger

Making Colors Pictures and graphics on a computer screen are made up of tiny dots called pixels, which can give out red, green, and blue light. By mixing these colors together you can make any color imaginable. View larger

Mutant Rainbow The program will ask you to choose the length and thickness of the line that the turtle paints. The turtle then scurries around the screen until you stop the program, painting colored lines as it goes. View larger

Snap This fast-paced, two-player game requires a sharp eye and lightning-fast reactions. It works just like the card game but uses colored shapes that appear on the screen rather than cards that are dealt. View larger

Egg Catcher Beware: the more eggs you catch, the more frequently new eggs appear at the top of the screen and the faster they fall. Lose all three lives and the game ends. View larger

Craig Steele is a digital making specialist creating engaging and fun learning experiences. Craig leads the CoderDojo movement in ScotlandÃ¢â ¬â •a global collaboration that provides open learning to young people, particularly in computer programming.

So far, the first animal quiz does not work. Copied exactly as the book shows. Anyone else have problems with this or other programs in this book?*Updated review: I like it, but I am not experienced with python at all. I had no one to ask questions and was grateful that they included the website to download programs which is where I also was able to look up FAQs. This helped, but my daughters were able to find the solution in the book faster. I take it back, this book is definitely worth it. Indentions are more important than I thought. ;)Good luck to all other moms and dads trying to encourage their kids to learn something new and useful. If you get stuck, as the kids for help :D

Well done! Clear fun Python projects appropriate for any age. The graphics sections areperfect both

for turtle graphics and graphics with Tkinter.BRAVO!

DK books are always great.Lots of diagrams to show what the text is trying to convey.

This is the one to get! Simple instructions and great photos. I use it to teach to teach Python.

My son enjoys this project book.

I was caught by surprise when this beginner’s guide to Python was aimed at children, but focused on syntactical issues rather than problem-solving. The authors assume that the readers will have some experience in using a programming language as a problem-solving tool. There is very little time spent on developing algorithms that can solve problems.The first couple of chapters review python syntax. The rest of the book focuses on illustrating code for eight apps or games - but with little detail on how the solutions were developed. Added value is provided with a set of appendixes that provide all the code developed in the book, a glossary, and an index to all the features of python covered in the book. Lots of color and illustrations would make the book attractive to a child wishing to learn to program.If the reader has prior training in developing algorithms and translating them into a programming language, this book might be of service. However, that is not likely to be a child. This is my first concern with this book. The other is the inclusion of syntax errors within the coding examples in the text. I did not test all the code, but did find one error on page 19 of Chapter 1 where a sample piece of code has an unmatched parenthesis.The lack of instruction in creating algorithms and the presence of error(s) requires the need for an instructor to walk the student through the various samples provided in the book.The book would serve as an ancillary text for a python course. The index and sample code would serve as excellent samples for the beginning programmer learning python. The book, however, is not suitable for teaching basic programming skills._____This review is based on a free electronic copy provided by the publisher for the purpose of creating this review. The opinions are mine alone.

Mistakes in Programming. E.g. Page 30 program for "Ride the rollercoaster" Height is converted to Yards as input materials without showing the lines for coding and then Comparison is done in inches by converting to inches by showing inches . Here is the incorrect programKids are told to study this problem. Mia is 10 years old and 5 feet tall. Lets use the shell to check if she can ride a roller coaster>>age =10>>height =1.5>>(age>8) and height >53 inches)True

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