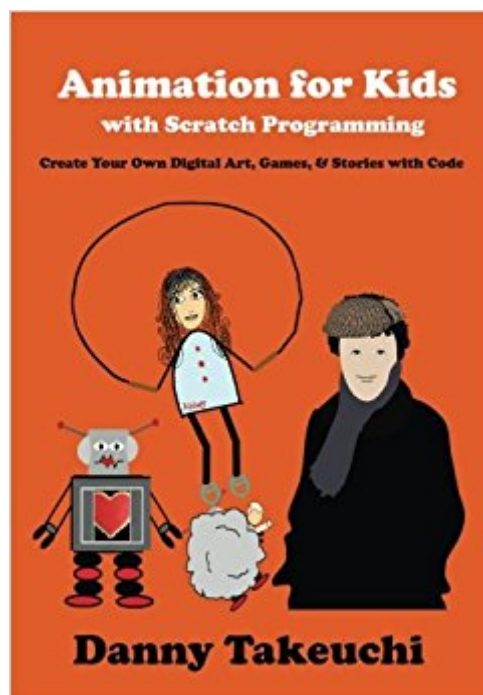




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Animation For Kids With Scratch Programming: Create Your Own Digital Art, Games, And Stories With Code



Synopsis

The myth: Programming is only for kids who are good at math and science. The reality: Anyone can learn how to code. Kids with an artistic bent and curious minds can give life to technology that shapes our daily experience. Don't believe it? Give this book a try! It will prove to be the best investment for your kids. This book teaches kids how to create animations with code. No big words or scary concepts. Only step-by-step, visual programming laced with digital art, games, and storytelling projects. It is a great art and code mixer. Animation for Kids with Scratch Programming is the perfect first taste that any budding programmer could fall in love with. This book has three sections: *Section one starts with simple projects to help students learn basic programming concepts. Those projects give students hands-on learning experience in developing their own games and animations. *Section two provides students with animation techniques to fuel their creativity and imagination. It provides them tools to create more interesting animations. *Section three guides students through four complete animations, each with its own storyboard. Kids learn how to manage the complexities of development, the interactions of multiple characters, and the timing of separate events. Many of the animation techniques introduced earlier are utilized to create these projects. This book highlights the following areas: Art and Code: Art and code go together like cookies and milk. This book leads with what kids know - art, games, and story-telling. Let them discover their Aha moments while having fun. Simplicity: No kids study grammar to figure out how to talk. They learn by talking. Why should it be different with programming? No more concept overload and wordy explanations. Start coding from day one. Projects: The book guides students to create their projects step-by-step. The instant gratification gained in each project reinforces their confidence and love for learning. Use this book in classrooms or for self-learning. Techniques: This is the 1st book focusing on animation techniques in Scratch. Kids can use it as a great reference book for building their own games and animations. Storyboard: Actions and scenes have to be planned out just like in filmmaking. This book teaches kids how to use the storyboard to guide their programming logic. Before Christmas, the first five hundred copies sold will entitle the buyers with a two-hour free webinar class. In this online class, we will walk students through the first chapter. To register for the free webinar, please go to MentorsCloud.com.

Book Information

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Customer Reviews

We received a review copy of this book, and my son loves it. He has taken some classes with the author previously, and was very excited to receive a copy of Danny's new book. I will now give the keyboard over to him so he can state his opinions on the book: Hi, this is Michael. I had learned a lot about Scratch programming previously, and this book allowed me to learn so much more about the program than I could have or ever did in the classes I took. For kids who are newer to the program, this book begins with a very simple program that is very friendly to newcomers to learn off of. For kids with previous experience, only the first 3 chapters or so are things that we have learned in the classes. While these are still good to review, the author did a very good job of delving right into the stuff that would be new for people who have already taken some classes, without making the lessons have too steep a difficulty curve for newer students. That alone shows how this book is created for both types of kids working on learning Scratch. The book is full of diagrams of how the programming should look exactly, along with explanations of what each part of the code does that helps the program function correctly. These diagrams and illustrations are very clear as to exactly what it should look like. The book is split into sections, each of which have a few games/animations which focus on teaching the feature the chapter teaches. This makes the goal of what each program should look like very clear, and it should be obvious if a kid makes a mistake, so they can fix it right away and learn what that part of the programming does more in depth, as they can then see how it affects the program overall. All in all, this book is very good.

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