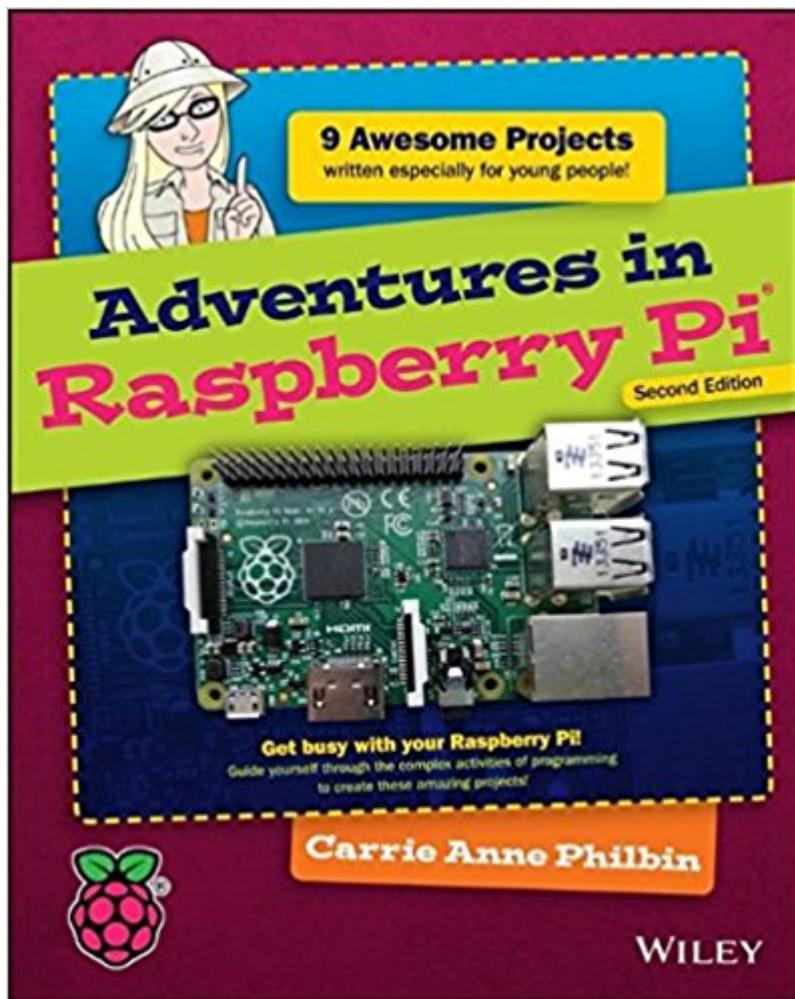


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Adventures In Raspberry Pi



Synopsis

Start programming quickly with this super-fun guide to Raspberry Pi Adventures in Raspberry Pi, 2nd Edition includes 9 cool projects that show you how to set up and start developing on your Raspberry Pi. Updated for the release of the Rev 3 board, this second edition covers all the latest features and tells you everything you need to know. Written specifically for 11-15 year-olds, this book uses the wildly successful, Raspberry Pi to explain the fundamentals of computing. You'll have a blast learning basic programming and system administration skills, beginning with the very basics of how to plug in the board and turn it on. Each project includes an instructional video so you can jump right in and start going through the lessons on your own. This hands-on book gets you up and running fast, with fun projects that let you explore. Learn how to "talk to" your Raspberry Pi Create games and stories with Scratch Program with Turtle Graphics and Python Code music and create a Raspberry Pi jukebox. If you want to get started programming today, Adventures in Raspberry Pi is the ultimate hands-on guide.

Book Information

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Age Range: 11 - 15 years

Grade Level: 6 - 10

Customer Reviews

It's a little frustrating trying to get details out of 12 year old boys--all questions apparently can be answered in one word. However, judging by his reaction, Raspberry Pi has another die-hard fan.

After a week with B+, Aidan still has his nose in the book, with no sign of coming up, except for food or soccer. The section on programming games is (unsurprisingly) the most popular, followed by the section for graphics. The projects that are described in the book are well done. Programming with Python and Minecraft Pi Python are up next, and eagerly anticipated. This promises to be a long term interest with really enjoyable activities.

The Adventures in Raspberry Pi provides a well organized approach to the introduction of the Raspberry Pi hardware and programming techniques for the younger readers. The first two chapters provides an overview of the Raspberry Pi and its installation process. Chapters 3 to 7 focus on programming techniques with the Scratch and Python programming languages. The projects are well chosen including games with graphics animation. For those who are new to programming, this is a great way to start. The last two chapters focus on using Raspberry Pi's I/O interface to control external hardware with a LCD screen Pi Jukebox project towards the end. This book is packed with colorful illustrations and pictures. For the hardware projects, it includes pictures of the components connection instead of the harder to read circuit schematics. What's also neat is that it includes links to the website with videos of each of the projects. This is a nice book for those who what to experiment with Raspberry Pi and programming techniques,

This is likely as close to perfect as a Raspberry Pi discovery book can get for beginners in programming, computers and/or electronics. It covers a lot of ground in its 232 pages, from getting started with a Raspberry Pi to programming games, graphics and stories in Scratch to programming with Python to programming Minecraft Pi Python to creating sounds with Sonic Pi. (This last one reminds me of when I was in high school and used Basic on my father's computer to program music, so I figure it will be great for getting my kids (and me!) cracking on Raspberry Pi programming. Finally, the book covers several electronics' projects that are explained well, such as creating a Raspberry Pi jukebox. There's plenty of step-by-step guidance in the text along with code examples and website links to visit. Full-color pictures throughout. Nice!

This book is FULL of awesome step-by-step guides that help even the most novice person begin the Raspberry Pi experience. We purchased this book along with a Raspberry Pi and a kit to go with to make the process as simple for my 10 year old son as possible. He dove right in and he and I have both been working on each project together and it is quite detailed. The only thing negative I have to say about the book is that the links that are provided that direct you to the authors website

for video tutorials and documents is difficult to navigate. I had a lot of difficulty figuring out which document was what and how to navigate through the videos. At first I even thought it was just a place to sell the book. My son has really enjoyed his experience with this book and the information that he is learning because of it. I definitely recommend this to anyone looking for easy to read, understand, and navigate information on how to begin using the Raspberry Pi, although it is definitely geared towards children.

If you are looking for a book to introduce the Raspberry Pi to a youngster, this deserves serious consideration. The first two "adventures" (they aren't chapters...they are "adventures!") take the reader on a tour of the Raspberry Pi, including the differences between the B and B+ versions. Differences between the rev 1 and 2 are covered elsewhere in the text where they would make a difference in the project(s) being discussed. There are seven further exercises (sorry, "adventures") that are walked through. Two of these are basic introductions to Scratch and Python, with a third revolving around using Scratch Turtle Graphics. These are basic introductions, so when you get right down to it, there are four actual projects that are discussed in this book. In other words, if your child already has a basic knowledge of the Pi, Scratch, or Python then most of the book will be something he or she has already been introduced to. Of the remaining "adventures," one is programming in Minecraft Pi (a way to move blocks around in code instead of manually through the game), and one is using Sonic Pi to create music. The last two get into hardware and wiring, one of which is exploring the use of the GPIO pins and making the famous Marshmallow Button (which then integrates into the programming concepts introduced earlier in the book), and the final "adventure" is making a jukebox, including a GPIO interface. I think the book itself follows a logical flow and is approachable for motivated readers ten and up. Ideas build on each other that, I hope, will spark some inspiration in the reader. I do kind of wish the book didn't spend so much time on introductory concepts though - there are already a lot of introductory books written for Scratch and Python, books which detail things glossed over in this book. The net effect of these "adventures" is that they seem a little perfunctory and rushed to a kid who has already been using either language. At the end of the day, if your child is already familiar with programming and the Pi, there are basically four "adventures" in this book. If, on the other hand, your kid was just handed a Pi...this is a good book to use to help unlock the potential of this device. The appendix of this book offers some additional resources for further information, which is appreciated. As I said, the book is approachably written and doesn't condescend, two things that are important to grab and hold a youngster's interest. From a technical perspective this is a good book.

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