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

Synopsis

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. For Ages 8 and Up Now Updated for Scratch 2

Book Information

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Average Customer Review: 4.1 out of 5 stars See all reviews (51 customer reviews)

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Age Range: 8 and up

Grade Level: 7 - 12

Customer Reviews

This book is a translation of an original Chinese (Hong Kong) project in conjunction with MIT, the inventors of the free Scratch programming language. It consists of nine projects which increase in difficulty and build on each other. If you go to the publisher's web site you can download the "Stage

4" project for the previous version (1.4) of Scratch. I inspected the book's version with the previous edition's version and there are only minor variations so you might want to check it out for a better idea of what this book is about.Also at the publisher's web site is a free download of all of the projects in this book. You don't have to own or buy this book to access the projects.It is targeted towards the younger new Scratch programmer, but will work just as well for any age person interested in picking up Scratch. The book is more an introduction by doing. Rather than getting didactic lists of how this graphical language works, the reader is taught how things work by actually doing the programs in Scratch (which is free if you didn't know that).The nine projects are all constructed as separate chapters in the same fashion. Each "Stage" starts off with a comic about the game for that section. A "chapter focus" is given, e.g., "Learn how to create a scrolling game, program complex movements for the sprites, and make a backdrop change over time." (Stage 6 - Desert Rally Race).The book gives very clear directions for registering and accessing the quite large, and sometimes confusing, Scratch community. That's one of the things that makes an item like this nice in that you have a coherent introduction to the language in a small package.

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