

Il mio primo libro di coding

Muovi i primi passi nel mondo della programmazione senza dover usare un computer

Kiki Prottzman

Entra nel mondo della programmazione e introduci il tuo bambino al coding grazie a questo incredibile libro animato e illustrato. Scritto per bambini **dai 5 ai 7 anni**, *Il mio primo libro di Coding* insegna a capire semplici algoritmi e a scoprire e risolvere i primi bug.

Le illustrazioni accompagnano nella lettura mentre il bambino può interagire con il libro scoprendo le finestre e scorrendo le linguette presenti in ogni pagina, pensate con lo scopo di accrescere le abilità nel risolvere problemi.

Una soluzione facile e divertente per insegnanti, genitori e nonni che vogliono accompagnare i più piccoli nei primi passi nel mondo dell'informatica.



**1.600.000
studenti
coinvolti
nel solo a.s.
2016-2017**



Dopo un'esperienza come docente di scienze informatiche all'Università dell'Oregon, **Kiki Prottzman** è diventata Education Program Manager in Code.org, un'organizzazione no profit dedicata a diffondere lo studio della programmazione nelle scuole e ad aumentare la partecipazione di donne e studenti di colore. Code.org collabora in Italia a Programma il Futuro, un'iniziativa promossa dal MIUR (Ministero dell'Istruzione, dell'Università e della Ricerca) che nel solo anno scolastico 2016-17 ha coinvolto oltre **1.600.000 studenti**, **25.000 insegnanti** e **5.800 scuole**.



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Break it down

Some problems seem really hard at first. Once you learn how to break big problems down into smaller parts, they are much easier to solve.

What's inside?
From the outside, a clock looks like a circle. On the inside, when you look at it, you'll see that it's made a lot of little pieces to make the clock work.

taking things apart shows you how they work.

Feed the chickens
The farmer had a problem. He had a lot of chickens, but he didn't have enough food for them. He decided to break the problem down into smaller parts.

Collect grain
The farmer had a problem. He had a lot of chickens, but he didn't have enough food for them. He decided to break the problem down into smaller parts.

Feed the chickens
The farmer had a problem. He had a lot of chickens, but he didn't have enough food for them. He decided to break the problem down into smaller parts.

DECOMPOSE
When you break down a problem into smaller parts, you can solve it more easily.

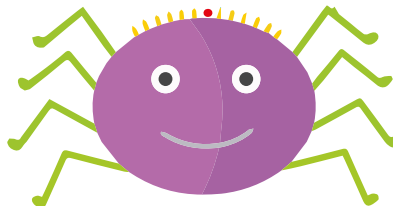
Bug hunting

Coders write programs that tell a computer what to do. When coders find mistakes in their programs, they call them bugs. These bugs might not cause a problem, but they can cause a lot of trouble!

Mistakes in programs
The most common mistake when writing a program is to get into the loop. Make sure that everything is working before you add something new.

Everyone makes mistakes! That's what makes finding bugs so important.

DEBUGGING
Debugging is when you are looking for mistakes in your code. It's like hunting for bugs in a program.



Jungle escape

The key to making a good computer program is planning ahead. Try to think of problems that might appear, and how you will avoid them.

Guide the explorer
Use the table below to think of a path for the explorer through the jungle in the forest. There is only one correct sequence of steps.

SEQUENCE
When you "sequence" a problem, you break it down into smaller parts.

Did you work out the correct sequence? Lift the flap to find out!



Feeling loopy

Computers can do things faster than we can without getting bored or making mistakes. That's what makes them so useful. Loops are special bits of code that make a computer do the same bit again and again.

Stop!
A loop will keep working forever unless you give it a bit to tell it when to stop. Look at the example below - what would you use?

Feed pigs
If you don't tell the computer when to stop, it will keep working forever. You need to tell it when to stop.

Chilly pencils
If you don't tell the computer when to stop, it will keep working forever. You need to tell it when to stop.

Hangry robot
If you don't tell the computer when to stop, it will keep working forever. You need to tell it when to stop.

Click the ladder
If you don't tell the computer when to stop, it will keep working forever. You need to tell it when to stop.