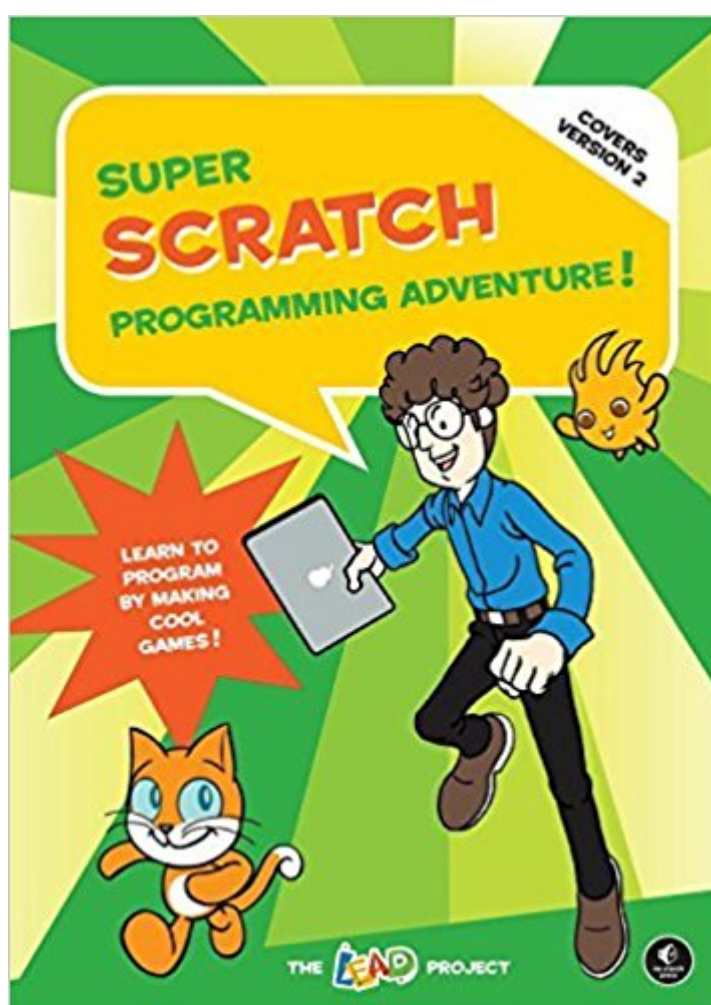


The book was found

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



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. Now Updated for Scratch 2! The free *Super Scratch Educator's Guide* provides commentary and advice on the book's games suitable for teachers and parents. For Ages 8 and Up

Book Information

Paperback: 160 pages

Publisher: No Starch Press; Second Edition edition (October 13, 2013)

Language: English

ISBN-10: 1593275315

ISBN-13: 978-1593275310

Product Dimensions: 6.8 x 0.4 x 9.5 inches

Shipping Weight: 10.4 ounces (View shipping rates and policies)

Average Customer Review: 4.2 out of 5 stars 130 customer reviews

Best Sellers Rank: #288,764 in Books (See Top 100 in Books) #74 in [Books > Children's Books > Computers & Technology > Programming](#) #191 in [Books > Computers & Technology > Games & Strategy Guides > Game Programming](#) #675 in [Books > Computers & Technology > Programming > Introductory & Beginning](#)

Age Range: 7 and up

Grade Level: 2 - 12

Customer Reviews

"Reveals the power of this deceptively simple programming language...A fun way to learn how to program Scratch, even for adults." *Boing Boing*

The Learning through Engineering, Art, and Design (LEAD) Project is an educational initiative established to encourage the development of creative thinking through the use of technology. Created by The Hong Kong Federation of Youth Groups in collaboration with the MIT Media Lab, the LEAD project promotes hands-on, design-based activities to foster innovation, problem solving skills, and technical literacy.

Mother of an 11yo son here. He said "I'd really like to learn to program so I can make my own games.Can I do that?"I considered the following before discovering this book (via BoingBoing) - Alice (what, until recently, we used at my University); Mindstorms (modified LabVIEW); actual old-school command-line BASIC or similar ('cause that's what I speak). However, Alice spends way too much time in the uncanny valley, Mindstorms takes a while to debug (run, watch the robot hit a wall, troubleshoot, debug, run.....), doesn't really get you to games and is also very abstract, and I wanted something he could do on his own without my help.Enter Super Scratch - this language and this book are aimed precisely at kids who are out to create games. It's games from page 1, you can see the programmer's self-efficacy grow immediately. My son spun off on his own after lesson ~4, saying he 'sees how it works' now. He's still working his way through the book, but he's doing 'jazz' on top of the lessons. It's cool.This is a good introduction to algorithmic thinking and common structures like "while" loops. An amusing by-product is that my son has said he prefers designing board-games now, as the instructions don't have to be as precise for humans as for machines. He gets it!Yes, we could have used free online resources to learn Scratch, but having it laid out in a logical, appropriately paced, and non-distracting manner is a plus for the book over the Internet. Further, he enjoys the self-consciously cheesy story lines that frame the problems. That being said, I don't think I'd use this book with anyone over the age of 12 (at least until they're 20 and can appreciate irony better).

Although my 11-yr-old daughter and I love this book for its great brilliantly colorful illustrations, clarity and detail, I can only give this four stars because it is incompatible with my Kindle Paper White and we thus have to read it on a Kindle For PC, which takes 30 seconds to load a new page. So if you don't already own a Kindle Fire, you will be forced to either suffer through reading at a snail's pace on Kindle for PC, or add a Kindle Fire to your cart and pay the additional \$90 - \$120 for a compatible reader,, buy a paperback version instead and wait for the snail mail.As it turns out, having begun reading the book on the PC, she requested the hardcopy to bring to Computing class

at school as she doesn't want to have to waste time learning how to use the Kindle Fire just to read the book and she wouldn't be able to read the ebook on the school computer.. So for now we are reading it by PC, until the book arrives (and the Kindle Fire I ordered as well).

This book is excellently done but should be clearly marked as being for the previous version of Scratch, not the current version. Scratch 2.0 is so different that about half of the book is inapplicable. It is possible to download Scratch 1.0 and use the book, but the new version is so much better that that would be silly.

I ordered this for my oldest (ten year old boy) who had been learning basic programming concepts in school. He had made a few games using another programming language (I apologize, the name of which escapes me). When he received this book he immediately dove right into it. Within about an hour he had Scratch set up on the family computer and created a very rudimentary game (a cat that shot fireballs at the enemy). Now, several weeks later, he has created some very nifty things. Moreover, his eight year old sister has also gotten into Scratch and is making her own games. This book is a terrific entry into the Scratch community. There are numerous online resources, including user group support, that helps my kids when I'm not able. The community even allows users to upload their Scratch programs for user review and comment. It's really a fantastic thing. I don't mean to gush but my kids have really latched onto Scratch.

My 8 year old daughter had been wanting to learn programming, and after searching the internet, we decided Scratch would be the way to go. We purchased this book based on the great reviews it received on , and I can only agree with all of the positives expressed here. My daughter and I both love this guide! Its clear and logical presentation of code and concepts makes game programming accessible and exciting. In fact, it makes it so approachable that we have purchased a copy for her 3rd grade teachers and I have even agreed to teach a 4 session "Programming in Scratch" elective to 16 kids in her class (yikes!). The only tiny downside to this is that this guide is for Scratch version 1.4 rather than 2.0, so there are a few small changes/substitutions to code that need to be made... but seriously they are very minor and the "fix" in each case is pretty obvious. Overall fantastic book... Highly recommended for any child or teen that wants to get started programming. I would even recommend this to adults. It has allowed me to overcome/eliminate old perceived hurdles (ie. Hey you don't have to code everything!) go for it! I wish they had this when I was a kid!

This has been a wonderful introduction to scratch computer coding for my 6 year old boy and my 9 year old girl. I have only a smattering of experience with coding and had no experience with scratch before this, but found this book to be very easy to follow and teach from. I think of this book as a recipe book for beginning chefs, it gives an exact recipe (code for a game), but helps you to see how it could be used in other recipes (programs). I sit with my 6 year old and we do the lessons together exactly as written. He gets so excited seeing how he made something happen in his game. I sit sometimes with my 9 year old daughter and try to point out how each piece of code could be used in other programs, but she could do it all on her own, she doesn't actually need my help. I highly recommend this book as a fun introduction to scratch computer coding. It is a great book for interested 5-8 year olds as long as you are willing to work closely with them and can be done independently at about 9+.

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