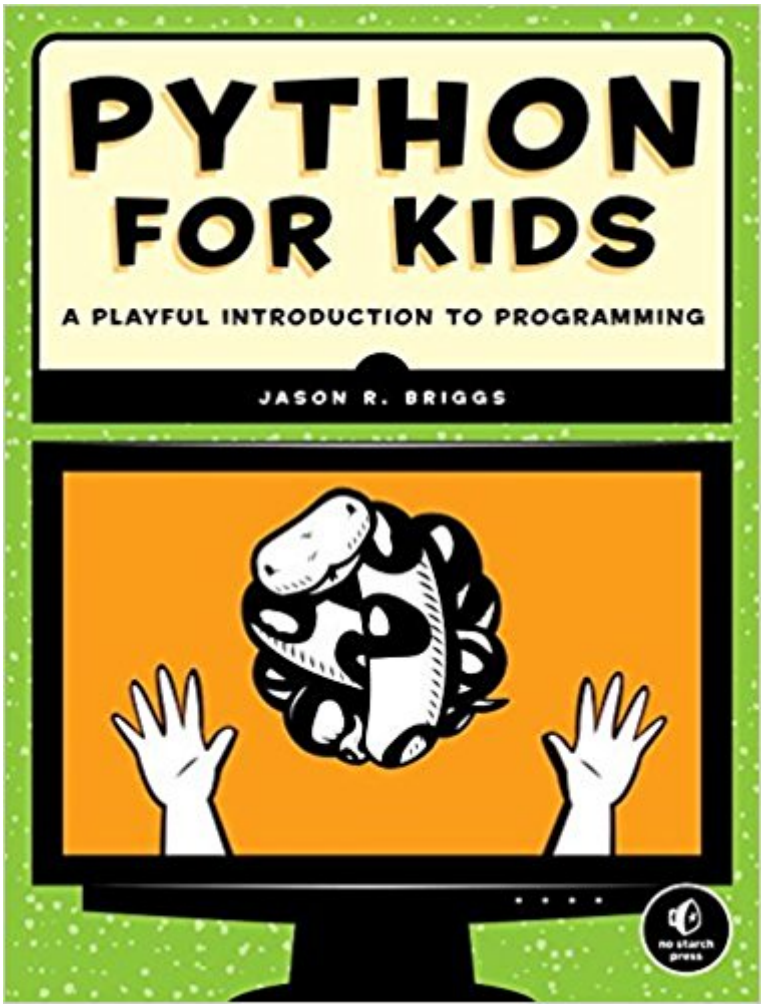
Python For Kids: A Playful Introduction To Programming



Synopsis

Python is a powerful, expressive programming language thatâ ™s easy to learn and fun to use! But books about learning to program in Python can be kind of dull, gray, and boring, and thatâ ™s no fun for anyone.Python for Kids brings Python to life and brings you (and your parents) into the world of programming. The ever-patient Jason R. Briggs will guide you through the basics as you experiment with unique (and often hilarious) example programs that feature ravenous monsters, secret agents, thieving ravens, and more. New terms are defined; code is colored, dissected, and explained; and quirky, full-color illustrations keep things on the lighter side.Chapters end with programming puzzles designed to stretch your brain and strengthen your understanding. By the end of the book youâ ™ll have programmed two complete games: a clone of the famous Pong and "Mr. Stick Man Races for the Exit"â ”a platform game with jumps, animation, and much more.As you strike out on your programming adventure, youâ ™ll learn how to:â “Use fundamental data structures like lists, tuples, and mapsâ “Organize and reuse your code with functions and modulesâ “Use control structures like loops and conditional statementsâ “Draw shapes and patterns with Pythonâ ™s turtle moduleâ “Create games, animations, and other graphical wonders with tkinterWhy should serious adults have all the fun? Python for Kids is your ticket into the amazing world of computer programming.For kids ages 10+ (and their parents)The code in this book runs on almost anything: Windows, Mac, Linux, even an OLPC laptop or Raspberry Pi!

Book Information

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Age Range: 10 and up

Grade Level: 5 and up

Customer Reviews

From the Author: Top 5 Tips & Tricks for Beginning Programmers 1. Never try to understand a long piece of code (or a long program) in one go. Focus on a few statements at a time. If possible, try to take a smaller chunk of the code and run it yourself to see what it does. Experimenting is always good, even if it doesnâ ™t work and you get weird error messages, youâ ™ve learned something! 2. Try it yourself. Make sure you try out code examples for yourself (donâ ™t just read about them). Trying something and running it, actually helps it stick in your head. Better yet, if you change things around to see what effect that has, youâ ™ll learn and understand more. 3. If all else fails, sleep on it. Sometimes no amount of brain effort will get you past a difficult or complicated problem. Either you donâ ™t understand something, or a piece of your code wonâ ™t work, and you canâ ™t figure out why. If all else fails, try sleeping on it. Or, at the very least, leave it alone for a few hours, and come back to the problem later. When you come to something fresh, often the answer will appear. 4. Never type long sections of code directly into the Shell. In Python, either in the Shell (IDLE) or the Console, you can type and run statements directly and see what happens. But if youâ ™re entering a longer program, either use a text editor or use the Shellâ ™s editor (select File, then New in the Shell). That way you can save your file, run it, and come back and fiddle with the code without having to re-type everything. 5. Pick the right project. If youâ ™re looking for something to put your new-found programming skills to use, donâ ™t think Halo, or Uncharted, or Super Mario Galaxy or Assassins Creed. Donâ ™t even think Angry Birds, or Pocket God, or Rolando. Think arcade games from the 1970â ™s and 1980â ™sâ ”games like Galaxian, Centipede, Donkey Kong, and Frogger have simple graphics and basic game mechanics, which makes them great first projects for budding game developers. Do an internet search for arcade games from that period. Take a look at some examples and then try to write something similar yourself. Itâ ™s much more satisfying to take a simple project and actually finish it, rather than a hugely ambitious, complicated project that you never get working.

"By the end of the book you have a fully-functional platform game running, and most likely a head full of ideas about your next gameâ |Python for Kids is just as good an introduction for adults learning to code." â “Geek.com"An excellent introduction to programming for anyone interested in learning to program, regardless of their age. The material is extremely well organized and presented, and makes for a great resource for either home or school."â ”GeekDad

My 9 year old son LOVES electronics and is trying to learn how to program. He really enjoyed this book. The games were good and he learned some great basic programing ideas. He's now trying to take the games he learned and change them a little using what he learned from the book. He finished the book in about a month. It's a great book for a younger programer starting out.

python is one of the easiest first languages so it is ideal for the beginner and it is perfect for kids.little parental help here and there and they will be on there way 10+

Great book! With lively and funny examples, this book provides a great opportunity for young kids to get exposure to Python.

Good intro book.My son and I do it together. I don't think he would do it on his own though.

A great way to get kids/teens into Python. If you are looking to get your kids into a meaningful programming language, this the language, this is the book. My pre-teen daughters learned to code from this book. The book s Python 3 based.

Seems well written. Definately python is more for kids 9+ who have the patience for it, not the easy wins of projects in scratch...

This is a great book for teaching kids basic coding concepts. The level is just about right for an 8 year old, we're half-way through it working a half chapter per week or so, around school work and other things.

I'm an auditor with no real experience in computer programming other than trying out some other non-programming tools to create games. Bought this to get a generally understanding of terms and how programming works. Extremely easy to follow and understand. I'm not sure if a 10 year old could understand it completely (I sure couldn't at that age!) but I've excelled greatly and will be moving onto learning C++ to try some more powerful programming.

Python: Programming: Your Step By Step Guide To Easily Learn Python in 7 Days (Python for Beginners, Python Programming for Beginners, Learn Python, Python Language) Python

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