



Lift-the-Flap Computers and Coding

Books Reviewed:

[Lift-the-Flap Computers and Coding](#) [1]

Books Reviewed:

[Coding for Beginners using Scratch](#) [2]

Books Reviewed:

[How to Code in 10 Easy Lessons](#) [3]

Issue:

[216](#) [4]

Reviewer:

[Sue Unstead](#) [5]

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4

Long, long ago, before the World Wide Web was even thought of, owning your first computer (think ZX Spectrum or the box-like BBC Acorn computer) meant learning to programme before you could take your first faltering steps. All that faded as computers and then programmes became ever more sophisticated, with CD Roms offering encyclopedic resources and moving images. But coding is alive and well again in primary schools, not just in the classroom but with afterschool clubs flourishing, hence the sudden appearance of a range of new titles on computers and coding.

Usborne's **Computers and Coding** offers a colourful and straightforward introduction to computers and how they work with over 100 flaps to lift. The nifty way these are incorporated into the design means that additional information is embedded in the page without making it all too dense. There is a light touch throughout, with plenty of humour and quirky facts, games and puzzles to keep the pace sprightly. A really first-class introduction for a wide age group. Extra help and online resources are included throughout.

Usborne's expertise in this area is put to good use in **Coding for Beginners using Scratch**, an introduction to the computer language especially suited to beginners, and ideal for creating animations, stories and games. Step-by-step instructions enable a complete beginner to create programmes with the help of menu guides and online downloads. Projects range from creating very simple games such as cat and mouse, dancing sprites and pattern makers to more complex space adventures with zooming asteroids and speeding aliens.

In **How to Code in 10 Easy Lessons** Sean McManus, author of a range of computer books and experienced at teaching programming and web design to primary schoolchildren, offers a guide to programming in ten core skills. Scratch is the language used here, but the skills are applicable to other programmes. Step-by-step instructions show how to plan a game, build the different stages, test it and fix bugs. Moving onwards there is guidance on how to build a website using HTML, how to add images and share information. Additional resources and useful links are included as well as a glossary.

Parents as well as teachers would find all these titles useful to support their children's interest in this fast-moving area. There is no doubt that programming helps children to be articulate and think logically as well as developing literacy and numeracy, so it is encouraging that such excellent resources are now available.

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Links:

[1] <http://typo3.booksforkeeps.co.uk/childrens-books/lift-the-flap-computers-and-coding>

[2] <http://typo3.booksforkeeps.co.uk/childrens-books/coding-for-beginners-using-scratch>

[3] <http://typo3.booksforkeeps.co.uk/childrens-books/how-to-code-in-10-easy-lessons>

[4] <http://typo3.booksforkeeps.co.uk/issue/216>

[5] <http://typo3.booksforkeeps.co.uk/member/sue-unstead>