Coding:

A Bibliography of Resources

May 2017

Stewart Resources Centre

Saskatchewan Teachers' Federation
2317 Arlington Avenue, Saskatoon, SK S7J 2H8
Telephone: 306-373-1660 Email: src@stf.sk.ca

*Annotations have been excerpted and/or adapted from descriptions provided by the publishers.

004.071 K91
Krauss, Jane; Prottsman, Kiki
Computational thinking and coding for every students : the teachers' getting-started guide
Thousand Oaks, CA: Corwin, 2017.
Subjects: Computer programming—Study and teaching (Elementary). Computer science—Study and teaching (Elementary). Computational learning theory. Computer programming—Study and teaching (Secondary). Computer science—Study and teaching (Secondary).
Summary: This title is the beginner's guide for K-12 educators who want to learn to integrate the basics of computer science into their curriculum.

005.1 L991
Lyons, Heather; Tweedale, Elizabeth
Kids get coding. Coding, bugs, and fixes
Minneapolis,MN: Lerner Publications, 2016.
Subjects: Computer programming—Juvenile literature.
Summary: Learn coding basics in this kid-friendly, easy-to-follow book. It covers algorithms, loops, bugs, and fixes using real-world examples and fun illustrations. Online and offline activities also boost learning and skills.

005.1 L991
Lyons, Heather; Tweedale, Elizabeth
Kids get coding. Learn to program
Minneapolis, MN: Lerner Publicaitons, 2016.
Subjects: Programming languages (Electronic computers)—Juvenile literature. Computer programming—Juvenile literature.
Summary: Audience: K to grade 3.

005.133 B347
Baumann, Susan K.
QBasic
Cincinnati, OH: South-Western Educational Pub., 1997.
Subjects: QBasic (Computer program language). Programming languages (Computers).
Notes: Computer science 20, 30.

005.133 M133
McCue, Camille
Coding for kids for dummies
Hoboken, NJ: John Wiley & Sons, Ltd., 2015.
Subjects: Computer programming—Juvenile literature.
Summary: This book breaks coding into a series of small projects, each designed to teach elementary to middle school aged students a core concept to build a game, application, or other tool. In this hands-on, friendly guide, readers will get access to a leading coding tool that has

been designed specifically for kids, showing them how to create the projects provided in the book as well as how to implement them into their own creative work.

005.133 M147
McGrath, Mike
Coding for beginners in easy steps
Leamington Spa, England: In Easy Steps Limited, c2015.
Subjects: C++ (Computer program language). Object-oriented programming (Computer science). C (Computer program language). Computer programming. Python (Computer program language). Java (Computer program language).
Summary: This book teaches you how to write code to create your own computer programs. It contains separate chapters demonstrating how to store information in data structures, how to control program flow using control structures, and how to create re-usable blocks of code in program functions. There are complete step-by-step example programs that demonstrate each aspect of coding, together with screenshots that illustrate the actual output when each program has been executed.

005.133 P346
Payne, Bryson
Teach your kids to code : a parent-friendly guide to Python programming
San Francisco, CA : No Starch Press, 2015.
Subjects: Computer programming. Python (Computer program language).
Summary: This book is a guide to teaching basic programming skills for parents and teachers, with step-by-step explanations, visual examples, and exercises. It covers programming concepts including loops, lists, functions, and variables, and how to build games and applications.

005.133 R719
Roffey, Chris
Coding club. Level 1, Python basics
Cambridge, England: Cambridge University Press, 2012.
Subjects: Computer programming—Juvenile literature. Python (Computer program language).
Summary: Have you ever wondered how computers can make so much happen? How do they perform calculations, show movies and run amazing games? These are all examples of computer programs or applications (often known simply as apps). *Coding Club* is a new series of coding books that will guide young programmers to create their own versions of familiar games and challenge them to adapt and experiment with programs. With clear explanations and step-by-step layouts, the series starts right at the beginning and works its way up over four flexible levels. The skills required for each level are introduced in the core books. The additional books at each level give young programmers the chance to develop and practice those skills in an area of their interest.

005.133 R719
Roffey, Chris
Coding club. Level 2, Python: Next steps
Cambridge, England: Cambridge University Press, 2012.
Subjects: Computer programming—Juvenile literature. Python (Computer program language).

Summary: Have you ever wondered how computers can make so much happen? How do they perform calculations, show movies and run amazing games? These are all examples of computer programs or applications (often known simply as apps). *Coding Club* is a new series of coding books that will guide young programmers to create their own versions of familiar games and challenge them to adapt and experiment with programs. With clear explanations and step-by-step layouts, the series starts right at the beginning and works its way up over four flexible levels. The skills required for each level are introduced in the core books. The additional books at each level give young programmers the chance to develop and practice those skills in an area of their interest.

005.133 W886
Woodcock, Jon
Coding games in Scratch : a step-by-step visual guide to building your own computer games
New York, NY: Dorling Kindersley, 2015.
Subjects: Computer games—Programming. Scratch (Computer program language).
Summary: Coding computer programs is a valuable skills to have. Written for children with little to no coding experience, this book guides children through building platform games, puzzles, racers, and 3-D action games. Schools have incorporated computer coding into their curriculum, beginning as early as kindergarten to ensure students understand the languages and uses of computer coding. The step-by-step guides are simple and easy to follow with Minecraft-style pixel art. When people learn to code in Scratch, they learn important strategies for solving problems, designing projects, and communicating ideas.

005.133 W886
Woodcock, Jon
Coding projects in Scratch : a step-by-step visual guide to coding your own animations, games, simulations, and more!
New York, NY: Dorling Kindersley, 2016.
Subjects: Scratch (Computer program language)—Juvenile literature. Computer games—Programming—Juvenile literature.
Summary: Coding computer programs is a valuable skills to have. Written for children with little to no coding experience, this book guides children through building platform games, puzzles, racers, and 3-D action games.

005.133 Z56
Zentic, Tamara
Decoding respect. Everyone can code with HTML, grades 5-12 : hands-on activities that teach students respect as they learn webpage coding
Boys Town, NE : Boys Town Press, 2016.
Subjects: Computer programming—Juvenile literature. HTML editors (Computer program)—Juvenile literature.
Summary: With easy-to-follow instructions that are designed for the non-tech-savvy, this book will guide students through the processes of coding. The resource includes clear examples, tips, and screen shots to use, along with the complete code to help answer questions or provide solutions for the students.

005.2762 W223
Walsh, Aaron E.
Java for dummies
Foster City, CA: IDG Books, 1998.
Subjects: Java (Computer program language)
Summary: Computer science 20, 30. System requirements for CD-ROM: 486 or faster PC with Windows 95, or later, or 68040 or faster MAC OS with System 7.5 or later, 16MB RAM, Web browser with Java support, and a double-speed CD-ROM drive.

371.334 K17
Kapp, Karl M.; Blair, Lucas
The gamification of learning and instruction fieldbook : ideas into practice
San Francisco, CA: Wiley, 2014.
Subjects: Computer-assisted instruction. Simulation games in education. Educational games. Employees—Training of.

371.334 K17
Kapp, Karl M.
The gamification of learning and instruction : game-based methods and strategies for training and education
San Francisco, CA: Wiley, 2014.
Subjects: Computer-assisted instruction. Simulation games in education. Educational games.
Summary: Learning professionals are finding success applying game-based sensibilities to the development of instruction. This is the first book to show how to design online instruction that leverages the best elements of online games to increase learning, retention, and application. It explains how to match different game strategies to types of learning content for the right learning outcome and discusses how gamification techniques can be used in a variety of settings to improve learning, retention and application of knowledge. Supported by peer-reviewed studies and examples from corporations who have adopted game-based learning successfully, the book illustrates how combining instructional design thinking with game concepts can create engaged and interactive learning experiences across a variety of media, from online to face-to-face.

794.81526 M344
Marji, Majed
Learn to program with Scratch : a visual introduction to programming games, art, science, and math
San Francisco, CA: No Starch Press, 2014.
Subjects: Computer games—Programming. Computer programming. Scratch (Computer program language)
Summary: Scratch is a fun, free, beginner-friendly programming environment where you connect blocks of code to build programs. While most famously used to introduce kids to programming, Scratch can make computer science approachable for people of any age. Rather than typing countless lines of code in a cryptic programming language, why not use colorful command blocks and cartoon sprites to create powerful scripts? The author uses Scratch to explain the concepts essential to solving real-world programming problems. The labeled, color-coded blocks

plainly show each logical step in a given script, and with a single click, you can even test any part of your script to check your logic.