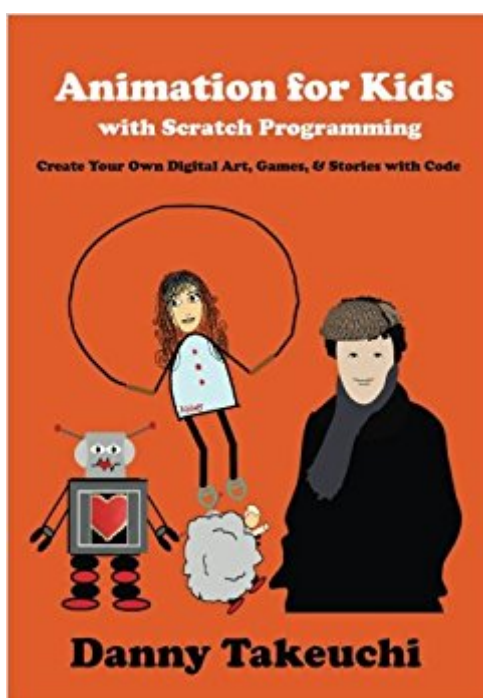


The book was found

Animation For Kids With Scratch Programming: Create Your Own Digital Art, Games, And Stories With Code



Synopsis

The myth: Programming is only for kids who are good at math and science. The reality: Anyone can learn how to code. Kids with an artistic bent and curious minds can give life to technology that shapes our daily experience. Don't believe it? Give this book a try! It will prove to be the best investment for your kids. This book teaches kids how to create animations with code. No big words or scary concepts. Only step-by-step, visual programming laced with digital art, games, and storytelling projects. It is a great art and code mixer. Animation for Kids with Scratch Programming is the perfect first taste that any budding programmer could fall in love with. This book has three sections: *Section one starts with simple projects to help students learn basic programming concepts. Those projects give students hands-on learning experience in developing their own games and animations. *Section two provides students with animation techniques to fuel their creativity and imagination. It provides them tools to create more interesting animations. *Section three guides students through four complete animations, each with its own storyboard. Kids learn how to manage the complexities of development, the interactions of multiple characters, and the timing of separate events. Many of the animation techniques introduced earlier are utilized to create these projects. This book highlights the following areas: Art and Code: Art and code go together like cookies and milk. This book leads with what kids know - art, games, and story-telling. Let them discover their Aha moments while having fun. Simplicity: No kids study grammar to figure out how to talk. They learn by talking. Why should it be different with programming? No more concept overload and wordy explanations. Start coding from day one. Projects: The book guides students to create their projects step-by-step. The instant gratification gained in each project reinforces their confidence and love for learning. Use this book in classrooms or for self-learning. Techniques: This is the 1st book focusing on animation techniques in Scratch. Kids can use it as a great reference book for building their own games and animations. Storyboard: Actions and scenes have to be planned out just like in filmmaking. This book teaches kids how to use the storyboard to guide their programming logic. Before Christmas, the first five hundred copies sold will entitle the buyers with a two-hour free webinar class. In this online class, we will walk students through the first chapter. To register for the free webinar, please go to MentorsCloud.com.

Book Information

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Customer Reviews

This book guides kids to create animations with code one project at a time, without worrying about complicated concepts. The instant gratification gained in each project reinforces their confidence and love for learning. This is a gentle introduction to both programming and animation. Five points of interests for the book: No wordy explanations to bore or confuse students. A collection of animation and drawing/painting techniques. Project based learning with lots of examples. An art and code mixer. Good for classroom settings or self-learning. I like how creative this class was and how many free choices it gave us in our programming projects." -- Michael, 5th Grade, Kuna, Idaho

"Everything was fantastic! My son does not love going to school, but he loved this class. -- Thank you!" --- Trena - Parent, Meridian, Idaho

Danny Takeuchi is the founder of the startup, [MentorsCloud.com](#). He taught over 200 kids how to program games, animations, and mobile apps, using the curriculum he developed. He is also a collaborator in the Sherlock Holmes & the Internet of Things (IoT) Global Challenge sponsored by Columbia University's Digital Storytelling Lab. He worked as an engineering intern in the HP Inc. R&D Lab. For more information, go to [MentorsCloud.com](#).

We received a review copy of this book, and my son loves it. He has taken some classes with the author previously, and was very excited to receive a copy of Danny's new book. I will now give the keyboard over to him so he can state his opinions on the book: Hi, this is Michael. I had learned a lot about Scratch programming previously, and this book allowed me to learn so much more about the program than I could have or ever did in the classes I took. For kids who are newer to the program, this book begins with a very simple program that is very friendly to newcomers to learn off

of. For kids with previous experience, only the first 3 chapters or so are things that we have learned in the classes. While these are still good to review, the author did a very good job of delving right into the stuff that would be new for people who have already taken some classes, without making the lessons have too steep a difficulty curve for newer students. That alone shows how this book is created for both types of kids working on learning Scratch. The book is full of diagrams of how the programming should look exactly, along with explanations of what each part of the code does that helps the program function correctly. These diagrams and illustrations are very clear as to exactly what it should look like. The book is split into sections, each of which have a few games/animations which focus on teaching the feature the chapter teaches. This makes the goal of what each program should look like very clear, and it should be obvious if a kid makes a mistake, so they can fix it right away and learn what that part of the programming does more in depth, as they can then see how it affects the program overall. All in all, this book is very good. It is helpful for both experienced users of Scratch and new ones, it has clear illustrations and instructions for what to do, and it helps these users gain an understanding of how all the parts work into a whole through focused sections of the book. If your kid is like me, and wants to be a computer programmer, they should read this book and pick up Scratch, because both of these have a nice learning curve and can act as an introductory level program for future programmers.

I'm a teacher and I ordered the book to help me with "teaching" coding in my computer apps class. My students are mixed grade levels from 12 to 14 year-old. After looking through the pages I can really see the ease with which students can work and have fun regardless of age or grade level. The book will be a staple in my class this next semester.

Using MIT's wondrous Scratch, Danny Takeuchi has created an artful guide for young learners that pulled me into the very first chapter's instruction flow! With this book and a PC, a creative youth will have experienced guidance while simultaneously being given the opportunity to enable and then explore their own creative ideas. As a multimedia toolbox, Scratch is very color intensive, and this book's total commitment to color intense graphics is evident on every single page. The book's graphics quality is immediately obvious; however, it's Danny's experience teaching youth that's been captured here. I first shared Scratch in 2009 with 5th graders and have been coaching youth, adults, librarians and teachers since the Hour of Code was launched in 2013. Coach Newton <https://scratch.mit.edu/users/CoachNewton/>

My son has taken a couple of classes from Danny one of which was Scratch programming. Most of the concepts taught in this book were taught by Danny in one of his classes. These concepts have given my son a good introduction to the world of programming and have help him as he has gone on to take more advanced programing classes. The concepts are basic enough to get younger kids learning key concepts and provide a good foundation for continued learning in more advance programing languages.

This is a really great book overall. The diagrams ensure that you know the next step. The worded instructions are very obvious to my son. He enjoys this book a lot and loves how he came from someone who doesn't know scratch at all suddenly know so much. He thinks that scratch is really cool and this book really teaches you a lot about how to program things such as animations and games. It is so fun to play with something you just created. This book really breaks scratch down into different parts so it is easier to learn. My son loves it.

When I first taught my son to program in Scratch I expected him to begin creating and remixing games but I was surprised when I realized that he spent most of his programming time creating movies, or animations, and sharing them with his friends. By creating a book focused on creating animations Danny helps make programming in Scratch fun and approachable for those kids who want to create with Scratch but are intimidated or turned off by the thought of creating games. Well done.

This book is perfect for any level of game programming. My 8 yr old daughter who is just starting, has enjoyed the step by step guides to develop certain games. My 11 yr old son has had some experience in the game programming, and he loves the book. He can take the suggestions and go with his own ideas as well. Super book!!

My son took a programming class from Danny as well. This book includes what he learned in that class and expands on it. He does a great job setting out what the objective is for each lesson, then walking you through it using both text and graphics, which makes it really easy for anyone to understand and follow. Great book!

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